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# Conditions of Play 2023 

## As of 27 January 2023

Finals Host: Club Pine Rivers

## Critical Dates



Note: Forms can be found on WWW.p7s-qld.com

## Sevens Nomination Entry Form <br> Sevens Weekly Results Form

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## Controlling Body:

The Controlling Body is the Management Committee of the 7s-Qld Inc. and has the right to change conditions of play if deemed necessary and shall be the sole judge to determine, interpret and rule on all matters occurring during the tournament.

## 1. Composition of Sides and Game Format:

Sides will consist of Eight (8) Players to fill Seven (7) Playing Positions \& One (1) Interchange who may be Substituted into a team from the Bench at any time after completion of the first Five (5) Ends:

- One 3 Bowl Pairs 24 Ends (3 Bowls).
- One 4 Bowl Pairs 18 Ends (4 Bowls per player $2 \times 2 \times 2 \times 2$ ).
- One 2 Bowl Triples 24 Ends (2 Bowls per player).
- One Interchange who may be Substituted into a playing position - with the person Substituted Out then becoming an Interchange.
1.1 The Interchange may be utilised as a Substitute after the particular Discipline has completed 5 Ends - the Interchange player must play in the same position as the replaced player. Once the Interchange had been used; that player must complete a Minimum of 5 Ends and remain playing until the conclusion of the match. The Interchange is to be included on the Result Sheet prior to commencement of play. Use of the Interchange is to be documented in the "Comments" Section of the Results Sheet showing Names, Discipline, End Number, Medical Condition etc.
1.2 All three disciplines [ Pairs \& Triples] MUST be played. If a Club cannot field all Three (3) Disciplines (one player short), they will play as though there is no Second in the Triples Discipline. Should a Player be unable to continue a game, and no eligible Interchange is available, play will continue as though there is no Second in the Triples Discipline. That means, under (Laws of the Sport of Bowls DR Law 2.6), the effected Club will play 4 Bowls: while the other team play 6 Bowls.
1.3 Timed Games: - There will be No Time Limit on any games in the Seven's competition.

NOTE: All Divisions will ideally have a minimum of 24 Teams. The number of Sections and Teams in each Section will be determined by the entries received and, if necessary, byes will be allocated should the Controlling Body be unable to fill the Division by Promotion or Relegation.

## 2. Entry Fees:

2.1 Entry fee MUST be accompanied each Nomination. Failure to adhere to Payment will make the Entry NULL \& VOID. Entry Fee is $\mathbf{\$ 8 0 0}$ for each Division.

NB: Teams that are withdrawn AFTER the draw has been completed, will NOT have their Nomination refunded.
3. Application to Enter:
3.1 Sevens Nomination Entry Form: - To enter the Sevens Competition, Clubs must complete the Sevens Nomination Entry Form on, or before closing date \& MUST be accompanied by the relative Entry Fee. Late entries will not be guaranteed a place.
3.2 A Club may apply to enter a composite Side involving another club.
3.3 The Controlling Body reserves the right to re-grade Sides into higher or lower Divisions to minimise the number of byes in the whole competition and increase the size of the Division.
4. Eligibility:
4.1 All Divisions are open to single or any combination of gender with no restriction of age. All Players must be Full [Financial] Bowling Members of an Affiliated Club which may not necessarily be the Club for which they are intending to play.
4.2 All Players must be clear/free from any form of Suspension and or Default Status from any Club or Association.
4.3 Players who play Fifty Percent of Sectional Matches in a Higher Division become constituted for that Higher Division and may not "play down". Byes will require a Results Sheet as it will contribute to Matches Played.
4.4 To be eligible for the Finals, Players must have played a minimum of Fifty Percent of Sectional Matches, in that Division or any Combination of Divisions. In the case of a Combination of Divisions, a Player's Status will be the highest Division in which the Player played the most games. A Player may be promoted to a higher Division.
4.5 The Listed Interchange may be used any time after the particular discipline has completed 5 ends. The Interchange MUST play a Minimum of 5 ends; and must remain until the Conclusion of the Game.
4.6 The "Interchanged" Player now becomes the Interchange - and may replace any player who becomes sick or injured during a match.

## 5. Penalties:

Any 'Sevens' Club, that breaches any part of the above Player Eligibility, may have penalties imposed, which could include, but not restricted to: -
5.1 All Match Points and Rink Wins deducted for all games the Unqualified Player participated in. In addition, they would receive the WORST loss margin for those rounds played with an Unqualified Player.
5.2 The opposing Team in such cases may receive all match points and rink wins - and additionally - will receive the AVERAGE winning shots margin for that round.
5.3 The Management Committee, as the Controlling Body, will determine what action to take in such rule violations.

