MORETON BAY DISTRICT LADIES BOWLING ASSOCIATION



PENNANTS

CONDITIONS OF PLAY

2024

All MBDLBA Clubs are requested to display these conditions of play on the Notice Board and advise all members to familiarise themselves with them particularly before playing 2024 Pennants.

(Version: 29 March 2024)

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PLEASE NOTE: Division winners may be promoted to a higher Division the following year at the discretion of the Match Committee and reviewed by the Management Committee. The last placed team may be demoted at the discretion of the Match Committee and reviewed by the Management Committee.

1. DEFINITIONS

TEAM: Refers to a composition of Four (4) Players.

SIDE: All Divisions comprise to two (2) teams of Four (4) Players each =

8/Side from a Club. Rounds for Division 1 to be played Saturday mornings.

Rounds for all other Divisions to be played on their Play Day.

GAME: Refers to a contest between two opposing teams of Four (4) Players each.

A MATCH: Refers to two (2) games for all Divisions between the opposing sides in order

of the draw conducted by the Match Committee.

CONTROLLING BODY: District Controlling Body: President; Secretary; Treasurer;

2 x Match Sub-Committee. Any three (3) constitutes a quorum.

(MBDLBA By-Law 2.2)

The Host Clubs shall be the Controlling Body for District Pennant

Rounds.

The District shall be the Controlling Body for the Finals.

2. PLAY

- 2.1 District Pennants shall be played under the Laws of the Sport of Bowls Crystal Mark 4.0 Edition; and
- 2.2 Mandatory Conditions of Play as set out by BQ.

3. ATTIRE

- 3.1 Attire will be registered club uniform as BQ By-law 14.
- 3.2 All attire must have BA Logo as outlined in the BA National Logo policy and footwear must be in accordance with BA Policy.
- 3.3 Each player and Manager in a team must be similarly attired.
- 3.4 Failure to comply with the above may result in disciplinary action.

4. ELIGIBILITY

- 4.1 Players in ALL Pennant games must be full financial members of a DISTRICT CLUB at the closing date of the event. All players must be a member of an affiliated Club of MBDLBA/Bowls Qld.
 - 4.1.1 BQ Pennant Permit 12.3:
 - (a) A player can be approved to play with another Club other than their Registered Club by submitting an **Intra-club Pennant Permit Request Form** to their District prior to the Pennant Competition in which they wish to play. No application will

be considered after commencement of a Pennant competition unless agreed by the District. This form must be endorsed by both Clubs (Pennant Permit).

- (b) If approved by the District, a Pennant Permit remains in place until the District Pennants 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.
- (c) A player may apply for a clearance on resignation from their Registered Club while a Permit is in place and the Pennant Permit automatically expires unless a player has transferred to another Club in Queensland.
- 4.2 **HOWEVER,** if a **new bowler** becomes a financial member of a Club during Pennant season and upon receipt of acknowledgement from the District, then they are eligible to play after that date.
- 4.3 **PLEASE NOTE:** If a player is played prior to the receipt of acknowledgement from the District, she is a defaulting player who has not met the requirements of Eligibility above. The game will be forfeited and awarded to the opponents as the penalty for the defaulting player in the side not meeting the requirements of the law.
- 4.4 The penalty will be, the Side receiving the forfeit is to be allotted the match point, plus rink points and average marginal shots will be recorded by the Match Sub-Committee. The Side giving the forfeit shall have the margin of shots debited against it.

5. GREEN FEES and LUNCHES

- 5.1 Green Fees will be paid to a Team's **OWN** Club for the duration of Pennant rounds.
- 5.2 Final Games Green fees will be paid to the **Host Club**.
- 5.2 Morning tea and lunch arrangements will be subject to individual clubs.
- 5.3 Visiting Team Managers are to contact their opposing Team Manager to establish criteria for morning tea and/or lunch arrangements.

