



BRISBANE DISTRICT BOWLS ASSOCIATION

CONDITIONS OF PLAY

GENERAL CONDITIONS of PLAY

- A. MEN'S CLUB PENNANTS
- B. MEN'S DISTRICT CHAMPIONSHIPS
- C. MEN'S CHAMPION of CLUB CHAMPIONS
- D. ALEX GOW CUP
- E. MEN'S OVER 60 (SENIOR) MID-WEEK PENNANTS
- F. LADIES CLUB PENNANTS
- G. LADIES DISTRICT CHAMPIONSHIPS
- H. LADIES CHAMPION of CLUB CHAMPIONS

Conditions of Play as at December 2018

TABLE OF CONTENTS

1	GAME RULES & PLAY CONDITIONS	5
2	DEFINITION OF TERMS	5
3	CONTROLLING BODY	5
4	BOWLS ATTIRE	6
5	EXTREME WEATHER CONDITIONS	6
6	PLAYER ELIGIBILITY & INELIGIBLE PLAYER PENALTY	8
7	CONDUCTING THE GAME	9
8	SMOKING	13
9	SPORTSMANSHIP AND FAIR PLAY	13
	APPENDIX A MEN'S CLUB PENNANTS	14
A.1	INTRODUCTION	14
A.2	PENNANT NOMINATIONS & DIVISIONAL GRADINGS	15
A.3	PLAYER ELIGIBILITY	15
A.4	SIDE WITHDRAWAL & INCOMPLETE SIDES	16
A.5	DECIDING ROUND WINNERS	16
A.6	AWARDING A FORFEIT	16
A.7	PLAYER MOVEMENT	16
A.8	INCLEMENT WEATHER & GAME STOPPAGE – ROUND PLAY	17
A.9	PLAY INTERRUPTIONS – INCOMPLETE & DEEMED COMPLETED GAMES	17
A.10	DIVISIONAL FINAL PLAYER ELIGIBILITY	18
A.11	DECIDING PLAYOFF FINALISTS	18
A.12	FINALS PLAY	18
A.13	THE COMPETITION AWARD -- PENNANT FLAGS / BADGES	19
A.14	DETERMINING CLUB DIVISIONAL STANDING	20
A.15	HOST CLUB ACTS AS CONTROLLING BODY	20
A.16	GREEN FEES	20
A.17	SCORE BOARDS	20
A.18	AFTERNOON TEA	20
A.19	GROUP & STATE PLAYOFFS	20
A.20	SEQ DIVISIONAL CHAMPIONSHIPS	20
	APPENDIX B MENS DISTRICT CHAMPIONSHIPS	21
	SINGLES, PAIRS, FOURS, MIXED PAIRS, OVER 60 PAIRS	21
B.1	THE COMPETITION	21
B.2	PLAYER ELIGIBILITY	21
B.3	INELIGIBLE PLAYER PENALTY / FORFEITS	21
B.4	TRIAL ENDS AND BYES	22
B.5	INCOMPLETE MATCH / WEATHER AFFECTED MATCHES	22
	APPENDIX C MENS CHAMPION OF CLUB CHAMPIONS	23
	SINGLES, PAIRS, FOURS, MIXED PAIRS	23
C.1	THE COMPETITION	23

C.2	PLAYER ELIGIBILITY	23
C.3	INCOMPLETE GAME	23
C.4	TRIAL ENDS AND BYES	24
C.5	MANDATORY CONDITIONS OF PLAY SET BY BOWLS QUEENSLAND	24
APPENDIX D	ALEX GOW CUP	25
D.1	THE COMPETITION	25
D.2	GAMES COMMITTEE AS CONTROLLING BODY AND HOST CLUB DELEGATION	25
D.3	PLAYER ELIGIBILITY	25
D.4	ENTRY NOMINATIONS	25
D.5	ARRANGING GAMES	26
D.6	GAME AND MATCH RESULT	26
D.7	INCOMPLETE GAMES & GAME CANCELLATION	26
D.8	ABSENT PLAYERS AND SIDE FORFEIT	26
D.9	SCORE SHEETS	27
D.10	DECIDING WINNERS	27
D.11	PLAYOFF FINALS	27
D.12	GREEN FEES	28
APPENDIX E	MEN'S OVER 60 (SENIOR) MID-WEEK PENNANT	29
E.1	CONTROLLING BODY (MATCH COMMITTEE)	29
E.2	DEFINITION OF TERMS	29
E.3	FORMAT	29
E.4	ENTRY CONDITIONS & ELIGIBILITY TO PLAY	29
E.5	SCORING	29
E.6	BYES	30
E.7	AWARDING A FORFEIT	30
E.8	BOWLS ATTIRE	30
E.9	TRIAL ENDS	30
E.10	FIRST TO PLAY (Law 56.4)	30
E.11	MOVEMENT OF A PLAYER BETWEEN SIDES IF A CLUB HAS MORE THAN ONE SIDE IN THE COMPETITION.	30
E.12	RE-SPOTTING THE JACK LAWS 56.5.3, 56.5.4	30
E.13	TIE-BREAKER (Law 56.2)	30
E.14	ALTERATIONS TO THE FORMAT & LENGTH OF THE GAMES	31
E.15	PLAYOFF FINALS	31
E.16	GREEN FEES	32
APPENDIX F	LADIES DAY PENNANTS	33
F.1	INTRODUCTION	33
F.2	NOMINATIONS	33
F.3	DIVISIONS	34
F.4	ELIGIBILITY OF PLAYERS	34
F.5	ELIGIBILITY FOR GROUP /STATE PENNANT PLAY OFFS	35
F.6	SUBSTITUTES/REPLACEMENT PLAYERS	35
F.7	DECIDING ROUND WINNERS	35

F.8	SIDE WITHDRAWAL & INCOMPLETE SIDES	35
F.9	AWARDING A FORFEIT	35
F.10	WEATHER AFFECTED MATCHES – ROUND PLAY	36
F.11	OPPONENT AND RINK DRAW METHOD	36
F.12	DECIDING PLAYOFF FINALISTS	37
F.13	FINALS	37
F.14	HOST CLUB ACTS AS CONTROLLING BODY	38
F.15	GREEN FEES	38
F.16	HAT PENNANT BADGES	38
F.17	PROMOTION OR DEMOTION OF CLUBS	38
F.18	SCOREBOARDS	38
F.19	ZONE & STATE PLAYOFFS	38
F.20	GENERAL	38
APPENDIX G LADIES DISTRICT CHAMPIONSHIPS		39
SINGLES, PAIRS, TRIPLES, FOURS, SENIOR (OVER 60) MIXED FOURS		39
G.1	GENERAL	39
G.2	PLAYER ELIGIBILITY	39
G.3	INELIGIBLE PLAYER PENALTY / FORFEITS	40
G.4	TRIAL ENDS AND BYES	40
G.5	INCOMPLETE MATCH / WEATHER AFFECTED MATCHES	40
G.6	PENALTIES / NON-ATTENDANCE	41
G.7	TROPHIES	41
G.8	GENERAL	41
APPENDIX H LADIES DISTRICT CHAMPION OF CLUB CHAMPIONS		42
SINGLES, PAIRS, FOURS		42
H.1	THE COMPETITION	42
H.2	PLAYER ELIGIBILITY	42
H.3	INCOMPLETE GAME	42
H.4	TRIAL ENDS AND BYES	43
H.5	MANDATORY CONDITIONS OF PLAY SET BY BOWLS QUEENSLAND	43

GENERAL CONDITIONS OF PLAY

1 GAME RULES & PLAY CONDITIONS

- 1.1 All games shall be conducted strictly in accordance with the Laws of the Sport of Bowls. The Controlling Body retains the discretion to make changes to these Conditions
- 1.2 No Controlling Body or Individual has the right or power to contract out any of the Laws of the Sport of Bowls (Law 60).
- 1.3 All players should ensure that they are familiar with and accept these Conditions of Play. The current Conditions of Play is available on the BDBA website.

2 DEFINITION OF TERMS

- 2.1 The following terms used in these Conditions of Play, unless stated otherwise, represent the meanings as outlined below.

TERM	DEFINITION
<i>BDBA</i> or Management	Brisbane District Bowls Association Inc.
BQ	Bowls Queensland.
BA	Bowls Australia.
Controlling Body	The entity [individual or corporate] assigned the responsibility for organising and conducting competition games.
Match Committee	BDBA Ladies and or Men's Match Committee
Declared club	Is the club or deemed club recorded as the player's declared club for that year by BQ
Laws of the Game and Law/s	Means the Laws of the Sport of Bowls – Crystal Mark 3 rd . Edition (including Domestic Regulations for Australia) as amended from time to time
Player and or bowler and or member	A person who is a financial affiliated player with full playing rights of an affiliated Bowling Club (2.1.3 of BA "Affiliation & Eligibility To Play Policy").
Affiliated Member Club	A bowling club that has paid the prescribed fees to the BDBA, BQ and BA on behalf of a financial affiliated player.

3 CONTROLLING BODY

- 3.1 The Ladies Match Committee and the Men's Match Committee are the overall Controlling Bodies for BDBA events.
 - 3.1.1 The Ladies' Match committee shall exercise full control of the conduct of all BDBA ladies' events and competitions conducted within the District.
 - 3.1.2 The Men's Match committee shall exercise full control of the conduct of all BDBA men's events and competitions conducted within the District.
- 3.2 These committees may assign part or all of their Controlling Body responsibilities to other parties within the district.
- 3.3 The Controlling Body shall have the power to enquire into, and adjudicate on, any dispute or interpretation that may occur during the conduct of a competition.
- 3.4 The Controlling Body may make changes to facilitate the orderly control of the game.

4 BOWLS ATTIRE

- 4.1 In the interest of sun safety, players and officials are encouraged to wear suitable protective clothing appropriate for the Queensland climate while complying with Bowls Queensland Attire By-law 14, of August 2012.
- 4.2 Clubs are required to determine a club uniform for all BDBA events for approval by BDBA. Such events are any structured BDBA competition between affiliated clubs where the Laws of the Sport of Bowls and an adjudicating umpire are a condition of play. (By-law 14.2 & 14.3)
- 4.3 It is preferred that headwear includes the Bowls Australia Logo or Club hatband, however sun protection will be the priority.
- 4.4 Players are to be attired in their club's registered uniform for BDBA events.
- 4.5 BA approved flat-soled footwear is to be worn with design and colour the choice of the bowler.
- 4.6 Lower body attire can be of player's choice provided all players in a side/team have the same coloured attire.

More information is available at BQ Home Page / Publications / Policies / Attire By-Law

More information is available at BA Home Page / About BA / Constitution & Policies / BA Logo Policy (Dress Regulations)

5 EXTREME WEATHER CONDITIONS

5.1 GENERAL GUIDELINES

BDBA events are held at Member Club's greens. The BDBA may assign controlling body responsibilities to Member Clubs. In the case of extreme weather, play may be delayed, suspended or discontinued. The decision to delay, suspend, or discontinue play is at the discretion of the Controlling Body in consultation with the Umpire and Side Managers. Bowls Queensland Extreme Weather Policy (March 2016) should be used as a guideline for making such decisions.

- 5.1.1 In the case where conditions are unsafe for players, officials or spectators, the umpire/controlling body should suspend play for up to 2 hours until adverse weather conditions promise improvement. Where conditions do not improve in that time, the umpire/controlling body should cancel the play/competition for that day and reschedule continuation of the event to a date to be determined by the Controlling Body. Typical causes for suspending play include: -

- Consistent heavy rain;
- Slippery conditions;
- Extreme heat or cold;
- Snow; and
- Bad light and lighting.

The umpire/controlling body must consider a player's request or complaint about the playing conditions and/or weather, immediately it is received. It is at the discretion of the umpire/controlling body to determine whether to continue or discontinue play.

5.2 HOT WEATHER

- 5.2.1 Players, officials and spectators are to be encouraged to wear hats or other head protection and maintain adequate hydration by drinking fluids during play. Where available, shelter should be offered for players and officials not involved in current play.
- 5.2.2 Should the temperature reach 35°C, players are to be notified and encouraged to maintain adequate hydration. Play may be suspended up to 10 minutes at the conclusion of the current end, to provide for this opportunity and regularly

thereafter.

- 5.2.3 Where the temperature reaches 40°C, BQ recommends the play/competition discontinue and arrangements made for a rescheduled continuation of the event.

5.3 WET WEATHER

It is at the discretion of the umpire/controlling body in consultation with Side Managers to determine whether to discontinue play.

- 5.3.1 If the ground is slippery, or when rain is heavy, play/competition should be discontinued for up to 2 hours to allow playing conditions to improve. Should there be no change in the playing conditions, BQ recommends play/competition discontinue and arrangements made for a rescheduled continuation of the event to a date to be determined by the Controlling Body.