## 6. No Dead Ends:

If the jack, by the effect of play, leaves the rink of play over the bank or side boundary, it shall be replaced. on the " $\mathbf{T}$ " of the rink of play so that the portion of the jack nearest to the mat line is $2 \mathbf{m}$ from the front of the ditch, and play is to continue. This also applies to a rebounding jack less than $\mathbf{1 8}$ metres from the mat line. If a bowl occupies that spot, the closest spot available without touching a bowl is to be used as per (Laws of the Sport of Bowls DR Laws 19.4 and 56.5.4).

## 7. Format of Divisions \& Sectional Play:

7.1 The number of Teams per Section and Sections per Division shall be determined by the number of entries received. Multiple Entries per Division are allowed; BUT one of the Sides may be asked to move up (or down) a Division to better balance that Division.
7.2 The Draw will be compiled by the Controlling Body and include play dates for each match.

## 8. Game Start Times:

8.1 It is a Policy of 7s-Qld Inc. to encourage Clubs to schedule matches to avoid the hottest part of the day in summer. Morning, evening, or night games are encouraged.
8.2 Clubs competing in each match shall agree to a suitable Date and Time to play matches. Club Liaisons MUST make all efforts to negotiate a Date and Time to play All Round matches within $\mathbf{1 4}$ days of receiving the draw and before the start of each round of competition. If agreement cannot be reached, the match must be played on the date/time set by the Controlling Body. All Club Liaisons MUST double check game times with their Opponent's Club Liaison during the week leading up to the match.
8.3 Clubs must notify the Controlling Body of the agreed playing times:

Clubs wishing to change any agreed playing times or date (as per Condition 8.2) must notify the opposing Club Liaisons and the Controlling Body a minimum of 14 days before the scheduled date of the match they wish to change. If agreement cannot be reached on an alternate time or date the match must be played on the time \& date originally agreed to (as per Condition 8.2).

## 9. Artificial light may be used.

## 10. Synthetic Greens may be used.

## 11. Inclement \& Adverse Weather / Incomplete Game:

11.1 A Match unable to be completed due to inclement or adverse weather shall be declared completed if two of the three disciplines have reached the following minimum requirements of:

$$
\begin{aligned}
& 3 \text { Bowl Pairs - } 13 \text { ends } \\
& 4 \text { Bowl Pairs - } 10 \text { ends } \\
& 2 \text { Bowl Triples - } 13 \text { ends. }
\end{aligned}
$$

11.2 If two (2) of the disciplines meet the minimum requirements, the third shall be declared Abandoned; and the match declared complete. There will be no points awarded for the Abandoned Game.
11.3 If two (2) of the three (3) Disciplines haven't reached the Minimum Requirement, the Match is to be continued $A S A P$ at a time mutually agreed upon by the Participating Teams and approved by the Controlling Body.
11.4 In the event of a match/s not being able to be played due to adverse conditions, the "catch up" game is to be played on or before the Scheduled Catch-Up Date set by the Controlling Body. Mutually agreed Forfeits will result in both sides being awarded Zero Points (as per Condition 14.3).

## 12. No Drawn Games / Disciplines:

In All games, if any Discipline is drawn, the drawn Discipline/s shall play an extra end to determine the winner. The extra end MUST be played regardless of the position of the other two disciplines; and MUST be played immediately after the conclusion of the Drawn Game.

## 13. Scoring:

13.1 Seven (7) match points will be given for a match win plus one (1) point per rink win.
13.2 Win on three (3) rinks = 10pts, win on two (2) rinks = 9pts, win on one ( 1 ) rink = lpt.

## 14. Forfeits, Byes and Games Not Completed:

14.1 A Team awarded a Forfeit, will receive Seven (7) points Match Win \& Three (3) Rink Win points. A Team awarded a Bye will receive Seven (7) points Match Win \& Two (2) Rink Win points. An average margin of the other team's played in that section from that round will be applied at the end of that rounds play. The Team conceding the Forfeit shall receive no points and be debited with a shot margin equal to that credited to their opponents. In the case of a Forfeit, both Clubs MUST submit Result Sheets.
14.2 No Points or Rink Win Bonus will be allocated to games not completed.
14.3 Should there be a Double Forfeit, each Team will receive no points nor rink win bonus.

## 15. Notification of Results:

15.1 Results will be posted to BowlsLink by the Designated Home Side; and Confirmed by the Visiting Side, immediately after the conclusion of play. Results Sheet will continue to be used in the usual manner \& retained in the eventuality of a dispute. FAILURE to post results may incur the Loss of Rink Win Moneys.