6. ENTRIES

- 6.1 All entries must be on the official MBDLBA Nomination Form, accompanied by Fees, and must be forwarded to the Match (mbdlbamatch@gmail.com) and District Secretary (mbdlbasec@gmail.com) no later than Thursday 30 May 2024. The Entry Fee will be determined by the District Management Committee from time to time.
- 6.2 If a Club is unable to field its full complement of players for the Pennant Divisions, it is obliged to field its highest Divisions first. Any Divisions dropped must be from the lower Divisions.

7. NOMINATION OF PLAYERS

- 7.1 Clubs must nominate eight (8) players for all Divisions on the Pennant Nomination Form they wish to enter.
- 7.2 The Match Sub-Committee will view all Nomination Forms from Clubs and decide in which Division their teams will play, this will be their registered Division.
- 7.3 Players are not registered until they play their first game.
- 7.4 Any additional player may play (e.g. Novices) as long as they are financial members of their Club.
- 7.4 For any additional player, their first game played will be their registered Division.

8. PLAYING OUT OF REGISTERED DIVISION

- 8.1 No player may be moved to a lower division from their registered division.
- 8.2 A player may be moved to a higher division for two (2) games only. After two (2) games, that player shall ether remain in that division or return to her registered lower division
- 8.3 To be eligible to play in a Division Final, a player must have played (2) games in that Division.
- 8.4 If an club does not have a qualified player, due to unforeseen circumstances, they **MUST** appeal to the **MBDLBA** Controlling Body for approval for a player for finals games.
- 8.5 No player can play in two (2) different divisions in the same week, excluding a wet weather week game.

9. SIDES

- 9.1 Sides shall be divided into Divisions according to the number of entries received. Where possible, there will be an equal number of Sides in each Division as far as practicable four (4) Teams in each Division where possible. Any variation to this will be at the discretion of the Match Sub Committee and subject to the number of entries received.
- 9.2 Where there are two (2) sides from the same Club in any Division Players will **NOT BE** interchangeable.

9.3 Composite Sides

- (i) Composite sides will be accepted in the 2024 Pennant Competition.
- (ii) These sides may be formed in two (2) ways but will play in the division determined by the Match Committee. At least four (4) players must come from the **SAME** club.
 - (a) Where clubs have insufficient players to form one (1) side, they may combine with another Club who has a similar number.
 - (b) Where a club can register one (1) side or more but have insufficient numbers to register another side, they may combine these players with a similar number from another Club.
- (iii) In either case, if your Club intends forming a composite side, <u>please contact</u>

 <u>Match Chair before sending in your Nomination Form</u> as she may be able to assist you in the formation of such sides.
- (iv) CLUBS MAY REGISTER ONLY ONE (1) COMPOSITE SIDE.
- 9.4 THE MATCH SUB-COMMITTEE HAS THE POWER TO MOVE CLUB SIDES UP OR DOWN AS NECESSARY.

10. PENNANT DRAWS

10.1 The Pennant Draw **MUST** be strictly adhered to and no Club function (i.e. President's At Home, Two-day Events, Financial Days) or Club business (i.e. meetings etc.) shall be allowed to interfere with the Games.

10.2 **DIVISION 1**

Pennant Games Round 1	Saturday 6 July 2024
Round 2 to be played	Saturday 13 July 2024
Round 3 to be played	Saturday 20 July 2024
Round 4 to be played	Saturday 27 July 2024
Round 5 to be played	Saturday 3 August 2024
Round 6 to be played	Saturday 10 August 2024

Catch-Up Round to be played

Saturday 17 August 2024

- a. Draw will be 8.00am.
- b. Trial ends (time permitting) at 8.15am.
- c. Play will commence not later than 08.30am

10.3 DIVISION 2 and under:

Pennant Games Round 1 week commencing Monday 1 July 2024

Round 2 to be played week commencing	Monday 8 July 2024
Round 3 to be played week commencing	Monday 15 July 2024
Round 4 to be played week commencing	Monday 22 July 2024
Round 5 to be played week commencing	Monday 29 July 2024
Round 6 to be played week commencing	Monday 5 August 2024

Catch-Up Round to be played week commencing Monday 12 August 2024

- a. Draw will be at 8.45am
- b. Trial Ends (time permitting will be at 9am.
- c. Play will commence not later than 09.30am.