5.4 LIGHTNING

- 5.4.1 When a lightning storm occurs at the venue, all play/competition must be suspended immediately and until the lightning storm passes. There is no discretion in this decision. Should the lightning storm remain and continue for up to 2 hours, BQ recommends that play/competition discontinue and arrangements made for a rescheduled continuation of the event (an indication of threatening lightning within 8-10Km of the venue is when the time between the lightning flash and the resulting thunder is 30 seconds or less).

More information is available at BQ Home Page / Publications / Policies / Extreme Weather Policy

5.5 SUN PROTECTION

- 5.5.1 **Aims:** This policy aims to ensure all participants, officials and spectators in all BDBA events are protected from the harmful effects of the sun throughout the year, and that we provide a sporting environment that supports sun safety awareness and practice scheduling outdoor activities: Schedule outdoor events and/or training times (where practical) outside peak UV times of 10am-2pm
- 5.5.2 **Shade:** Hold training sessions and competitions at venues that provide adequate shade. Encourage participants, officials and spectators to use the shade available and encourage people to bring their own shade alternatives.
- 5.5.3 **Hats:** Ensure that officials and participants are provided with or encouraged to wear sun-safe hats.
- 5.5.4 **Clothing:** Ensure that officials and participants are provided with or encouraged to wear sun-safe clothing that covers as much skin as possible, including shirts/tops with longer sleeves and a collar, and long shorts or pants.
- 5.5.5 **Sunscreen:** Sunscreen is available that is at least SPF30+, broad-spectrum and water resistant and participants, coaches, officials and spectators are encouraged to use it appropriately.
- 5.5.6 **Increase Awareness of Sun Safety:** Regularly promote sun protection information to officials, participants and spectators through briefings or training sessions, newsletters, notice boards, online communications, enrolment and announcements at sporting events.
- 5.5.7 **Sun Glasses:** Encourage officials and participants to wear close fitting, wraparound sunglasses.
- 5.5.8 **Role Modelling:** Encourage all officials, coaches and members of BDBA, and its clubs, to act as positive role models for all other members (participants) in all aspects of sun-safe behavior, including using a combination of sun-protection measures.

More information is available at BQ Home Page / Publications / Policies / Sun Protection

Policy

6 PLAYER ELIGIBILITY & INELIGIBLE PLAYER PENALTY

6.1 GENERAL

- 6.1.1 Any life member (whose affiliation fees have been paid) or bowls member of a Member Club is eligible to play in a BDBA competition. It is the responsibility of the player's Member Club to verify the eligibility of intending and entering players. Should a Member Club play an ineligible player, the match shall be awarded as a forfeit to the opponent.
- 6.1.2 Players are not eligible to play in BDBA events whilst they are suspended by the District or any Club within the District.

6.2 PLAYER CLEARANCES

Any player who is a member, or Life member of another affiliated club in Queensland, shall be eligible to play in a BDBA competition if that player is a financial affiliated player with full playing rights of a BDBA affiliated club, and that club has received a written clearance to play from the other Club. A club must not accept a player transferring from another club affiliated in Queensland without an interclub clearance or another club outside of Queensland without an inter-state clearance.

6.3 SUBSTITUTES / REPLACEMENT PLAYERS

6.3.1 DEFINITIONS (Domestic Regulation [DR] 2):

- Constituted Player – a singles player or member of a team who has commenced their first game in a competition (when the jack is delivered in the first end as per Law 5.3) or has become constituted as per the provisions of DR 2.2;
- Replacement Player – a player who is appointed to take the place of a constituted player who cannot play in any round of that competition for a reason accepted by the Controlling Body;
Example – players who have died, succumbed to ill health, involved in accidents or there have been accidents to family members
- Substitute Player - a player who is appointed to play in the place of an intended player or constituted player who is unavailable or physically incapable of attending, playing in or continuing in any part of any game for a reason accepted by the Controlling Body;
Example – the short-term illness to a player or the player's immediate family (spouse or children).
- Intended Player – one whose entry has been accepted as a player, team or side for a particular competition from the time entries close until the member is constituted; and
- Intended Team – a team whose entry has been accepted for a particular competition. The players entered in that team are intended players from the time entries close until the team is constituted.

6.3.2 In accordance with DR 2.3, eligible substitutes are permitted throughout a competition with the Umpire and Controlling Body notified in every instance.

6.3.3 An eligible substitute shall not play skip.

6.3.4 Game score cards and result sheets need to record the umpire's approval, with the names of both the substitute and absent player recorded on game scorecards and game result sheet. Only one (1) substitute is allowed at any time.

6.3.5 In accordance with DR 2.4, if a Constituted Player is physically incapable or otherwise prevented from taking further part in any round (**after the first round**) in that competition for a reason accepted by the Controlling Body, a

replacement player shall be permitted. Eligible replacements can play in any position including skip.

- 6.3.6 Replacements or substitutes shall not be permitted for a singles game that is not part of a sides competition.

Note: The Controlling Body and Umpire must be advised in every circumstance.

7 CONDUCTING THE GAME

7.1 PROVISION OF UMPIRE

- 7.1.1 For BDBA events, the Member club hosting an event shall appoint an Accredited National Umpire to officiate at the competition and undertake the duties outlined in Law 43. Preference is to be given to non-playing umpires. Where no Accredited National umpire is available at the host club, the Controlling Body may appoint an umpire from an affiliated club or appoint a knowledgeable, competent person (playing or non-playing) to act as umpire. **The umpire's name will be announced before the game.**

7.2 SIDE MANAGER APPOINTMENT & DUTIES

- 7.2.1 As and when needed, a Side Manager, player or non-player, shall be appointed for each competing side in BDBA competitions. Each affiliated club is responsible for issuing a copy of these conditions of play to all selectors and side managers.

- 7.2.2 The Side Manager shall:

- Collect and pass over green fees to the player's home club.
- Conduct a draw for opponents and rinks in conjunction with the opposing manager.
- Managers are to ensure that the players details are correctly recorded (no nick names).
- Ensure substitute and absent players are recorded and approved by the umpire.
- Toss to decide the side to play first.
- Distribute and collect completed score cards and retain after each match.
- Complete and sign game result sheet with opposing manager following the match and retain a photocopy for club records
- Host Side Manager to email a copy of the Results sheet to the Match Committee
- Side Managers are responsible for initiating any protest or appeals during or following the game.

7.3 ARTIFICIAL DEVICES FOR THE DELIVERING OF THE JACK OR BOWL

- 7.3.1 A player who has a physical disability will be allowed to use a support or an artificial device (or both) when delivering the jack or a bowl, or when walking on the green (LAW 41.5).

- 7.3.2 Players using an artificial device for the delivery of the jack or bowl must have approval for such use by BQ in accordance with DR 4.11.3.

- 7.3.3 Bowlers arms once used in a game must be used for the remainder of the game. However, the rolling of the jack may either be by hand or with a bowler's arm (5.1.8 – Bowls Australia Policy on Artificial Devices).

EXAMPLE – interpretation of 7.3.3 - a player bowls without “an arm” for say the first five (5) ends. The player then decides to use “an arm”. The player may roll the jack either by hand or with a bowler's arm but must deliver the bowl using the bowler's arm.

- 7.3.4 For any challenges as to the use of artificial devices for the delivery of the jack or bowl Law 52.4.3 applies

7.4 GAME PRACTICE & TRIAL ENDS

- 7.4.1 If greens are available, practice shall be allowed at the competition venue on any rink.
- 7.4.2 Trial ends will be administered by the host club acting as the Controlling Body. Provision for trial ends is to be made no less than 20 minutes prior to the scheduled starting time of the match.
- 7.4.3 One (1) trial end each way shall be allowed prior to the scheduled starting time of each day's play or on the resumption of a match on another day or at another venue, using as many bowls as will be used in the match (Law 5.1).
- 7.4.4 Trial ends are to be completed, and bowls presented for inspection, at least 5 minutes before the game's scheduled start time.
- 7.4.5 In the event of a player or team receiving a bye and not playing in the first match of the day, the player or team is entitled to practice on any rink that is available other than the rink on which the player or team has been drawn to play later that day (Law 4).
- 7.4.6 If the player or team who received a bye in the first round chooses to practice before the commencement of their first game, that practice is considered to be a game and consequently, no trial ends will be permitted between a player who has already played and a player who received a bye in the first round or between a team who has already played and a team who received a bye in the first round.
- 7.4.7 If the player or team who received a bye in the first round chooses not to practice before the commencement of their first game, that player or team shall be entitled to trial ends as will their respective opponents.

7.5 DEAD ENDS

- 7.5.1 In untimed games, an end that is declared "dead" is incomplete and is to be replayed (Law 20).
- 7.5.2 In timed games, an end that is declared "dead" is incomplete and is to be replayed (Law 20). However, should an end be declared "dead" following expiry of the scheduled game, the end is to be replayed and further, should that replayed end be declared "dead", the jack is to be re-spotted at the 2m mark with the end continuing. If the end is subsequently made dead, this process shall continue until all bowls have been delivered and the end decided (Law 56.5).

7.6 PLAYER POSITIONS DURING PLAY

- 7.6.1 Players during play, when not delivering a bowl, are to comply with Law 12 and stand behind the mat at the delivery end, and, behind the head on the green or on the bank, at the head-end.
- 7.6.2 Players at the mat end, not delivering a bowl, shall stand at least one (1) metre behind the mat.
- 7.6.3 Players at the jack end of the rink and not controlling play shall stand:
- At least two (2) metres behind the head.
 - On the surrounds of the green if the jack is in the ditch, or well clear of the head if unable to stand on the surrounds.
- 7.6.4 At the start of each end only the skip or his deputy will be at the head.

7.7 POSSESSION OF THE RINK

- 7.7.1 Possession of the rink will belong to the player or team whose bowl is being played.
- 7.7.2 As soon as each bowl comes to rest, possession of the rink will transfer to the opposing player or team after allowing time for marking a toucher as soon as it comes to rest.
- 7.7.3 If the umpire, either by their own observation or on appeal by one of the skips or

opponents in Singles, decides that the player in possession of the rink is being interfered with, annoyed or distracted in any way by their opponent, the first time this happens the umpire must:

- warn the offending player; and
- tell the coach, if they are present, that the player has received a warning.

7.7.4 On each occasion after this, the umpire must have the bowl last played by the offending player or team declared dead. If that bowl has disturbed the head, the opponent must choose whether to:

- replace the head;
- leave the head as altered;
- declare the end dead.

7.8 DELAYING PLAY

7.8.1 At the start of each end only the skip or deputy shall be at the head.

7.8.2 To reduce opportunities for deliberate delay of game, only skips are permitted to remain at the head whilst their opposite number is delivering their bowl. Where a skip remains at the head while their opponent skip is delivering a bowl, that skip is to be positioned behind the last bowl of the head either on the rink or on the bank. Immediately the opponent skip's bowl comes to rest, the skip remaining at the head is to return to the mat to play their bowl.

7.9 COACHING DURING COMPETITION

7.9.1 Players intending to receive coaching during a match, must inform the respective Controlling Body and Umpire of the Coach's name prior to commencing the match. The Coach cannot be changed throughout the competition. Any person nominated as Coach shall strictly adhere to the conditions in Law 44.

7.10 SCORECARDS

7.10.1 Scorecards shall be checked and signed as being correct by the responsible players from both teams, with the match completion time included on the scorecards. The signed scorecards are to be handed to the Match Official or Side Manager (as is needed for a Sides game).

7.10.2 Responsible players for keeping and completing of scorecards in each format are as follows:

- Singles: Marker to keep card with both players to sign the card.
- Pairs: Skips to keep and complete card.
- Triples: Skips to keep and complete card.
- Fours: Seconds to keep and complete card. Refer to Domestic Regulation 3.2, Laws 40.1.7 & 40.1.9

7.11 ELECTRONIC DEVICES

7.11.1 Whilst a match is in progress ALL electronic communication devices located within six (6) metres of the green (belonging to players, officials and spectators), SHALL BE SWITCHED OFF. These include mobile phones, pagers, transistor radios etc. Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

7.12 TEMPORARY MARKINGS (DECALS)

7.12.1 As outlined in Laws 52.1.8 and Domestic Regulation 4.7.4, players/teams can use discs of the same design and colour on each side of their bowls.

7.12.2 Where discs are used, then all team and side bowls shall be similarly marked.

7.12.3 Decals must not be placed over the serial number or most recent World Bowls stamp. To facilitate this, it is recommended that the large ring and dot be used. Decals must be similarly placed on all bowls in singles, team and side events.

7.13 SPECTATORS

- 7.13.1 Spectators and anyone else not taking part in the game, are to behave in accordance with Law 45. They should stay outside the boundaries of the green and clear of all players and refrain from disturbing or advising the players in any way.
- 7.13.2 If, in the umpire's opinion, a spectator is not complying with the Law, the umpire is required to inform the spectators concerned of the requirements of Law 45. The umpire should also ask the controlling body to take immediate action to ensure the offender ceases behaviour that breaks the laws of the game.