## 16. Green Fees:

16.1 Green Fees DO NOT apply to the 'Sevens', however clubs may place a fee on their own players.

## 17. Attire:

Club approved attire to be worn. Joint Club or Private Sides' members may dress in their own Club approved or Private Team attire.

## 18. Club Liaison:

Each Club must appoint, (via the Nomination Entry Form), one only Liaison person. Any contact with the Controlling Body \{Other than round result sheets\} MUST be through the appointed Club Liaison, for all Teams entered by the Club.

## 19. Managers:

Each Team must have an appointed Manager for the season. The Team Manager is to complete Game Cards and Match Results Sheets in conjunction with the opposition manager and ensure that the result sheets are completed correctly. Notify the results as per Condition 15. Club Liaisons are to ensure that each Team Manager is full conversant with the Conditions of Play; can apply them as they are written; and have a reasonable understanding of the Laws of the Game.

## 20. Practice:

Instead of trial ends, Players may practice up until the agreed starting time (unlimited ends) on any Rink. Home Clubs are to make sure the allocated green is available for practice a minimum of $\mathbf{3 0}$ minutes prior to the agreed starting time.

## 21. Umpires, Measurers:

The host club shall supply accredited umpires or measurers (preferably non-playing).
22. Challenges to and Temporary Markings on Bowls:

Challenges. Bowls must be challenged within Ten (10) Minutes of the completion of the Final End, as per (Laws of the Sport of Bowls DR Law 52.4 \& 52.5) and results determined as per these laws. The other Two (2) rink points will remain as per results.

Temporary Markings (Club stickers) If temporary markings are used, they must comply with (Laws of the Sport of Bowls DR Law 52.1.8.2, 52.1.8.3 \& 4.7.4).

## 23. Protest/Disputes:

23.1 The Controlling Body must be informed of all protests and disputes within $\mathbf{2 4}$ hours of the disputed event and lodged in writing to The Secretary, of the Management Committee within 48 hours, accompanied by a $\$ 50$ fee.
23.2 The Management Committee will rule on protests and disputes that involve participating Teams and or Clubs.
23.3 If any protest or dispute is against the Management Committee, a committee will be formed comprising three members: one of which will be an independent person (not a current member of 7 s -Qld Inc.), Chairman of 7 s Qld Inc. and an appointed person from the 7 s -Qld Inc. [membership.] to officiate on such a protest or dispute.

## 24. Finals:

24.1 The Top Teams from Each Section, after completion of Sectional Play, will progress to the Finals. This will be decided by the Highest Match Point won. If Teams are Equal on Points, Score Difference and Score Percentage will determine Results.
24.2 All finals are knockout matches. Teams progressing to the Finals are graded in Descending Order; with the Grading Order determined at the end of Sectional Rounds or Elimination Finals. If Teams are Equal on Points, Score Difference and Score Percentage will determine Results.
24.3 Divisions which are too large to move directly into Quarter Finals, will be required to play an Elimination Final to determine the Final 8 for Quarter Finals. Only the top 16 teams will progress to the Elimination Final. If Teams are Equal on Points, Score Difference and Score Percentage will determine results.

## 25. Prize Money:

The Sevens shall retain a portion of Entry Fees to assist with administration costs, the remainder of Entry Fees and Sponsorship will go into a prize pool with the breakdown determined by the Controlling Body.
25.1 Final Eight Prize Money will be paid by Cheque on the day of the club's very lastgame.
25.2 Clubs MUST supply the Management Committee with a Nominated Payee BSB and Account Number via the Sevens Nomination Entry Form. Remaining Prize Money \& Rink Win payments will be paid by EFT.
25.3 The APPROXIMATE Prize Money payable for each Division:

Winner; \$ 7000. Runner Up; \$2500,
Third; $\$ 1250$ (x2). Fourth; $\$ 800$ (x4). Total $\$ 15,200$ per Division.

## 26. Rink Win Bonuses:

A Rink Win Bonus will be paid to non-major Prize Winners as per Condition 26.1 and subject to Condition 26.2. Value of "Rink Win Bonus" will be determined from the remaining income after Major Prize Money \& Administration Costs are deducted from the Total Cash Pool available for Sevens 2023. The total "Rink Win Bonus" will not exceed $\$ 800$ per Team.
a) The "Rink Win Bonus" will not exceed $\$ 30$ per discipline win.
b) No bonus will be paid on games not played. Byes and Forfeits will be paid as per Condition 14.

## 27. Walking to the Head:

The Laws that apply under the Laws of the Sport of Bowls covering the movement of Players during play shall always apply.

## 28. Heat; Tobacco; Alcohol; Green Protection:

The Home or Host Club must have in place a policy addressing these matters; and it will be that policy which will apply.