10.4 FINALS

- a. The FINAL for ALL DIVISIONS will be played on Saturday 24 August.
 - i. Draw will be 8.00am.
 - ii. Trial ends (time permitting) at 8.15am.
 - iii. Play will commence not later than 08.30am
- b. If there is inclement weather for the Finals, play may be adjusted, relocated or rescheduled. This decision will be determined by the District Controlling Body.

11 GAMES

11.1 **Format (Subject to number of teams entered)** 2024 season comprises 6 rounds. All games will be played on the host Club's play day or alternate play day.

11.2 Timetable

a. Individual Club timetables showing venues and dates of play will be issued by the Match Sub-Committee prior to the commencement of the season.

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- b. Matches shall be played to twenty-one (21) ends for all Divisions.
- c. If both teams are present, play may start earlier.
- d. All Matches are to be completed before lunch is taken, weather permitting.
- e. Should play be interrupted for a lengthy period, due to inclement weather, or some other extenuating circumstances, early lunch may be taken during this period and the game can be resumed on the same day, unless the green has been closed for the day.

11.3 Forfeit after the commencement of a match on the same day

In the event of a forfeit being given after the commencement of a Match, the Side receiving the forfeit is to be allotted the Match Point, and average marginal shots will be recorded by the Match Sub-Committee. The Side giving the forfeit shall have the margin of shots debited against it.

12 FINALS AND DIVISION WINNERS (Subject to number of teams entered)

- 12.1 The Clubs finishing first and second with the most number of match points at the end of the series, in each Division, will qualify for the Final of that Division.
- 12.2 **Determining a Final's Winner:** If at the completion of 42 ends the scores are equal an extra end will be played by the side to determine the winner and runner-up of that Division.

13 FOR WEATHER AFFECTED MATCHES

- 13.1 A combined total over three (2) rinks of thirty-three (33) will constitute a match in the event of closure of the Green for the day.
- 13.2 Should doubtful weather conditions exist at any time, players must report at the appointed time to the Club where they are drawn to play. Players must remain at such Club until the Controlling Body of the Host Club has made a decision regarding future play.
- 13.3 In the event of heavy rain on the preceding day or on the day scheduled for the game, Team Managers may contact the **Host Club** for advice regarding condition of the Greens and if there is any possibility of a game being played.
- 13.4 Where rain prevents commencement of play at the scheduled time, a later start time will be permitted, at the discretion of the host club.
- 13.5 In the event of a match/s not being able to be played due to the weather conditions, the catch up game is to be played on or before the scheduled catch up date set (17 August 2024 for Division 1 and w/c 12 August 2024 for all other Divisions) by the Controlling Body. Mutually agreed Forfeits will result in both sides being awarded zero points.

14. UMPIRES

- 14.1 Before play commences the National Umpire/s / Measurer/s must be appointed and announced by the Host Club.
- 14.2 All bowls shall be inspected by the Umpire/s, in accordance with Law 52.1.5 of the Laws of the Sport of Bowls Crystal Mark 4.0 Edition (Domestic Regulations 4.7.)
- 14.3 The Umpire of the Day shall be a <u>non-player</u> and **not** be **involved** in other matters when Pennants are being played.

- 14.4 It is recommended that an Assistant Umpire and or a Measurer be appointed if three (3) Divisions or more are present.
- 14.5 The Ladies Club Secretary shall be responsible for issuing all Umpires with a copy of the Ladies Day Pennants "Conditions of Play."

15 SIDE MANAGERS (Representative of the Club)

- 15.1 A Manager a Player or Non-Player is to be appointed by each Club for each Side entered.
- 15.2 A Reserve Side Manager shall also be appointed by each Club in case of the unexpected absence of the regular Side Manager.
- 15.3 The Team's Ladies Club Secretary shall be responsible for issuing all Side Managers with a copy of the Ladies Day Pennants "Conditions of Play" document.
- 15.4 Side Managers and Assistant Side Manager's details (phone contact and email addresses) must be sent to the **MBDLBA** before Pennant season commences.