7.14 CHALLENGE TO BOWLS

- 7.14.1 No challenge to bowls, or notice that a challenge will be made, can be lodged during trial ends or during the game. If such a challenge is made, the player making such challenge shall be disqualified and the match forfeited to the opponent. All challenges to bowls are to comply with Law 52.4 and be made no later than 10 minutes following completion of the final end of the game in which the bowls were used.

7.15 UNRESOLVED GAME DISPUTES

- 7.15.1 If a dispute is not resolved during the course of a game or competition, a player, a skip or a Member Club may ask a Match Committee to resolve the issue. The Match Committee will review the dispute and advise those parties to the dispute of their decision.

7.16 SPECIFIC COMPETITION CONDITIONS OF PLAY

- 7.16.1 Conditions of Play specific to each competition, are outlined in the following Appendices. The above general Conditions of Play are to be included as part of each competition's Condition of Play.

7.17 DAMAGE to GREENS

- 7.17.1 Player Causing Damage to Greens:
- If by observation the Controlling Body considers a player is causing damage to a green, the player will be warned;
 - The skip and manager must be alerted to the warning given to the player;
 - If given mat use in the opinion of the Controlling Body, the player continues to damage the green, they must be given the opportunity to either
 - a) use a ground sheet when delivering their bowls or
 - b) use a dump mat when delivering their bowls.
 - If the player continues to damage the green and is not prepared to these remedies, then they will be required to retire from the game.
 - A player required to retire from the game may be allowed a substitute player. DR 2.3
 - A team of fours in a side game which has a player required to retire from the game may continue with three players. LAW 39.2.3 DR 2.5
 - If the player fails to leave the green, the player will be considered to be a defaulting player; and
 - a) In championship singles, pairs and fours, no substitute or replacement will be permitted for a defaulting player. A defaulting player in championship singles, pairs and fours will result in a forfeit of the defaulting team or singles player. LAW C.10
 - b) In side competitions, no substitute or replacement will be permitted for a defaulting player. A defaulting player in a side will result in a forfeit of the defaulting side. LAW C.10

- Member Clubs have an obligation to assist bowlers to remedy the action or activity that is causing damage.

8 SMOKING

- 8.1 Smoking has been banned by the Queensland Government within 10 metres of any viewing or playing areas if there are under 18s playing, whether in an event specifically for juniors or in an open event which may include juniors.
- 8.2 The smoking regulations also applies to training and practice sessions, breaks and intervals. The regulations apply, "Anywhere there are under 18s taking part in a sporting event, and this includes the sport of lawn bowls".
- 8.3 This new legislation is aimed at protecting children and young adults from environmental tobacco smoke and is also intended to make smoking less visible and discouraging young people from taking up smoking.

9 SPORTSMANSHIP AND FAIR PLAY

- 9.1 No laws governing a sport can cope with every situation, and the laws governing the sport of bowls are no exception.
- 9.2 Unusual situations not covered within the laws or conditions of play can often arise. The Laws of the Sport of Bowls (the laws) have been drawn up in the spirit of true sportsmanship.
- 9.3 If a situation arises that is not covered by these laws and the conditions of play stated within this document, players, markers, umpires, club officials and administrators must use common sense and a spirit of fair play to decide on the appropriate course of action.

APPENDIX A MEN'S CLUB PENNANTS

A.1 INTRODUCTION

- A.1.1 To play in the BDBA Men's Club Pennant Competition, a player must be a financial affiliated member with full bowling rights of an affiliated Bowling Club.
- A.1.2 The BDBA Men's Club Pennant Competition is a divisional competition.
- A.1.3 The Club Pennant Competition shall be listed in the BDBA Calendar of Events.
- A.1.4 The competition will be played on Saturdays commencing at 1:00pm (weather permitting).
- A.1.5 The competition is a side game of Fours with each rink team competing over 21-ends.
- A.1.6 Each Division side will consist of either two (2) or three (3) teams of four (4) players – Lead, Second, Third and Skip. The number of teams required in each Division side will be resolved before the season commences by the Match Committee.
- A.1.7 The Club Pennant Winners for each division will be the winner of each divisional Finals Playoff between the two top ranking teams in each division at the conclusion of the Pennant Competition Draw. All Divisional Playoffs will take place on the Saturday following completion of the final round of the draw.
- A.1.8 The team that finishes first (at the conclusion of the competition draw) will be able to select an available venue from a pennant participating Member Club for the Final.
- A.1.9 Throughout the Pennant competition, any end declared "dead" during a game is considered "incomplete" and the end is to be replayed (Law 20).
- A.1.10 If greens are available, practice (not including trial ends) shall be allowed at the competition venue on any rink.
- A.1.11 Trial ends will be administered by the host club acting as the Controlling Body. Provision for trial ends is to be made no less than 20 minutes prior to the scheduled starting time of the match.
- A.1.12 Trial ends are to be completed and bowls presented for inspection at least five (5) minutes before the game's scheduled start time.
- A.1.13 One (1) trial end each way shall be allowed prior to the scheduled starting time of the match.
- A.1.14 If both managers agree that sufficient practice has occurred, trial ends may be dispensed with.
- A.1.15 Clubs with retractable shades shall only change the position of the shades during a game with the consent of both side managers.
- A.1.16 Lights may be used to complete a match with the consent of both side managers.
- A.1.17 All players are required to be attired in their registered club uniform for all matches.
- A.1.18 Providing approval has been given by the BDBA Match Committee, two clubs may combine to enter divisional sides in the competition. Players from the two clubs are required to be attired in their registered club uniform for all matches or may elect to wear a uniform unique to this competition providing that the uniform has the approval of the BDBA Board of Management.
- A.1.19 A player who has a physical disability will be allowed to use a support or an artificial device (or both) when delivering the jack or a bowl, or when walking on the green (LAW 41.5).
- A.1.20 Players using an artificial device for the delivery of the jack or bowl must have approval for such use by BQ in accordance with DR 4.11.3.
- A.1.21 Bowlers arms once used in a game must be used for the remainder of the game. However, the rolling of the jack may either be by hand or with a bowler's arm (5.1.8 – Bowls Australia Policy on Artificial Devices).

EXAMPLE – interpretation of A.1.21 - a player bowls without "an

arm” for say the first five (5) ends. He then decides to use “an arm”. He may roll the jack by hand or with a bowler’s arm but must deliver the bowl using the bowler’s arm.

- A.1.22 For any challenges as to the use of artificial devices for the delivery of the jack or bowl, Law 52.4.3 applies.
- A.1.23 Where a Division consists of two (2) sections of four (4) sides, each side in a section will play the other sides in the section three (3) times during the round robin competition.

A.2 PENNANT NOMINATIONS & DIVISIONAL GRADINGS

- A.2.1 Prior to the Pennant season, clubs are required to lodge their divisional entry nominations to the BDBA secretary along with the appropriate nomination fees. Divisional club performance from the previous year’s Pennant Competition will be used to determine divisional club sides. Where possible, a club’s Divisional nominations will be accommodated.
- A.2.2 Clubs can nominate any number of sides for the Men’s Club Pennant Competition.
- A.2.3 Divisions 1 to 5 shall consist of 3 teams of 4 players making up a side.
- A.2.4 Upon receiving club nominations, the Match Committee will determine the final Divisional club grading and develop a preliminary draw. Where possible each Division will be made up of six (6) Club Sides, resulting in a ten (10) week Home and Away draw format for each division.
- A.2.5 Division 6 and lower may consist of 2 teams of 4 players making up a side and may be played in sections depending on nominations. The make-up of the draw in divisions 6 and lower will depend on side numbers.
- A.2.6 Once the preliminary Men’s Club Pennant Competition draw has been completed, any club withdrawing a side will not have their nomination fees refunded.

A.3 PLAYER ELIGIBILITY

- A.3.1 Refer A.1.1.
- A.3.2 At the commencement of the current Club Pennant competition, all players are ungraded and eligible to play in any division.
- A.3.3 A player holding membership in more than one BDBA affiliated club, can choose to play Pennants for one of those clubs for the pennant season.
- A.3.4 If a player is an affiliated bowler of a Registered Club, that player may play inter-club pennants for another club by completing an Intra Club Pennant Permit Request Form to their District prior to the commencement of the Pennant Competition in which they wish to play and providing the “Registered Club” and “Pennant Club” endorse the application (BQ By-Law 12.3 [a]).
- A.3.5 If approved by the District, a Pennant Permit remains in place until the District Pennant season in that calendar year ends, and of which a player is not eligible to play Pennants for their registered Club or another club in Queensland until the Pennant Permit expires (BQ By-Law 12.3 [b]).
- A.3.6 A player may apply for a clearance on resignation from their Registered Club while a Pennant Permit is in place and the Pennant Permit automatically expires unless a player has transferred to another club in Queensland (BQ By-Law 12.3 [c]).
- A.3.7 Clauses 3.4, 3.5 and 3.6 do not apply to other forms of inter-club Pennant Competitions e.g. Alex Gow Cup and Over 60’s Men’s Mid-Week Pennants.
- A.3.8 Where a member club has more than one side in the same division, the sides will be identified with numeric alpha characters e.g. 1A and 1B.
- A.3.9 There shall be no ranking of sides within a division.
- A.3.10 All the other rules for player movement (A.7) and eligibility for finals (A.10) for clubs that have one (1) side in a division apply to clubs which have two (2) sides in a division.

A.4 SIDE WITHDRAWAL & INCOMPLETE SIDES

- A.4.1 Should a club withdraw a side nomination from the Men's Club Pennant Competition, it shall be the lowest division side of that club.
- A.4.2 Should a club withdraw a side from the competition after the draw has been made, but prior to the commencement of the first round, and is unable to be replaced by another side, the matches concerned shall be treated as byes and no points awarded.
- A.4.3 During the competition any club side intending to withdraw or forfeit a game must notify the respective Controlling Body and Opposing Club no later than 10.00am on the day of play.
- A.4.4 In the event of a club withdrawing a side or being unable to field a side to complete the competition draw, those sides drawn against that club in subsequent matches will be awarded a forfeit and allotted match points and percentage shots as outlined in "Awarding a Forfeit." (see A.6)
- A.4.5 Up to thirty (30) minutes from the scheduled start time may be provided to allow for the arrival of the absent team member(s) as outlined in Domestic Regulation 2.5.
- A.4.6 Sides unable to field three teams by the scheduled game time (along with 30-minute allowance (refer A.9.5)) shall forfeit the match to their opponent subject to the provisions of Domestic Regulation 2.5.

A.5 DECIDING ROUND WINNERS

- A.5.1 The round winner is the club side scoring the higher aggregate "total shots for" scored across all rinks at the conclusion of play. Match points shall be awarded to the winning side as follows: -
- Two (2) match points will be awarded for a win.
 - In the event of an aggregate tied score, each side will receive one (1) match point.
 - In the event of a bye, no match points will be awarded.

A.6 AWARDING A FORFEIT

- A.6.1 A Side awarded a forfeit shall receive two (2) Match points and the greater marginal score between:
- The forfeited match's actual margin score of "total shots for" minus "total shots against," OR,
 - The Round Average Margin. This is calculated by dividing (the result of round winners' "Round Total Shots For" minus round winners' "Round Total Shots Against,") by (the number of games completed in the round). The Round Average Margin shall be rounded up to the nearest whole number (0.5 rounded up).
- A.6.2 The club penalised with a forfeit shall be awarded zero (0) Match points and the marginal difference recorded as the reverse of that recorded for the side awarded a forfeit as above.
- A.6.3 If 75% of the ends are not completed and one side cannot continue, then the match will be awarded to their opponent.

A.7 PLAYER MOVEMENT

- A.7.1 A player will be designated a Graded Player in the lowest division that he has played at the conclusion of his fourth (4th) game.
- A.7.2 In "Round" games, a Graded Player is permitted to be demoted to the club's next lowest division for one (1) game before returning to his Graded Division.
- A.7.3 A maximum of two (2) Graded Players from a division may be demoted at the same time.

- A.7.4 In "Round" games, a Graded Player may be promoted to a club's higher division before returning to his Graded Division.
- A.7.5 Should the Graded Player play a second game in a higher division, the player will be designated a Re-Graded Player in the lower of the higher divisions he played after initial grading.
- A.7.6 In "Round" games, a Re-Graded Player is permitted to be demoted to the club's next lowest division for one (1) game before returning to his Re-Graded Division.
- A.7.7 In "Round" games, a Re-Graded Player may be promoted for one (1) game to a club's higher division before returning to his Re-Graded Division.
- A.7.8 The above provisions also apply where a club has two (2) sides in a division.
- A.7.9 Any infringement of A.7 will result in the loss of Match Points for the round in which the infringement occurred.

A.8 INCLEMENT WEATHER & GAME STOPPAGE – ROUND PLAY

- A.8.1 In the event of prevailing inclement weather prior to the scheduled starting time, the host club's Green Director or Nominated Official shall determine the initial fitness of the green for play by 10:30am for advising the Controlling Body.
- A.8.2 The Controlling Body is to inform all visiting clubs as soon as possible and no later than 11:30am of their decision to either continue or abandon play.
- A.8.3 After 11:30am the host club becomes the Controlling Body and can make a further determination of their greens' fitness for play and, as soon as possible, notify the visiting club and home players of any decision in regard to the cancellation, deferral or continuation of play.
- A.8.4 Where a club green is deemed to be unplayable, no games should be played on that green.
- A.8.5 Any side player or manager may appeal to the umpire or Controlling Body for a game stoppage due to darkness, weather conditions or any other valid reason (Law 32).
- A.8.6 Where a match has been stopped on appeal to the umpire, or mutual agreement of the side managers, the game shall recommence when the cause for the stoppage passes with the scores as they were when the game was stopped (law 32).
Where an end is started then stopped because of darkness, wet weather or any other justifiable reason and all the required bowls have not been played, the end shall be declared dead (Law 32).
- A.8.7 An appeal from the host club's Nominated Official, upheld by the umpire, shall affect all rinks.
- A.8.8 An appeal from a side manager or player, upheld by the umpire, shall affect only those rinks on which the appealing side is playing.
- A.8.9 The controlling body is required to consider the age, health and wellbeing of all players from both sides in addition to the condition and impact on the greens) when making decisions about the cancellation, deferral, confirmation or continuation of play.
- A.8.10 If a game has not commenced by 2.30pm due to inclement weather, it should be considered a non-match and a draw recorded.

A.9 PLAY INTERRUPTIONS – INCOMPLETE & DEEMED COMPLETED GAMES

- A.9.1 Should inclement weather or another justifiable cause prevent the commencement of a round, the round so affected shall be deemed a draw and each side will receive one (1) match point.
- A.9.2 In the event greens are unavailable because of damage or considered unfit for play by the host club, following consultation with the Controlling Body, and mutual agreement by both side managers, an alternative venue may be used for the match.

- A.9.3 In the event of a match(s) in round play being stopped prematurely, and the match cannot be completed, then if at least 75% of a match's total ends (in divisions 1 to 5 [48 ends], in division 6 [32 ends]) are completed, the match shall be deemed a "completed match" and Match points awarded to the side with the higher "total shots for".
- A.9.4 In the event of a match(s) in round play being stopped prematurely and fewer than 75% of a match's total ends (in divisions 1 to 5 [48 ends], in division 6 [32 ends]) are completed, the match shall be deemed "incomplete" and the match recorded as a draw with each side awarded one (1) match point.
- A.9.5 When the minimum number of ends has been completed to be deemed a "completed match" and both side managers agree to the ceasing of play (because of inclement weather or any other justifiable cause), the game will be deemed complete and play will cease.

A.10 DIVISIONAL FINAL PLAYER ELIGIBILITY

- A.10.1 A player is eligible to play in the final for his club if he has played at least two (2) games.
- A.10.2 An ungraded player is eligible to play in any final for his club.
- A.10.3 A graded or re-graded player may only play in a division final for his club at his graded or re-graded level or any higher division after grading or re-grading.
 EXAMPLE: Fred plays three (3) games during the season – 1 game in division 3 and 2 games in division 5. Fred has satisfied the eligibility rule to play in a final. As Fred is an ungraded player (A.11), he is eligible to play in any of his club's finals.
 EXAMPLE: Bill plays three (3) games in division 4 and his fourth game in division 2. He is a Graded Player in division 4 (A.11.1). His fifth game is played in division 6 (the club's next lowest division). For the remainder of the season, he plays in division 4. Bill has satisfied A.12.1. Bill could play in the finals for his club in division 4 and any higher division.

A.11 DECIDING PLAYOFF FINALISTS

- A.11.1 In all divisions containing six teams, the two sides qualifying for the playoff final shall be the two sides accumulating the highest number of match points at the completion of the final round of the draw.
- A.11.2 In all divisions containing other than six teams, the format of the playoff final shall be decided by the BDBA match committee and may include semi-finals.
- A.11.3 Where a Division consists of two (2) sections, the two sides in each section that accumulate the highest number of match points at the completion of the final round of the round robin competition shall play a semi-final (also refer to A.11.4, 5 and 6) with the winner of section 1 playing the second placed side from section 2 and the winner of section 2 playing the second placed side from section 1.
- A.11.4 The final shall be played between the winners of semi-finals 1 and 2.
- A.11.5 In the event that two (2) or more sides in any division tie with equal number of match points, the higher-ranking side will be decided by dividing each side's "total shots for" by "total shots against." The side with the highest result shall be declared the higher ranked side.
- A.11.6 If two or more sides are still tied, then the side with the highest number when the "total shots against" are subtracted from the "total shots for" shall be declared the higher ranked side.
- A.11.7 If two or more sides are still tied, then the higher-ranking side will be decided by dividing each side's "total shots for" by "total shots against" for the last game played by each side and this approach will be applied to each preceding game until a winner is declared.

A.12 FINALS PLAY

- A.12.1 The side that finishes first (at the conclusion of the competition draw) may select an available venue at a Pennant Participating Member Club for the Final. This choice must be communicated to the Match Committee no later than four (4) whole days prior to the scheduled day of play for the final.
- A.12.2 Should that side fail to make a choice, the side that finished second will then be able to select an available venue at a Pennant Participating Member Club for the Final. This choice must be communicated to the Match Committee no later than two (2) whole days prior to the scheduled day of play for the final.
- A.12.3 If that side fails to make a choice, the Match Committee will select an available venue at a Pennant Participating Member Club and communicate this to the finalists as soon as possible.
- A.12.4 Where a division is played in sections the Match Committee will decide the final venue.
- A.12.5 Clubs are responsible for ensuring that each player who participates in a final meets the criteria to do so (A.10.1).
- A.12.6 Clubs must submit a player list for each side in a final and the list must be received by the Match Committee no later than three (3) whole days prior to the commencement of the final.
- A.12.7 All players MUST remain at the venue where the final is being played until a winner has been determined.
- A.12.8 The winner of a division final is that side which has a greater “total shots for” than their opponent.
- A.12.9 If scores are tied at the conclusion of the mandatory number of ends, the opposing side managers are to toss a coin with the winner of the toss having the option of retaining the mat or giving it to the opposing side (Law 5.2). One “tie-breaker” end shall be played by all teams in a side, the winner being that side which has a greater “total shots for” than their opponent. Should this result in a tie, the Managers will again toss and repeat the “tie-breaker” process until a result is achieved.
- A.12.10 In the event of a final not commencing due to inclement weather, failing light or any other justifiable reason, play shall be re-scheduled to a date, time and venue determined by the Controlling Body.
- A.12.11 Clubs will be advised of the date, time and venue for commencing play (normally the same green on the next playing day), by the Controlling Body.
- A.12.12 In the event of a final not being completed due to inclement weather, failing light or other justifiable reason, then if at least 75% of the final’s total ends (in divisions 1 to 5 [48 ends], in division 6 [32 ends]) are completed, the final shall be deemed completed with the winner being that side which has a greater “total shots for” than their opponent.
- A.12.13 In the event of a final being stopped prematurely and fewer than 75% of the final’s total ends (in divisions 1 to 5 [48 ends], in division 6 [32 ends]) are completed, play will be suspended and re-scheduled to a date, time and venue determined and advised to clubs by the Controlling Body. Score cards will be retained by the Controlling Body and taken to the rescheduled venue.
- A.12.14 With reference to A.5.13, when play recommences, the scores and ends completed will continue as they were when the final was suspended.

A.13 THE COMPETITION AWARD -- PENNANT FLAGS / BADGES

- A.13.1 The winning side of each division will be presented with a Pennant Flag (under glass), and a lapel badge for each member (12) of the side playing in the Playoff Final. Two (2) additional badges per division will be allocated to winning clubs for use as required. Clubs may purchase additional badges upon request to the BDBA Secretary.
- A.13.2 The pennant flags will have the following designated colours for each division

Division	1	2	3	4	5	6	7
Colour	Maroon	Navy	Red	Green	Gold	Light Blue	Orange

A.14 DETERMINING CLUB DIVISIONAL STANDING

A.14.1 Following completion of the competition, club standing is determined by the following procedures:

- Commencing from the lowest division, the side that wins the Pennant in the final may be promoted to the next higher division.
- Starting from the highest division, the side that is last in the division may be demoted to the next lower division.
- If a Member Club enters a new/additional team, the Match Committee will assess that team's divisional grading as part of developing the draw for the upcoming year.
- Clubs are permitted to have more than one side in any division. Clubs are thus expected to make their team selections in the correct spirit by selecting their players according to their ability & to the appropriate division.

A.15 HOST CLUB ACTS AS CONTROLLING BODY

A.15.1 Prior to play commencement, the host club shall inform players of;

- (1) who is acting for the club as the controlling body "responsible person";
- (2) who the umpire is: and
- (3) if there is no umpire, what arrangements are to be applied when a call is made for an umpire.

A.16 GREEN FEES

A.16.1 All competition green fees shall be paid to the player's own club.

A.17 SCORE BOARDS

A.17.1 Host clubs are responsible for providing a master scoreboard and assigning a scoreboard attendant with the task of updating the scoreboard on a regular basis.

A.17.2 The host's club name will be displayed first (L.H.S.) on all score boards (rinks and master).

A.18 AFTERNOON TEA

A.18.1 Host clubs are expected to provide afternoon tea at a convenient location near to the green so that the game is not disrupted. Afternoon tea can be served during or after the game.

A.19 GROUP & STATE PLAYOFFS

A.19.1 The winning side in division one (1) is expected to represent the BDBA in the Group playoffs (usually the following weekend) and if successful, to play in the State division one (1) playoffs.

A.20 SEQ DIVISIONAL CHAMPIONSHIPS

A.20.1 The winning sides in divisions 2 to 5 are expected to represent the BDBA in the SEQ playoffs.

APPENDIX B MENS DISTRICT CHAMPIONSHIPS

SINGLES, PAIRS, FOURS, MIXED PAIRS, OVER 60 PAIRS

B.1 THE COMPETITION

- B.1.1 The Competition shall be known as the BDBA Championships and be conducted annually.
- B.1.2 BDBA Championships are knockout competitions to determine the District championship player and teams.
- B.1.3 Competitions will be hosted by selected Member Clubs who will operate as the controlling body during the c o m p e t i t i o n .
- B.1.4 A draw will be overseen by the BDBA Men's Match Committee.
- B.1.5 Championship matches will consist of Singles, Pairs and Fours as follows:
- Singles – twenty-five (25) shots up with each player using four (4) bowls;
 - Pairs – twenty-one (21) ends with each player using four (4) bowls;
 - Fours – twenty-one (21) ends with each player using two (2) bowls;
 - Mixed Pairs - twenty-one (21) ends with each player using four (4) bowls; and
 - Over 60s Pairs - twenty-one (21) ends with each player using four (4) bowls.
- B.1.6 If the scores are tied after the mandatory number of ends, an extra end shall be played (Law 28).
- B.1.7 There will be no time limit to a match.
- B.1.8 Any end declared “dead” during a match is considered “incomplete” and the end is to be replayed (law 20).
- B.1.9 In singles matches, the direction of play should remain unchanged throughout the day.
- B.1.10 All players are required to be attired in their registered club uniform for all matches.
- B.1.11 Where teams are comprised of players from different clubs, each player is required to be attired in their respective registered club uniform for all matches.

B.2 PLAYER ELIGIBILITY

- B.2.1 Any financial affiliated member with full bowling rights of an affiliated Bowling Club is eligible to play in these competitions.
- B.2.2 Any female affiliated member with full bowling rights of an affiliated Bowling Club is eligible to play in the Mixed Pairs competition with an eligible male partner.
- B.2.3 Players from different BDBA affiliated Member Clubs are eligible to nominate teams for BDBA championship competitions. Such “multi-club” teams are to submit their nominations through each team skip's club secretary.
- Prior to submitting a multi-club team entry nomination, the team skip's club secretary is to confirm that each team player is eligible to enter the competition.
 - Players of multi-club teams are regarded as entering the competition as members of their own affiliated club.
- B.2.4 In the case where a player holds memberships of more than one bowls clubs affiliated with the BDBA, the player entering any BDBA competitions is allowed to nominate only as a member of that same club throughout any calendar year.
- The club membership of a player's first nomination for a BDBA competition shall designate the player's affiliated club membership. For the remainder of the calendar year, that player will be regarded as nominating for all BDBA competitions as a member of that same affiliated club.

B.3 INELIGIBLE PLAYER PENALTY / FORFEITS

- B.3.1 It is the sole responsibility of each participating player to ensure that they are

eligible to compete under the conditions of play. Should a team or side play an ineligible player, the match shall be awarded as a forfeit to their opponents.