16 DUTIES OF SIDE MANAGER

- 16.1 Side Managers are responsible for ensuring that all members of their respective Division are conversant with the Conditions of Play (Attire Refer to Clause 3 and Player Movements refer to Clause 23).
- 16.2 To collect and remit Green Fees to their **own Club** for the duration of Pennant rounds play.
- 16.3 Liaise with opposing team's Side Manager regarding morning tea/lunch arrangements.
- 16.4 To distribute and collect Scorecards from Seconds for all other divisions after the match, keeping their own cards until the end of the season.
- 16.5 To complete the result sheet **WITH THE OPPOSING SIDE MANAGER** after each match, including any reserves, and ensure that the Host Ladies Club Secretary or her Deputy transmit this information to the Match Sub-Committee via email **IMMEDIATELY** after both Side Managers have agreed to and signed the Result sheet to **MBDLBA Match (email mbdlbamatch@gmail.com.)**
 - 16.5.1 Side Managers MUST ensure that Player's details are correctly recorded.

 (SPELLING OF NAMES AND PLAYING POSITIONS. DETAILS MUST BE PRINTED)

HOST SIDE MANAGER: Please ensure these result sheets are scanned & <u>emailed</u> (not photographed).

- 16.6 To conduct the draw for opponents and rinks in conjunction with the opposing Side Managers/Club representative in the presence of the Umpire of the Day. The draw is to be completed no later than 9.00am (See 11.2 c Ladies Day Pennants Conditions of Play).
- 16.7 The Side Managers shall 'toss a coin' to decide which side plays first.
- 16.8 Retain Round scorecards until the conclusion of the season.
- 16.9 The Side Managers shall be responsible for all appeals. If unable to agree they shall appeal to the Controlling Body or Umpire of the day depending on the situation.

17. OPPONENT AND RINK DRAW METHOD

The draw for team opponents and rink shall be made jointly by the opposing Side Managers/Club Representative in the presence of the Umpire of the day as follows:

- 17.1 After their own Club Skips names have been written on the front of the scorecards, the two Side Managers will exchange scorecards, and shuffle them. One (1) Side Manager will place her cards face down individually on the table, followed by the other Side Manager, who will place her cards downward on top of each of the cards already down.
- 17.2 While the scorecards are still face down, the Side Managers will also draw for the Rink numbers, using facedown numbered discs. One of these discs will be placed on each of the downward faced cards.
- 17.3 The Sides Manager or her Deputy of the day will turn over each numbered disc which will denote the Rink number for those two teams. This number is written on each of the two cards and repeated until the cards have their Rink number and names recorded on the Score cards. The Sides Manager or her Deputy will announce the draw.
- 17.4 Rinks used for each Match are to be kept in CONSECUTIVE SETS as far as possible.

18. SCORING and RESULTS SHEETS

- 18.1 Two (2) match points will be awarded for the higher combined score over two (2) rinks. If a tie exists, one (1) match point will apply.
- 18.2 Match points shall be recorded together with shots **for** and **against** and only used if overall match points are equal.
- 18.3 No Points are to be recorded for a BYE.
- 18.4 A **Result Sheet** will be emailed to each Club prior to the commencement of the Pennant Season.
 - 18.4.1 Please complete by printing CLEARLY for requirements
 - 18.4.2 The Results Sheet will include details of all registered players and can include a Reserve.
 - NOTE: It is **IMPERATIVE** that result sheets be returned to the Match Sub-Committee fully and correctly completed **IMMEDIATELY by email mbdlbamatch@gmail.com** on completion of each match by the Host Club Ladies Secretary or her Deputy.
- 18.5 Where a Side has a BYE, a Result Sheet showing intended Players for the day must also be submitted. The Team with a Bye can play a wet weather catch-up game or a resumed game for a different round.