- B.3.2 If, 30 minutes after the scheduled start time for a game, a Singles player is absent, that player shall forfeit the game to their opponent.
- B.3.3 If, 30 minutes after the scheduled start time for a game, a player is absent from a team and no eligible substitute or replacement player is available or approved by the Controlling Body, the defaulting team will forfeit the game to their opponent (LAW 39.1.2 & DR 2.3.9).

B.4 TRIAL ENDS AND BYES

- B.4.1 Trial ends will be administered by the host club acting as the Match Committee. Provision for trial ends is to be made no less than 20 minutes prior to the scheduled starting time of the match.
- B.4.2 One (1) trial end each way shall be allowed prior to the scheduled starting time of each day's play or on the resumption of a match on another day or at another venue, using as many bowls as will be used in the match (Law 5.1).
- B.4.3 Trial ends are to be completed and bowls presented for inspection at least 5 minutes before the match's scheduled start time.
- B.4.4 In the event of a player or team receiving a bye and not playing in the first match of the day, the player or team is entitled to practice on any rink that is available other than the rink on which the player or team has been drawn to play later that day (Law 4).
- B.4.5 If the player or team who received a bye in the first round chooses to practice before the commencement of their first game, that practice is considered to be a game and consequently, no trial ends will be permitted between a player who has already played and a player who received a bye in the first round or between a team who has already played and a team who received a bye in the first round.
- B.4.6 If the player or team who received a bye in the first round chooses not to practice before the commencement of their first game, that player or team shall be entitled to trial ends as will their respective opponents.
- B.4.7 A player or a team that arrives after the scheduled start of play will not be entitled to trial ends.

B.5 INCOMPLETE MATCH / WEATHER AFFECTED MATCHES

- B.5.1 All ends of a championship match are to be completed unless the match margin exceeds the possible shots available in the remaining ends and the losing opponent willingly concedes.
- B.5.2 In the event of a match not commencing due to inclement weather, failing light or any other justifiable reason, play shall commence at a time, date and venue advised to clubs by the Controlling Body.
- B.5.3 In the event of a match not being completed due to inclement weather, failing light or any other justifiable reason, provided that 75% of total ends are completed, a match will be deemed complete.
- For Pairs and Fours matches – completion of sixteen (16) ends shall constitute a match
 - For Singles matches – twenty-one (21) shots up shall constitute a match.

APPENDIX C MENS CHAMPION OF CLUB CHAMPIONS

SINGLES, PAIRS, FOURS, MIXED PAIRS

C.1 THE COMPETITION

- C.1.1 The Competition shall be known as the Bowls Queensland State Champion of Club Champions.
- C.1.2 The BDBA Champion of Club Champions competition is to determine the club champion player and/or team to represent Brisbane District in the Group Playoffs and Queensland State Finals.
- C.1.3 Championship matches will consist of Singles, Pairs and Fours as follows:
- Singles – twenty-five (25) shots up with each player using four (4) bowls;
 - Pairs – twenty-one (21) ends with each player using four (4) bowls (2x2x2x2); and
 - Fours – twenty-one (21) ends with each player using two (2) bowls.
- C.1.4 There shall be no time limit to a game.
- C.1.5 The Competition is a knockout competition, commencing at the Club level, with District competitions concluding prior to the scheduled date set by Bowls Queensland.
- C.1.6 Ends declared “dead” are incomplete and are to be completed by replaying the end (Law 20).
- C.1.7 All players are required to be attired in their registered club uniform for all matches.
- C.1.8 In singles matches, the direction of play should remain unchanged throughout the day.
- C.1.9 Prior to entering the event, Club champions are expected to check that they are available to represent the BDBA in the Group play-offs.

C.2 PLAYER ELIGIBILITY

- C.2.1 Only financial affiliated members with full bowling rights of an affiliated Bowling Club shall be eligible to represent their Club and to enter the event.
- C.2.2 All members of a team must belong to the same Club.
- C.2.3 The Competition is restricted to club players who have won the current calendar year’s Club Championship event in Singles, Pairs or Fours.
- C.2.4 Should a Club fail to complete its current year’s Champion of Club Champion events in any particular category by the date set for the District competition, that Club’s champion is ineligible to participate in the event that year.
- C.2.5 A Member can only represent a club from which he played his first championship game.

C.3 INCOMPLETE GAME

- C.3.1 All ends of a game are to be completed unless the margin exceeds the possible shots available in the remaining ends.
- C.3.2 In the event of a match not commencing due to inclement weather, failing light or any other justifiable reason, play shall commence at a time, date and venue advised to clubs by the Controlling Body.
- C.3.3 In the event of a match not being completed due to inclement weather, failing light or any other justifiable reason, provided that 75% of total ends are completed, a match will be deemed complete.
- For Pairs and Fours matches – completion of sixteen (16) ends shall constitute a match
 - For Singles matches – twenty-one (21) shots up shall constitute a match.
- C.3.4 Any end not completed when the bell is rung to cease play due to inclement or

hazardous weather, **SHALL NOT** be completed but should be declared dead. However, if all bowls in the end have been played, then the number of shots scored should be decided before the game stops (Law 32).

C.4 TRIAL ENDS AND BYES

- C.4.1 Trial ends will be administered by the host club acting as the Match Committee.
- C.4.2 Provision for trial ends is to be made no less than 20 minutes prior to the scheduled starting time of the match.
- C.4.3 One (1) trial end each way shall be allowed prior to the scheduled starting time of each day's play or on the resumption of a match on another day or at another venue, using as many bowls as will be used in the match (Law 5.1).
- C.4.4 Trial ends are to be completed and bowls presented for inspection at least 5 minutes before the match's scheduled start time.
- C.4.5 In the event of a player or team receiving a bye and not playing in the first match of the day, the player or team is entitled to practice on any rink that is available other than the rink on which the player or team has been drawn to play later that day (Law 4).
- C.4.6 If the player or team who received a bye in the first round chooses to practice before the commencement of their first game, that practice is considered to be a game and consequently, no trial ends will be permitted between a player who has already played and a player who received a bye in the first round or between a team who has already played and a team who received a bye in the first round.
- C.4.7 If the player or team who received a bye in the first round chooses not to practice before the commencement of their first game, that player or team shall be entitled to trial ends as will their respective opponents.

C.5 MANDATORY CONDITIONS OF PLAY SET BY BOWLS QUEENSLAND

- C.5.1 Every aspect of these events must be conducted in accordance with the conditions of play set out in the Bowls Queensland document titled "State Champion of Champions, Singles – Pairs – Fours, Mandatory Conditions of Play at Club Level".
- C.5.2 This document is available at the BQ home page / Events / Champion of Champions / Conditions of Play.

APPENDIX D ALEX GOW CUP

D.1 THE COMPETITION

- D.1.1 The Competition shall be called the BDBA ALEX GOW Cup.
- D.1.2 The purpose of the competition is to provide an annual inter- club competition for eligible players (refer D.3).
- D.1.3 A club side shall consist of ten (10) players which in turn shall consist of two (2) Pairs Teams (a total of four [4] players) and two (2) Triples Teams (a total of six [6] players).
- D.1.4 Each member of a Pairs Team shall play with three (3) bowls and each member of a Triples Team shall play with two (2) bowls.
- D.1.5 A club may enter more than one (1) side in the competition.
- D.1.6 Each game shall be played over twenty-five (25) ends but no longer than three (3) hours.
- D.1.7 If the twenty-five (25) ends of a game are not completed within the three (3) hour time limit, the winner of the game shall be that team leading on a “total shots for and against” basis.
- D.1.8 A bell shall be rung to signal the commencement of a game and the conclusion of play at the end of three (3) hours.
- D.1.9 The competition format will depend on the entries for the competition. Where possible the competition draw is to be on a ‘home and away’ format.
- D.1.10 Any end declared “dead” shall be replayed (Law 20). Also refer to D.7.2, D.7.3 and D.7.4.

D.2 GAMES COMMITTEE AS CONTROLLING BODY AND HOST CLUB DELEGATION

- D.2.1 A Games Committee is to be formed each year made up of 3-4 representatives of nominating clubs and one (1) member of BDBA Match Committee. The Games Committee will arrange the competition draw and distribute to participating clubs.
- D.2.2 The Games Committee is delegated by the BDBA Men’s Match Committee to be the competition’s ‘Controlling Body’, manage the running of the competition, record game results, provide team standings throughout the competition, decide the Playoff Finalists and arrange the Playoff Final and venue.
- D.2.3 One (1) hour prior to commencement of play, a representative from the host club shall be delegated to act as the Controlling Body for that day’s competition match. Prior to commencement of play, the host club is to announce: -
- the club representative who will act as the Controlling Body for the game, and
 - the umpire.

D.3 PLAYER ELIGIBILITY

- D.3.1 The competition is open to male, female and junior financial affiliated members with full bowling rights of affiliated Bowling Clubs who qualify to play (refer D.3.3).
- D.3.2 Sides may consist of any combination of genders from the same Member Club.
- D.3.3 The following players are INELIGIBLE to play the competition:
- Any male player who plays in the Premier League or “Sevens” competitions in the current season;
 - A male player who was graded or re-graded higher than Division 3 in the previous Pennant season;
 - Any female player who plays in the Premier League, or “Sevens” competitions in the current season; and
 - A female player who was graded or re-graded higher than Division 2 in the previous Pennant season.

D.4 ENTRY NOMINATIONS

- D.4.1 Club side nominations, with the prescribed registration fees, are to be paid to the BDBA Men's Secretary on or before the nominated entry closing date.

D.5 ARRANGING GAMES

- D.5.1 The times to commence shall be by mutual agreement between opposing side managers but not before: -
- Morning games – 9.00am;
 - Afternoon Games – 1.00pm; and
 - Evening games – 5.00pm (these games must be played under lights).
- D.5.2 Where mutual agreement between clubs cannot be reached regarding commencement time, the Games Committee shall decide the commencement time.

D.6 GAME AND MATCH RESULT

- D.6.1 The winner of a Rink is that team which has a greater "total shots for" than "total shots against".
- D.6.2 The winner of a Match is that side which has a greater aggregate "total shots for" over the four (4) games played.
- D.6.3 A Match result is the sum of rink and match points.
- D.6.4 Rink and Match points are to be awarded as follows:
- A total of 6 points (4 rink points and 2 match points) constituting a Match Result are available for each match as follows:
 - One (1) point shall be awarded for a rink win (a total of 4 rink points).
 - Should a rink be drawn, each opposing team shall be awarded a half (1/2) point.
 - Two (2) match points shall be awarded to the side having the higher aggregate "total shots for" over all four (4) games in the match.
 - Should a match be drawn, each opposing side shall be awarded one (1) match point.

D.7 INCOMPLETE GAMES & GAME CANCELLATION

- D.7.1 If a game is incomplete at the conclusion of 3 hours, the end being played shall be finished, the game shall be deemed concluded and the result recorded.
- D.7.2 If the jack becomes dead after the bell has rung at the conclusion of the 3 hour limit for a match, the end will be replayed (Law 20).
- D.7.3 If the jack is subsequently made dead, the jack shall be placed on the tee and the end completed. This process shall continue until the end is decided (Law 56.5.3).
- D.7.4 In the case of a match being abandoned due to inclement weather, extreme heat, or other unforeseen circumstances, completion of 75 ends (75% of total ends) across all rinks will constitute a completed match with rink and match points allocated accordingly.
- D.7.5 In circumstances where 75 ends have not been completed, the match is incomplete, resulting in a drawn match, with each side sharing the rink and match points.
- D.7.6 Should any round match be cancelled due to inclement weather, extreme heat or other unforeseen circumstances rink and match points will be shared equally by competing sides.

D.8 ABSENT PLAYERS AND SIDE FORFEIT

- D.8.1 If a side fails to appear or more than three (3) players fail to appear within thirty (30) minutes of the appointed starting time, the Match is forfeited and the side receiving the forfeit shall be awarded four (4) Rink points and two (2) Match points making a Match Result of six (6) points. "Shots for" and "Shots against" will be calculated by averaging

the “total shots for” and “total shots against” of each discipline as scored by the winners of the remaining completed matches for that round.

- D.8.2 The forfeiting side shall be allocated zero (0) Rink Points and zero (0) Match Points and the reverse of the average margin calculated in D.8.1.
- D.8.3 Should a side only have eight (8) players for a match, the match shall continue with one Pairs Game forfeited and one (1) rink point awarded to the side receiving the forfeit. “Shots for” and “Shots against” will be calculated by averaging the “total shots for” and “total shots against” as scored by the pair’s winners of the remaining completed matches for that round. The remaining games will continue to determine the awarding of the remaining points.
- D.8.4 Should a side only have seven (7) players for a match, the match shall continue with one Triples Game forfeited and one (1) rink point awarded to the side receiving the forfeit. “Shots for” and “Shots against” will be calculated by averaging the “total shots for” and “total shots against” as scored by the triples winners of the remaining completed matches for that round. The remaining games will continue to determine the awarding of the remaining points.

D.9 SCORE SHEETS

- D.9.1 Skips are to ensure that game scorecards are fully completed and handed to the Side manager. The Side Managers, in turn, are to complete the match score sheet. The Host Club Side Manager is to provide a photocopy of the signed Score Sheet to the Visiting Club Side Manager.
- D.9.2 A representative from the Host Club is to report the results to the Courier Mail / Sunday Mail under BRISBANE DISTRICT ALEX GOW CUP RESULTS.
- D.9.3 A representative from the Host Club is to email the results to the Games Committee at brismenspennants@gmail.com as early as possible after the match in order that that day’s matches may be collated and published.

D.10 DECIDING WINNERS

- D.10.1 Round play winners will be those Club sides having the highest Match Results.
- D.10.2 In the event that two (2) or more club sides record an equal Match Result, the higher-ranking side will be that side which has a higher “Total shots for” divided by the “Total shots against”. Should these be the same, the side having the higher absolute margin (the result of “Total shots for” minus “Total shots against”) shall be awarded the higher ranking.

D.11 PLAYOFF FINALS

- D.11.1 Players need to have completed at least one (1) game in round play to be eligible in the Playoff Finals.
- D.11.2 Where possible, the final should be played no later than seven (7) days after completing all round matches.
- D.11.3 Playoff Finalists shall be the two sides having highest Match Results aggregate. In the event that two (2) or more club sides record an equal Match Results aggregate, the Playoff Finalists shall be the two (2) sides having a higher “total shots for” divided by the “total shots against”. Should these be the same, the Playoff Finalists shall be the two (2) sides having a higher absolute margin, being the result of “total shots for” minus “total shots against”.
- D.11.4 When the competition is played as a single section, the side that finished first (refer D.11.3) may select a club which participated in the competition to play the final. This choice must be communicated to the Games Committee no later than four (4) whole days prior to the scheduled day of play for the final.
- D.11.5 If that side fails to make a choice, the side that finished second (refer D.11.3) may select a club which participated in the competition to play the final. This choice must be communicated to the Games Committee no later than two (2) whole days prior to the

scheduled day of play for the final.

- D.11.6 If that side fails to make a choice the Games Committee will select an available venue at a Member Club and communicate this to the finalists as soon as possible.
- D.11.7 Where the competition is played in sections, the winner of each section is to contest the Playoff Finals. The Games Committee shall arrange a neutral venue at which to play the final.
- D.11.8 The competition winner will be the side achieving the greater Match Result in the Playoff Final.
- D.11.9 Should the Playoff Final result in a 3-3 Match Result, the opposing side Managers are to toss a coin (the winner of the toss has the options described in law 5.2.2.) and play one (1) "tie-break" end on all rinks to decide the winner (Law 28). The winner will be the side achieving the higher "Total shots for" over all the rinks in the "tie-breaker" end only. Should this result in a tie, the sides will again toss and repeat the "tie-breaker" end until a result is achieved.

D.12 GREEN FEES

- D.12.1 All competition green fees shall be paid to the player's own club.

APPENDIX E MEN'S OVER 60 (SENIOR) MID-WEEK PENNANT

E.1 CONTROLLING BODY (MATCH COMMITTEE)

- E.1.1 A Mid-Week Controlling Body (Match Committee) shall be formed from members of the competing clubs.

E.2 DEFINITION OF TERMS

- E.2.1 Team – A team shall consist of 3 players using two (2) bowls each.
- E.2.2 Side – A side shall consist of three (3) teams. However, a side may consist of two (2) teams. In this instance, refer to E.7.3 and E.7.4 for the awarding of points.

E.3 FORMAT

- E.3.1 The competition will be conducted on a round robin basis.
- E.3.2 The competition will be played in sets as outlined in Law 15 of the Laws of the Sport of Bowls with the following modifications: -
- a. Each team in a side shall play two (2) sets of nine (9) ends.
 - b. Should the sets be tied after their completion, a one (1) end tie-breaker set shall be played.
 - c. The tie-breaker set only determines the winner of the rink.
 - b. Time limits will not apply for any matches.
 - c. Scheduling of matches will be as follows:
 1. Any announcements specific to the venue or the competition will be made by the Controlling Body (Match Committee) and advised to participating clubs no later than 1 hour before the scheduled start time of the game.
 2. Match start time to be advised on the nomination's forms at the start of each season.
 3. Match play days to be advised on the nomination forms at the start of each season.

E.4 ENTRY CONDITIONS & ELIGIBILITY TO PLAY

- E.4.1 A Player must be a financial affiliated member with full bowling rights of an affiliated Bowling Club.
- E.4.2 A player must be 60 years of age or older on the day that the competition commences to be eligible to play in the competition.
- E.4.3 Where a player turns 60 years of age during the competition, the player will be eligible to play in the competition on and from the day that the player turns 60 years of age.
- E.4.4 It is the responsibility of a player's side manager to ensure that the player is 60 years of age or older to be eligible to play in the competition.
- E.4.5 All games will be hosted by a club affiliated with the Brisbane District Bowls Association.
- E.4.6 Players from any number of different bowling clubs may combine to form a side. These players may elect a club from within the Brisbane District to be their host club.

E.5 SCORING

- E.5.1 The side with the most rink wins in each match shall be the winner of the game and shall be awarded one (1) match point for the side win.
- E.5.2 Each set won will be allocated one (1) set point. Where a set is drawn, both teams shall be awarded a ½ set point.
- E.5.3 Teams must complete all ends as shot margins form part of a team's ranking process.
- E.5.4 A side's position on the competition ladder will be based on the order as indicated below: -

- a Match points; then
- b Set points; then
- c For & Against shot ratios

E.6 BYES

- E.6.1 No match points, set points or shot margins will be awarded to a side involved in a bye.

E.7 AWARDING A FORFEIT

- E.7.1 A side awarded a forfeit shall receive one (1) match point, six (6) set points and nine (9) shots per set.
- E.7.2 A side penalized with forfeit shall receive zero (0) match points, zero (0) set points and zero (0) shot points per set.
- E.7.3 Where a team within a side forfeits, the team forfeited to shall receive two (2) set points and nine (9) shot points per set.
- E.7.4 Where a team within a side forfeits, the forfeiting team shall receive zero (0) set points and zero (0) shot points per set.

E.8 BOWLS ATTIRE

- E.8.1 Players are to be attired in their club's registered uniform for this competition.

E.9 TRIAL ENDS

- E.9.1 One (1) trial end each way shall be allowed with each player using as many bowls as will be used in the match (Law 5.1).
- E.9.2 After completion of the trial ends, all sides are to commence the match at the same time.

E.10 FIRST TO PLAY (Law 56.4)

- E.10.1 First set: the manager should toss a coin and the winner of the toss have the options described in law 5.2.2.
- E.10.2 Second set: the lead of the team which wins the first set should place the mat, deliver the jack and the first bowl.
- E.10.3 If the first set is drawn, the lead of the team which wins the last scoring end in that set should place the mat, deliver the jack and the first bowl.
- E.10.4 Tie-breaker set: the skips should toss a coin and the winner of the toss has the options described in law 5.2.2.

E.11 MOVEMENT OF A PLAYER BETWEEN SIDES IF A CLUB HAS MORE THAN ONE SIDE IN THE COMPETITION.

- E.11.1 If a club has more than one side in the competition, once a player has played two games for a side, the player cannot be moved to any other side.

E.12 RE-SPOTTING THE JACK LAWS 56.5.3, 56.5.4

- E.12.1 There will be no dead ends. Where the jack is moved outside the rink during play, the jack will be re-spotted on the centre line 2 metres from the front ditch. If the spot is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, on the centre line, without touching a bowl and play should continue.

E.13 TIE-BREAKER (Law 56.2)

- E.13.1 If a game is tied after the two sets have been completed (each team having won one set or both sets having been drawn), a one end tie-breaker should be played to decide the winner of the rink.

E.13.2 The tie-breaker will be decided by the highest number of shots won in the end.

E.14 ALTERATIONS TO THE FORMAT & LENGTH OF THE GAMES

- E.14.1 The Controlling Body (Match Committee) reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice to clubs as practical.
- E.14.2 Where a game cannot be played due to inclement weather or for any other reason, the game will be re-scheduled for play after all other round robin games have been played.
- E.14.3 Where a game has commenced but cannot be continued due to inclement weather or for any other reason, the game is deemed to have been completed if each side has played a total of 27 ends.
- E.14.4 With reference to 14.3, if a team within a side has completed a set, the team will be awarded 1 set point if they have won the set. If the set is tied, both opposing teams will be awarded a ½ set point. If the second set is commenced and cannot be continued due to inclement weather or for any other reason, the team will be awarded 1 set point if they are leading in that set or if scores are tied when play ceases, both opposing teams will be awarded a ½ set point.
- E.14.5 With reference to 14.3, if when play ceases, set points are the same for both opposing sides, both sides will each be awarded a ½ match points.

E.15 PLAYOFF FINALS

- E.15.1 The competition shall consist of a series of round-robin games followed by a final series. In the round-robin games, each side shall play each other side on a home and away basis. Where an odd number of sides participate in the competition, each side shall play each other side on a home and away basis and each side shall have a bye. The sides participating in the final series will be determined by the number of sides entering the competition.
- E.15.2 In a nine-side competition, the bottom ranked side is ineligible to play in the final series. The top four sides after completion of the round-robin games shall play a semi-final in the morning with the top ranked side playing the fourth ranked side and the second top ranked side playing the third ranked side. The winners of these games shall play a final in the afternoon for the **Seniors Silver Pennant**.
- E.15.3 In an eight-side competition, the top four sides after completion of the round-robin games shall play a semi-final in the morning with the top ranked side playing the fourth ranked side and the second top ranked side playing the third ranked side. The winners of these games shall play a final in the afternoon for the **Seniors Silver Pennant**.
- E.15.4 Sides ranked five to eight shall play a semi-final in the morning with the fifth ranked side playing the eighth ranked side and the sixth ranked side playing the seventh ranked side.
- E.15.5 The winners of these games shall play a final in the afternoon for the **Seniors Plate**.
- E.15.6 In a seven-side competition, the side that finishes first after completion of the round robin games shall progress directly to the final. The sides which finish second and third after completion of the round robin games shall play a semi-final in the morning with the winner to play in the final against the first placed side for the **Seniors Silver Pennant**.
- E.15.7 Sides ranked four to seven shall play a semi-final in the morning with the fourth ranked side playing the seventh ranked side and the fifth ranked side playing the sixth ranked side.
- E.15.8 The winners of these games shall play a final in the afternoon for the **Seniors Plate**.
- E.15.9 In a six-team competition, the top two sides after completion of the round-robin

- games shall play a final in the afternoon for the **Seniors Silver Pennant**.
- E.15.10 Sides ranked three to six shall play a semi-final in the morning with the third ranked side playing the sixth ranked side and the fourth ranked side playing the fifth ranked side.
 - E.15.11 The winners of these games shall play a final in the afternoon for the **Seniors Plate**.
 - E.15.12 The final series will be played at the club of that side which did not host a round-robin game. Only one amount of green fees will be paid for the day.
 - E.15.13 The Pennant Flag (under glass) and individual lapel badges for each winning player will be funded out of the nomination fees.
 - E.15.14 The insignia on the flag will be "Division Seniors" and the lapel badge will have "DIV S1 & year".
 - E.15.15 The plate is a perpetual trophy and will be held by the winning club for 12 months. No individual trophies will be awarded for winning the plate final.
 - E.15.16 Players are required to have completed a minimum of two (2) games in round-robin play to be eligible to play in the playoff finals.

E.16 GREEN FEES

- E.16.1 Green fees set by a club are payable to a side's home club.