19. PENALTIES FOR NON-ATTENDANCE

- 19.1 If a Side / Team fails to attend any Match, up to and including the third Match, the Players will be disqualified for the remainder of the series.
- 19.2 If a Side / Team fails to attend after the third (3rd) Match, the Club and the players concerned will be disqualified for the rest of the Series.
- 19.3 In either case, **Two (2) Match Points will be awarded to the opposing side**. In unusual circumstances or outstanding circumstances, the Match Sub-Committee shall have the power to deal with non-attendance on the merits of the circumstances.

20. TRIAL ENDS

20.1 Trial ends shall be under the control of the Umpire of the day or the Controlling Body. One (1) trial end each way shall be allowed prior to the scheduled starting time of each days 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.

21. ABSENTEE PLAYERS (DR 2.6)

- 21.1 In a Side game, the Controlling Body will decide on the eligibility of each member of the Side.
- 21.2 If a Side introduces an ineligible Player, the defaulting Side will forfeit the game to their opponent.
- 21.3 If, within 30 minutes after the scheduled starting time for a game or sooner if the Controlling Body decides, one player is absent from one or more teams in a side and no eligible substitute is available or allowed, the game must continue. (DR 2.6.1)
- 21.4 A team with an absent player plays as though the second is the missing player. (DR 2.6.1.1)
- 21.5 The order of play shall be maintained by the second of the complete team playing consecutive bowls. (DR 2.6.1.2)
- 21.6 Each player must use the number of bowls specified in the Conditions of Play in that event (DR 2.6.1.3)

22. LATE ARRIVALS

- 22.1 When a side's / team's arrival is delayed through unavoidable circumstances, the Match Sub-Committee/Controlling Body shall determine how long the opponents must wait before further action (if any) is taken.
- 22.2 If an absent player arrives late, they must take their original place in the team when they arrive and enter the game at the completion of the end in progress. (DR 2.6.3)

23 PLAYER MOVEMENT DURING PLAY

Players will only be allowed to walk up to the head as follows:

- 23.1 The Leads & Seconds: after both the Seconds have delivered their second bowl.
- 23.2 **The Thirds:** after both the Thirds have delivered their second bowl.
- 23.3 **The Skips:** May go to the head after either Skip's first bowl.
- 23.4 Restricting the movement of players does not prohibit a player being called to the head by the Skip, however care should be taken not to delay play.
- 23.5 **Delaying Play:** No Player, excluding Skips, is permitted to remain at the head whilst their opposite number is delivering their bowl. Any Skip that remains at the head shall stand behind the last bowl of the head or retire to the bank. Skips that remain at the head will return to the mat immediately their opponent's bowl has come to rest.
- 23.6 If the Umpire, either by their own observation or on an appeal from one of the Skips decides that a player is playing in an un-sportsmanship-like manner by deliberately delaying play:
 - 23.6.1 On the first occasion the umpire will warn the player;
 - 23.6.2 If the player commits the same offence a second time, the end will be regarded as completed and the opponents of the offender will score as many shots as there are bowls in use by such opponent; and
 - 23.6.3 If the player offends the third time, the game will be forfeited to the opponent.

24 POSITION OF PLAYERS WHEN NOT PLAYING

24.1 Players at the mat not delivering a bowl should stand a minimum of one (1) metre behind the mat. Players at the head end not controlling the head should stand a minimum of two (2) metres behind the head, or on the surrounds of the green if the

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Jack is in the ditch, or well clear of the head if it is not possible to stand on the surrounds. (Law 12.1.4)

24.2 At the start of each end only the Skip or her Deputy will be at the head.

25 USE OF THE SCORE BOARD

For all Divisions:

- 25.1 For Home and Away games, the Host Club's name shall be displayed <u>first</u> on the scoreboard.
- 25.2 **Seconds** between them should keep the score board updated at least every second end, until the 16th end when the **Skips** MUST record the score every alternate end, so the score is kept up to date.
- 25.3 Host Clubs are responsible for providing an aggregate scoreboard and keeping it updated.
- 25.4 For games on a neutral Green, the Scoreboards will be done by the Controlling Body.
- 25.5 Seconds will sign the card. **SUBSTITUTES (DR 2.4)**
- 25.6 Once a game has commenced, should a Team be a player short, a substitute may be used. Only one substitute may be allowed in each Team. (DR 2.4)
- 25.7 A player who is appointed to take the place of a team member who is unavailable to play at any time (including the first end of any game, for a reason accepted by the Controlling Body.