APPENDIX F LADIES DAY PENNANTS

F.1 INTRODUCTION

- F.1.1 To play in the BDBA Ladies Club Pennant Competition, a person must be a financial affiliated player with full playing rights of an affiliated Bowling Club (refer 2.1 – General Conditions of Play).
- F.1.2 It is the responsibility of each participating club to ensure that F.1.1 is complied with.
- F.1.3 The BDBA Ladies Club Pennant Competition is a divisional competition, the number of divisions, sides and teams being determined by the BDBA Ladies Match Committee (Match Committee) from nominations received (refer F.2).
- F.1.4 The BDBA Ladies Club Pennant Competition shall be listed in the BDBA Calendar of Events.
- F.1.5 Games between opposing teams shall be over twenty-one (21) ends (weather permitting – refer F.10.7).
- F.1.6 Throughout the Pennant competition, any end declared “dead” during a game is considered “incomplete” and the end is to be replayed (Law 20).
- F.1.7 Trial ends shall be under the control of the venue Club’s Games Controller. One (1) trial end each way shall be allowed prior to the scheduled starting time of each day’s play or on resumption of a match on another day or at another venue using as many bowls as will be used in the match (Law 5.1).
- F.1.8 Trial ends are to be completed and bowls presented for inspection at least five (5) minutes before the game’s scheduled start time.
- F.1.9 Clubs with retractable shades shall only change the position of the shades during a game with the consent of both side managers.
- F.1.10 All players are required to be attired in their registered club uniform for all matches.
- F.1.11 Providing approval has been given by the Match Committee, two clubs may combine to enter composite sides in the competition. Players from the two clubs are required to be attired in their registered club uniform for all matches or may elect to wear a uniform unique to this competition providing that the uniform has the approval of the BDBA Board of Management.
- F.1.12 In the case of a composite Division 1 side winning the Pennant and progressing to the Group / State Pennant Finals, that side must wear whatever uniform the BDBA allows / decides upon (e.g. the BDBA may allow the District Shirt to be worn).
- F.1.13 A player who has a physical disability will be allowed to use a support or an artificial device (or both) when delivering the jack or a bowl, or when walking on the green (LAW 41.5).
- F.1.14 Players using an artificial device for the delivery of the jack or bowl must have approval for such use by BQ in accordance with DR 4.11.3.
- F.1.15 Bowlers arms once used in a game must be used for the remainder of the game. However, the rolling of the jack may either be by hand or with the bowler’s arm (5.1.8 – Bowls Australia Policy on Artificial Devices).
- EXAMPLE – interpretation of F.1.15 - a player bowls without “an arm” for say the first five (5) ends. She then decides to use “an arm”. She may roll the jack by hand or with the bowler’s arm but must use the “arm” to deliver the bowl for the remainder of the game.**
- F.1.16 For any challenges as to the use of artificial devices for the delivery of the jack or bowl, Law 52.4.3 applies.

F.2 NOMINATIONS

- F.2.1 Prior to the commencement of the Pennant season, clubs are required to lodge their divisional entry nominations to the BDBA secretary along with the appropriate

nomination fees.

- F.2.2 Clubs are expected to make their team selections in the correct spirit by selecting their players according to their ability and to the appropriate division.
- F.2.3 Divisional club performance from the previous year's Pennant Competition will be used to determine divisional club sides. Where possible, a club's Divisional nominations will be accommodated.
- F.2.4 Clubs can nominate any number of sides for the Ladies Club Pennant Competition.
- F.2.5 Upon receiving club nominations, the Match Committee will determine the final Divisional club grading (after discussion with the respective club[s]) and develop a preliminary draw.
- F.2.6 Once the preliminary Ladies Club Pennant Competition draw has been completed, any club withdrawing a side will not have their nomination fees refunded.

F.3 DIVISIONS

- F.3.1 Division 1 sides shall consist of three (3) teams of four (4) players (Lead, Second, Third and Skip) (a total of twelve [12] players). Each player shall play with two (2) bowls.
- F.3.2 Division 1 shall consist of four (4) sides thereby making the round robin competition played over a six (6) week period on a home and away basis with a final to follow the round robin competition.
- F.3.3 Division 1 shall play its competition on Saturday mornings commencing with morning tea at 8.30am, trial ends at 8.45am and play scheduled to commence at 9.00am (weather permitting – refer F.10).
- F.3.4 In Divisions other than Division 1, sides shall consist of two (2) teams of four (4) players (Lead, Second, Third and Skip) (a total of eight [8] players). Each player shall play with two (2) bowls.
- F.3.5 Divisions other than Division 1 shall play either on a Saturday morning or on the home club's play day commencing with morning tea at 8.30am, trial ends at 8.45am and play scheduled to commence at 9.00am (weather permitting – refer F.10). Games shall be played on a home and away basis with a final to follow the round robin competition.

F.4 ELIGIBILITY OF PLAYERS

- F.4.1 Refer F.1.1
- F.4.2 A player holding membership in more than one (1) BDBA affiliated club, can choose to play pennants for one of those clubs for the Pennant season.
- F.4.3 If a player is an affiliated bowler of a Registered Club, that player may play inter-club pennants for another club by completing an Intra Club Pennant Permit Request Form to their District prior to the commencement of the Pennant Competition in which they wish to play and providing the "Registered Club" and "Pennant Club" endorse the application (BQ By-Law 12.3 [a]).
- F.4.4 If approved by the District, a Pennant Permit remains in place until the District Pennant season in that calendar year ends, and of which a player is not eligible to play Pennants for their registered Club or another club in Queensland until the Pennant Permit expires (BQ By-Law 12.3 [b]).
- F.4.5 A player may apply for a clearance on resignation from their Registered Club while a Pennant Permit is in place and the Pennant Permit automatically expires unless a player has transferred to another club in Queensland (BQ By-Law 12.3 [c]).
- F.4.6 Clauses 4.3, 4.4 and 4.5 do not apply to other forms of inter-club Pennant Competitions e.g. Alex Gow Cup.
- F.4.7 It is the responsibility of each participating club to ensure that their intended players are eligible to play (Refer F.1.1).
- F.4.8 After playing two (2) games in a division, a player cannot play in a lower

division.

- F.4.9 A player may play in a higher division (but note F.4.4).
- F.4.10 A player may only play once in any Division in the same week.
- F.4.11 Should a club play an ineligible player (Refer F.1.1, F.4.2 to F.4.6) the match shall be forfeited to the opposing side who shall receive all available match points.
- F.4.12 A club may have two (2) sides in the same Division, the sides being identified with numeric alpha characters e.g. 1A and 1B. In this situation, players may not interchange between sides.

F.5 ELIGIBILITY FOR GROUP /STATE PENNANT PLAY OFFS

- F.5.1 The Division 1 pennant winner is expected to represent the BDBA in the Group play-offs and if successful, to play in the State Division 1 Pennant Play-offs.
- F.5.2 To be eligible to play in the Group/State Pennant play-offs, there must be a minimum of two (2) sides that played in the Division 1 pennant competition.
- F.5.3 For the State Pennant Play-offs, a side should be as near as possible to that which won the Group Finals.
- F.5.4 Players under suspension or expulsion are ineligible to play in either the Group or State Pennant play-offs.

F.6 SUBSTITUTES/REPLACEMENT PLAYERS

- F.6.1 Refer to General Conditions of Play at 6.3.

F.7 DECIDING ROUND WINNERS

- F.7.1 The round winner is the Divisional club side scoring the higher aggregate "total shots for" scored across all rinks at the conclusion of play. Match points shall be awarded to the winning side as follows: -
- two (2) match points will be awarded for a win.
 - in the event of an aggregate tied score, each opposing side shall receive one (1) match point.
 - in the event of a bye, no match points will be awarded.

F.8 SIDE WITHDRAWAL & INCOMPLETE SIDES

- F.8.1 Should a club withdraw a side nomination from the Ladies Club Pennant Competition, it shall be the lowest division side of that club.
- F.8.2 Should a club withdraw a side from the competition after the draw has been made, but prior to the commencement of the first round, and is unable to be replaced by another side, the matches concerned shall be treated as byes and no points awarded.
- F.8.3 During the competition any club side intending to withdraw or forfeit a game must notify the respective Controlling Body and Opposing Club no later than 8.00am on the day of play.

F.9 AWARDING A FORFEIT

- F.9.1 If, 30 minutes after the scheduled start time for a game, one player is absent from one or more teams in a side and no eligible substitute is available or allowed, the game must continue, however: -
- a team with an absent player plays as though the second is the missing player; and
 - the order of play shall be maintained by the second of the complete team playing consecutive bowls (DR2.5.1)
- F.9.2 If, 30 minutes after the scheduled start time for a game, more than one player is absent from one or more teams in a side and no eligible substitutes are available or

allowed, or a side is absent, that side shall forfeit the game. The side forfeiting shall receive zero (0) match points. The side receiving the forfeit shall be awarded two (2) match points.

F.9.3 In unusual circumstances, the Match Committee shall have the power to deal with non-attendance on the merits of the circumstances.

F.10 WEATHER AFFECTED MATCHES – ROUND PLAY

F.10.1 In the event of prevailing inclement weather prior to the scheduled starting time, the host club's Green Director or Nominated Official shall determine the initial fitness of the green for play by 8.00am for advising the Controlling Body.

F.10.2 The Controlling Body is to inform all visiting clubs as soon as possible and no later than 8:30am of their decision to either continue or abandon play.

F.10.3 Following 8:30am the host club, as the Controlling Body, may make a further determination of their greens' fitness for play and, as soon as possible, notify the visiting club and home players of any decision to play or abandon play.

F.10.4 Where a club green is deemed to be unplayable, no games should be played on that green.

F.10.5 In the event greens are unavailable because of damage or considered unfit for play by the host club, following consultation with the Controlling Body, and mutual agreement by both side managers, an alternative venue may be used for the match.

F.10.6 If a game has not commenced by 10.30am due to inclement weather, it should be considered a non-match, a draw recorded and each side shall receive one (1) match point.

F.10.7 In the event that a match in round play is stopped prematurely, and the match cannot be completed, then: -

- For Division 1, a combined total of fifty (50) ends shall constitute a match; and
- For other Divisions, a combined total of thirty-two (32) ends shall constitute a match.

F.10.8 In the event that a match in round play is stopped prematurely and fewer than a combined total of fifty (50) ends in Division 1 and thirty-two (32) ends for all other Divisions are completed, the match shall be deemed "incomplete" the match recorded as a draw and each side shall receive one (1) match point.

F.11 OPPONENT AND RINK DRAW METHOD

F.11.1 The draw for team opponents and rinks shall be carried out half an hour before the scheduled commencement time of the competition by the side Managers in the presence of the host club officials, as follows:

- The club's Skip's names shall be written on the front of the scorecards.
- The two side Managers will exchange scorecards and shuffle them. One Manager will place her scorecards face downwards individually on the table, followed by the other Manager placing her scorecards one each on top of the scorecards already placed.
- The sets of two scorecards will then become the opponents.
- While the scorecards are face downwards, the Managers will also draw for rink numbers, one each of these to be placed on the downward faced cards.
- Rinks used for each match are to be kept in consecutive sets as far as possible.

- Scorecards to be completed with the opposing Skip's name and rink number.

F.12 DECIDING PLAYOFF FINALISTS

- F.12.1 In all divisions, the two sides qualifying for the playoff final shall be the two sides accumulating the highest number of match points at the completion of the final round of the draw.
- F.12.2 In the event that two (2) or more sides in any division tie with equal number of match points, the higher-ranking side will be decided by dividing each side's "total shots for" by "total shots against." The side with the highest result shall be declared the higher ranked side.
- F.12.3 If two or more sides are still tied, then the side with the highest number when the "total shots against" are subtracted from the "total shots for" shall be declared the higher ranked side.
- F.12.4 If two or more sides are still tied, then the higher-ranking side will be decided by dividing each side's "total shots for" by "total shots against" for the last game played by each side and this approach will be applied to each preceding game until a winner is declared.

F.13 FINALS

- F.13.1 For players in Division 1, a player is eligible to play in that divisional final if she has played a minimum of two (2) games during the current pennant.
- F.13.2 For players in Division 3, a player is eligible to play in that divisional final if she has played a minimum of four (4) games during the current pennant season.
- F.13.3 For players in Division 4, a player is eligible to play in that divisional final if she has played a minimum of one (1) game during the current pennant season.
- F.13.4 A player may play in one (1) division final only during the current pennant season.
- F.13.5 Where a player has not played any games during the current pennant season, the player may play in any division final provided that the player's club has obtained approval from the Match Committee.
- F.13.6 Where a player's division does not make the finals but a higher division at her club does, the player may play in that higher division final after obtaining permission from the Match Committee.
- F.13.7 The playing of finals in all divisions will be at neutral venues determined by the Match Committee.
- F.13.8 Saturday Division finals will be played on a Saturday morning commencing with trial ends at 8.45am with play scheduled to commence at 9.00am.
- F.13.9 Midweek Division finals will be played on a Friday morning or the morning of another day determined by the Match Committee commencing with trial ends at 9.05am with play scheduled to commence at 9.30am.
- F.13.10 All finals shall be played over twenty-one ends
- F.13.11 Should inclement weather prevent play no later than one and a half (1 1/2) hours after the scheduled commencement time (Saturday finals - 9.30am, Midweek finals – 11.00am), the final will be reconvened to a date determined by the Match Committee.
- F.13.12 If the final cannot be completed due to inclement weather, the final will be reconvened at the same venue on a date determined by the Match Committee commencing with the scores and completed ends as were played when inclement weather previously prevented the conclusion of the final.
- F.13.13 The winner of a final is that side which has a greater "total shots for".
- F.13.14 If at the conclusion of a finals match, scores are tied, an extra end will be played by all teams in the opposing sides to determine a winner.

F.14 HOST CLUB ACTS AS CONTROLLING BODY

- F.14.1 Prior to play commencement, the host club shall inform players of;
- (1) who is acting for the club as the controlling body “responsible person”;
 - (2) who the umpire is: and
 - (3) if there is no umpire, what arrangements are to be applied when a call is made for an umpire.

F.15 GREEN FEES

- F.15.1 Midweek Pennant Green fees and lunch shall be paid to the side’s own club.
- F.15.2 Saturday Pennants – Green Fees only paid to side’s own club– no lunch provided

F.16 HAT PENNANT BADGES

- F.16.1 Upon winning a Pennant Flag, in Division One up to 14 eligible players, and in other Divisions up to ten (10) eligible players shall be presented with a badge. Purchase of extra badges is the responsibility of the club concerned.

F.17 PROMOTION OR DEMOTION OF CLUBS

- F.17.1 Following completion of the competition, club standing is determined by the following procedures:
- Commencing from the lowest division, the side that wins the Pennant in the final may be promoted to the next higher division.
 - Starting from the highest division, the side that is last in the division may be demoted to the next lower division.
 - If a Member Club enters a new/additional side, the Match Committee will assess that side’s divisional grading as part of developing the draw for the upcoming year.

F.18 SCOREBOARDS

- F.18.1 Host clubs are responsible for providing a master scoreboard and assigning a scoreboard attendant with the task of updating the scoreboard on a regular basis.
- F.18.2 The host’s club name will be displayed first (L.H.S.) on all score boards (rinks and master).

F.19 ZONE & STATE PLAYOFFS

- F.19.1 The winning side in division one (1) is expected to represent the BDBA in the Zone playoffs and if successful, to play in the State division one (1) playoffs.

F.20 GENERAL

- F.20.1 Throughout the Pennant season results will be available on the BDBA website www.brisdistba.org.au.

APPENDIX G LADIES DISTRICT CHAMPIONSHIPS SINGLES, PAIRS, TRIPLES, FOURS, SENIOR (OVER 60) MIXED FOURS

G.1 GENERAL

- G.1.1 The Competition shall be known as the BDBA Championships and be conducted annually.
- G.1.2 BDBA Championships are knockout competitions (excepting where Sectional play is arranged) to determine the District Championship player and teams.
- G.1.3 Competitions will be hosted by selected Member Clubs who will operate as the Controlling Body during the c o m p e t i t i o n .
- G.1.4 A draw will be overseen by the BDBA Ladies Match Committee.
- G.1.5 Championship matches will consist of Singles, Pairs, Triples and Fours as follows:
- Singles (**including Novice**) – twenty-five (25) shots up with each player using four (4) bowls;
 - Pairs – twenty-one (21) ends with each player using four (4) bowls (2x2x2x2);
 - Triples – twenty-five (25) ends with each player using two (2) bowls;
 - Fours – twenty-one (21) ends with each player using two (2) bowls; and
 - Senior Mixed Fours – Two (2) Males and Two (2) Females - eighteen (18) ends with each player using two (2) bowls.
- Note: To be eligible to play in the Novice Singles Championships, a player must have been a member of all bowling clubs for a combined total of no more than four (4) years.
- G.1.6 If the scores are tied at the conclusion of the match, an extra end shall be played (Law 28).
- G.1.7 There will be no time limit to a match.
- G.1.8 Any end declared “dead” during a match is considered “incomplete” and the end is to be replayed (Law 20).
- G.1.9 In singles matches, the direction of play should remain unchanged throughout the day.
- G.1.10 All players are required to be attired in their registered club uniform for all matches.
- G.1.11 Where teams are comprised of players from different clubs, each player is required to be attired in their respective registered club uniform for all matches.
- G.1.12 It is the sole responsibility of each participating player to ensure that they are eligible to compete under these C onditions of Play. Should a singles player be ineligible to play or should a team play an ineligible player, the match shall be forfeited to the opposing player or team.

G.2 PLAYER ELIGIBILITY

- G.2.1 Any financial affiliated member with full bowling rights of an affiliated Bowling Club is eligible to play in these competitions.
- G.2.2 Any male affiliated members with full bowling rights of an affiliated Bowling Club are eligible to play in the Senior (Over 60) Mixed Fours competition with eligible female partners.
- G.2.3 Players from different BDBA affiliated Member Clubs are eligible to nominate teams for BDBA championship competitions. Such “multi-club” teams are to submit their nominations through each team skip’s club secretary.
- Prior to submitting a multi-club team entry nomination, the team skip’s club secretary is to confirm that each team player is eligible to enter the competition.
 - Players of multi-club teams are regarded as entering the competition as members of their own affiliated club.
- G.2.4 In the case where a player holds memberships of more than one bowls clubs affiliated

with the BDBA, the player entering any BDBA competitions is allowed to nominate only as a member of that same club throughout any calendar year.

- The club membership of a player's first nomination for a BDBA competition shall designate the player's affiliated club membership. For the remainder of the calendar year, that player will be regarded as nominating for all BDBA competitions as a member of that same affiliated club.

G.3 INELIGIBLE PLAYER PENALTY / FORFEITS

- G.3.1 It is the sole responsibility of each participating player to ensure that they are eligible to compete under the conditions of play. Should a team or side play an ineligible player, the match shall be awarded as a forfeit to their opponents.
- G.3.2 If, 30 minutes after the scheduled start time for a game, a Singles player is absent, that player shall forfeit the game to their opponent.
- G.3.3 If, 30 minutes after the scheduled start time for a game, a player is absent from a team and no eligible substitute or replacement player is available or approved by the Controlling Body, the defaulting team will forfeit the game to their opponent (LAW 39.1.2 & DR 2.3.9).

G.4 TRIAL ENDS AND BYES

- G.4.1 Trial ends will be administered by the host club acting as the Match Committee. Provision for trial ends is to be made no less than 20 minutes prior to the scheduled starting time of the match.
- G.4.2 One (1) trial end each way shall be allowed prior to the scheduled starting time of each game or on the resumption of a match on another day or at another venue, using as many bowls as will be used in the match (Law 5.1).
- G.4.3 Trial ends are to be completed and bowls presented for inspection at least 5 minutes before the match's scheduled start time.
- G.4.4 In the event of a player or team receiving a bye and not playing in the first match of the day, the player or team is entitled to practice on any rink that is available other than the rink on which the player or team has been drawn to play later that day (Law 4).
- G.4.5 If the player or team who received a bye in the first round chooses to practice before the commencement of their first game, that practice is considered to be a game and consequently, no trial ends will be permitted between a player who has already played and a player who received a bye in the first round or between a team who has already played and a team who received a bye in the first round.
- G.4.6 If the player or team who received a bye in the first round chooses not to practice before the commencement of their first game, that player or team shall be entitled to trial ends as will their respective opponents.
- G.4.7 A player or team that arrives after the scheduled start of play will not be entitled to trial ends.

G.5 INCOMPLETE MATCH / WEATHER AFFECTED MATCHES

- G.5.1 All ends of a championship match are to be completed unless the match margin exceeds the possible shots available in the remaining ends and the losing opponent willingly concedes.
- G.5.2 In the event of a match not commencing due to inclement weather, failing light or any other justifiable reason, play shall commence at a time, date and venue advised to clubs by the Controlling Body.
- G.5.3 In the event of a match not being completed due to inclement weather, failing light or any other justifiable reason, provided that 75% of total ends are completed, a match will be deemed complete.
- For Pairs and Fours matches – completion of sixteen (16) ends shall constitute a match

- For Singles matches – twenty-one (21) shots up shall constitute a match
- For Triples matches – twenty (20) ends shall constitute a match.
- For Senior Mixed Fours matches – fourteen (14) ends shall constitute a match.

G.6 PENALTIES / NON-ATTENDANCE

- G.6.1 A player/team who forfeits a match will be required to pay the necessary green fees to the Host Club within seven (7) days.
- G.6.2 Should a Singles player or a Team be unavailable for play on the scheduled date for play, that Singles player or Team shall forfeit the match to their opposing Singles player or Team (also refer to G.5.3 and G.5.4).
- G.6.3 If, 30 minutes after the scheduled start time for a game, a Singles player is absent, that player shall forfeit the game to their opponent.
- G.6.4 If, 30 minutes after the scheduled start time for a game, a player is absent from a team and no eligible substitute or replacement player is available or approved by the Controlling Body, the defaulting team will forfeit the game to their opponents (LAW 39.1.2 & DR 2.3.9).

G.7 TROPHIES

- G.7.1 Any trophy/prize offered for any Championship event shall be determined by the BDBA Board. The Board may vary the value of any such trophy/prize from year to year.

G.8 GENERAL

- G.8.1 Results will be available on the BDBA website www.brisdistba.org.au.

APPENDIX H LADIES DISTRICT CHAMPION OF CLUB CHAMPIONS

SINGLES, PAIRS, FOURS

H.1 THE COMPETITION

- H.1.1 The Competition shall be known as the Bowls Queensland State Champion of Club Champions.
- H.1.2 The BDBA District Champion of Club Champions competition is to determine the district club champion player and/or team to represent the BDBA in the Group Playoffs and Queensland State Finals.
- H.1.3 Championship matches will consist of the following: -
- Singles – twenty-five (25) shots up (4 bowls each player);
 - Pairs– twenty-one (21) ends (4 bowls per player) playing 2x2x2x2 bowls; and
 - Fours – twenty-one (21) ends (2 bowls per player).
- H.1.4 There shall be no time limit to a game.
- H.1.5 The Competition is a knockout competition, commencing at the Club level, with District competitions concluding prior to the scheduled dates set by Bowls Queensland.
- H.1.6 Ends declared “dead” are incomplete and are to be completed by replaying the end (Law 20).
- H.1.7 All players are required to be attired in their registered club uniform for all matches.
- H.1.8 In singles matches, the direction of play should remain unchanged throughout the day.

H.2 PLAYER ELIGIBILITY

- H.2.1 The Competition is restricted to club players who have won their current calendar year’s Club Championship event in Singles, Pairs or Fours and who are financial affiliated members with full bowling rights of an affiliated Bowling Club in the BDBA.
- H.2.2 All members of a team must belong to the same Club.
- H.2.3 Should a Club fail to complete its current year’s Champion of Club Champion events in any particular category by the date set for the District competition, that Club’s champion is ineligible to participate in the event that year.
- H.2.4 A Member can only represent a club from which she played his first championship game.

H.3 INCOMPLETE GAME

- H.3.1 All ends of a game are to be completed unless the margin exceeds the possible shots available in the remaining ends.
- H.3.2 In the event of a match not commencing due to inclement weather, failing light or any other justifiable reason, play shall commence at a time, date and venue advised to clubs by the Controlling Body.
- H.3.3 In the event of a match not being completed due to inclement weather, failing light or any other justifiable reason, provided that 75% of total ends are completed, a match will be deemed complete.
- For Pairs and Fours matches – completion of sixteen (16) ends shall constitute a match
 - For Singles matches – twenty-one (21) shots up shall constitute a match.
- H.3.4 Any end not completed when the bell is rung to cease play due to inclement or hazardous weather, **SHALL NOT** be completed but should be declared dead. However, if all bowls in the end have been played, then the number of shots scored should be decided before the game stops (Law 32).

H.4 TRIAL ENDS AND BYES

- H.4.1 Trial ends will be administered by the host club acting as the Match Committee.
- H.4.2 Provision for trial ends is to be made no less than 20 minutes prior to the scheduled starting time of the match.
- H.4.3 One (1) trial end each way shall be allowed prior to the scheduled starting time of each day's play or on the resumption of a match on another day or at another venue, using as many bowls as will be used in the match (Law 5.1).
- H.4.4 Trial ends are to be completed and bowls presented for inspection at least 5 minutes before the match's scheduled start time.
- H.4.5 In the event of a player or team receiving a bye and not playing in the first match of the day, the player or team is entitled to practice on any rink that is available other than the rink on which the player or team has been drawn to play later that day (Law 4).
- H.4.6 If the player or team who received a bye in the first round chooses to practice before the commencement of their first game, that practice is considered to be a game and consequently, no trial ends will be permitted between a player who has already played and a player who received a bye in the first round or between a team who has already played and a team who received a bye in the first round.
- H.4.7 If the player or team who received a bye in the first round chooses not to practice before the commencement of their first game, that player or team shall be entitled to trial ends as will their respective opponents.

H.5 MANDATORY CONDITIONS OF PLAY SET BY BOWLS QUEENSLAND

- H.5.1 Every aspect of these events must be conducted in accordance with the conditions of play set out in the Bowls Queensland document titled "State Champion of Champions, Singles – Pairs – Fours, Mandatory Conditions of Play at Club Level".
- H.5.2 This document is available at the BQ home page / Events / Champion of Champions / Conditions of Play.