 (DR 2.1.3).
- 25.8 Leaving the Green during the course of play See Laws of the Sport of Bowls Crystal Mark 4.0 Edition Factors affecting Play Law 32.2.

26 DISQUALIFICATION

Should there be a challenge to bowls during the rounds Law 52.4 will apply.

If a Side or player is disqualified for any reason, the Team or player **last defeated** by the disqualified Side or player shall take their place.

27 PENNANT BADGES

Awarded in recognition of success in a Division, eight (8) Pennant Badges are provided to the members of the squad which wins their Division. Any additional badges will be provided at the discretion of the MBDLBA Management Committee.

28 USE OF PERSONAL ELECTRONIC COMMUNICATION DEVICES (BA Policy)

- 28.1 Players with a hearing disability can use electronic devices to communicate with each other while on the rink of play. (Law 41.7)
- 28.2 All electronic communication devices located within six (6) metres of the green whilst a
 - match is in Progress, **SHALL BE SWITCHED OFF.** These include mobile phones, pages, iPhone, iPad, radios etc. (BA Policy: Personal Electronic & Communication Devices (www.bowls.com.au/wp-content/uploads/2018/12/Personal-Electronic-Devices August-2018.pdf)
- 29.3 Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

29 COACHING DURING MATCH

- 29.1 Players who intend to receive coaching during a match, must inform the respective Match Sub-Committee and Umpire of the Coach's name as soon as practicable before the start of play but not less than 30 minutes prior to the match commencing.
- 29.2 The Coach cannot be changed during the match. Any person who is nominated as a Coach or Manager shall strictly adhere to the conditions in Law 44.
- 29.3 There shall be only one Coach per side.

30 SOCIAL MEDIA

No player shall use Social Media to make derogatory comments about any Club, District, Bowls Queensland, any official, the event or any other player for the duration of the competition. Any infringement of this Condition shall render the offender liable to disqualification from the event.

31 ARTIFICIAL DEVICES (BA Policy)

- 31.1 "Bowling Arms" have been successfully introduced into the game to allow persons with a physical restriction or impairment that would otherwise prevent them from playing the game the opportunity to play, or continue to play, bowls. There are various types of bowlers arms (devices) approved for use in Australia.
- 31.2 Each device is manufactured in several lengths and release mechanisms. Only approved devices (with a BA logo as part of the National Merchandising Program) can be used in Australia. Modifications are not permitted (with exception to the rubber grip on the bottom of the device which may need to be replaced as it wears out.) For a list of approved devices refer to the Bowls Australia website at http://www.bowlsaustralia.com.au/ClubAssist/Approved-bowlers-arms.
- 31.3 If a player is using a device that is not approved, the player becomes a defaulting player (Law C.2) and will forfeit the game (Law C.10).
- 31.4 A player may use any number of devices during trial ends for suitability. Once a game has commenced, the designated brand or style of device chosen by the player must stay the same for the duration the match, except in circumstances where the device is rendered unplayable. In this instance, the player may change to another approved brand or style of device on approval by the umpire or Controlling Body.
- 31.5 Whenever a player commences using an approved device in a game, the player must use it for the remainder of the game. This does not apply to the rolling of the jack, which can be rolled either by hand or by a bowlers arm.
- 31.6 Challenge on appeal to an umpire regarding a device could occur <u>before</u> the trial ends or <u>up to 10 minutes after</u> a game, but not during the game. (Law 52.4.3 and 52.4.4.2)

33 Spectators

Spectators, and anyone else not directly taking part in the game, must stay outside the boundaries of the green and clear of the players. (Law 45.1)

GENERAL INFORMATION

MATCH CHAIR: Julie Carlish mbdlbamatch@gmail.com or 0438 554 900 MATCH SUB-COMMITTEE: Bev Wise (Assistant Match Chair), Isobel McLaren.

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