



SCDBA PENNANT CHAMPIONSHIPS

APPROVED RULES AND CONDITIONS OF PLAY FOR SEASON 2024

(with amended clause G.4.f dated 25th March 2024)

GENERAL INFORMATION

G.1 CONTROLLING BODY

- a) The Match Committee of the SCDBA shall be the controlling body, where they are represented at the venue. In their absence on site, the Controlling Body shall be a representative of the host club, other than the umpire of the day. They shall control the event and reserve the right to alter the format, times of play and greens to suit unforeseen circumstances, giving as much notice as practical, to achieve a result.
- b) Subject to these Rules and Conditions, the Match Committee shall have the power to inquire into and adjudicate should any dispute that shall arise under any/all circumstances and its decision shall be final.

G.2 ELIGIBILITY / ENTRIES

- a) Open to all affiliated bowlers, of clubs which are affiliated with the Sunshine Coast District Bowls Association (SCDBA) and subject to the Laws of the Sport of Bowls in Australia Crystal Mark 4th Edition, dated May 2023, Bowls Queensland By-laws, Bowls Australia Policies and SCDBA Constitution, By-Laws, SCDBA Policies and these Conditions of Play.
- b) Any player from interstate wishing to play pennant in a District must obtain an Interstate Pennant Declaration from the state they came from. This declaration will be sent to Bowls Queensland and upon receipt of same, Bowls Queensland will advise the District who will in turn advise the club concerned. This declaration remains valid only for the current year's Pennant season for the nominated club.
- c) A player must be a full financial bowling member of the affiliated Club they elect to represent prior to the date of commencement of this competition. No member may play Pennant for more than any one Queensland Club in any one calendar year. The Controlling Body may waive either of these requirements if extenuating circumstances exist. No player or club will be permitted to play in this event if that player and club is not financial at the commencement of the competition. A player may be approved to play in 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. See Bowls Queensland Bylaw 12.3. This declaration is valid only for the current year's Pennant season.
- d) The Controlling Body shall disallow any player from playing Pennant if they are not a financial member of an affiliated Bowls Club and hold a current Bowls Queensland Registered Members Card.

G 3 NOMINATION FEES

- a) Each Club is required to transfer the correct nomination fee by Electronic Transfer to the District Account as advised by the District Treasurer and send a confirmation emailed to the District Treasurer, for each side entered in the Championships.
- b) All Fees to be paid by 4th July 2024.

G.4 2024 DIVISIONS

- a) In the Men's Competition, Divisions 1 – 10 shall have 6 teams if entries permit. These divisions will play each other twice (home and away) which will result in 10 rounds plus finals.
- b) In the Ladies Competition, Divisions 1 shall consist of 6 teams if entries permit. They will play each other twice (home and away) which will result in 10 rounds plus finals.
- c) In the Ladies Competition, Divisions 2 to 9 shall have 4 teams in each division if entries permit. These divisions will play each other twice (home and away) which will result in 6 rounds plus finals.
- d) Smaller clubs may, if they wish, combine with another club to enter a composite team in the lower Divisions.
- e) No Club shall have more than one (1) Side in any Men's Division (1 – 6) or Ladies Division 1. All other Divisions shall be determined by the Match Committee giving regard to promotions and demotions.
- f) Number of players in a side—For Division 1 to 6 Men's Competition, the number of players in a side will be twelve (12), made up of three (3) teams of four (4) players in each team. The remaining Divisions will each comprise of eight (8) players, made up of two (2) teams of four (4) players in each team. **In the Ladies Division 1 the number of Players in a side will be eight (8), made up of two (2) teams of (4) four players**, all other Ladies Divisions will be eight (8) players, (2) teams of (4) players.,
- g) Promotion of Sides – The winning Sides of all Divisions, may be promoted to the next higher Division taking into consideration clause (d) above. Should clause (d) apply then the runner up of that division will be promoted. Teams finishing below runner up will not be promoted.
- h) Demotion of sides – The Side with the lowest score in all Divisions may be demoted to the next lowest division taking into consideration clause (d) above.
- i) When all fixtures are finalized and published, no further changes will be considered excepting for errors or omissions. The winner of each Pennant Division will be declared as the Pennant Winners for the Division they won.

G.5 DURATION OF COMPETITION

- a) The season shall commence on Saturday 27th July 2024 and conclude with finals on Saturday 28th September 2024 as per the dates on the draw sheets unless extended or changed by the Controlling Body. All clubs are to note that it may be necessary for some Divisions to play double headers as the pennant season timetable is very tight.
- b) Finals to be held as per the draw sheet unless changed by the Controlling Body

G.6 RESULTS

All results shall be entered into Bowlink by the authorized personnel at each Club. Specific instructions will be forthcoming prior to the commencement of this competition.

G.7 ACCEPTANCE / NON-ACCEPTANCE OF POSITIONS

- a) Clubs that are unable to accept the offered positions must do so in writing to the Secretary of the SCDBA.
- b) If a Club withdraws a Side, it must be from their lowest division.
- c) If a Club can field an additional Side, they must apply in writing to the secretary of the SCDBA and any re-allocation of Sides will be at the discretion of the Controlling Body.

G.8 FINALS

- a) All Pennant Finals will be knockout. Played over 1 day. All Division's finals format will be a one (1) day playoff involving the top three (3) teams. Team Two (2) versus Team Three (3) in the first game with the winner of that game playing off in the afternoon against that Division's Team One (1) on the scheduled Finals Day.
- b) The finals will be held at a venue as determined by the Controlling Body. Should any team/s fail to play the finals in the proper spirit the penalties shall be incurred as decided by the SCDBA. It is expected that all games will be played in the north/south direction and greens to run at 14-16 seconds (under normal conditions).
- c) In the event of a tie, at the completion of the game each team in a Side will play extra end or ends as required until a decision is reached. No player is to leave the venue until all ends are completed in case there is a requirement for an extra end to be played.

G.9 PENNANT FLAG/TEAM PHOTO

- a) The winning team of each Division will be presented with a Bannerette at the SCDBA Annual Presentation evening in December. Each Team will receive the number of players plus 2, winning badges to be presented after the completion of the final.

G.10 DISTRICT REPRESENTATION

The Clubs who win the Division 1 Ladies and Men's competitions will be required to compete in the Zone 4 Play-offs and if successful the Queensland State Championships.

Failure to participate in these events without a justifiable reason, in the opinion of the SCDBA Executive, may result in the imposition of penalties (including suspension from future District Events) being imposed against the Clubs and/or players involved.

G.11 GREEN FEES

- a) Green fees will be paid to the players home Club, at the Clubs ruling rate.
- b) Green fees will not be paid for the Finals. The District shall make an ex gratia payment to the host clubs to assist with their expenses.

G.12 ENDS TO BE PLAYED – TIME LIMIT

All matches will be 21 ends per team within a Side, except where provision is made under Clause 14, Inclement Weather / Failing Light. A time limit of 4 hours shall apply.

CONDITIONS OF PLAY

1. COMMENCEMENT OF MATCH

All Divisions at avenue must commence play at the scheduled starting time or earlier if practice has been completed, the bowls have been inspected and all parties agree.

The Controlling Body is responsible for the timing of the games and shall signal the Start and End of Play using a suitable audible device.

2. PRACTICE – TRIAL ENDS

All clubs shall open their greens for practice one hour prior to the scheduled start time and allow teams to practice on any rink using as many bowls as they will use in the match.

Practice shall cease ten (10) minutes before the scheduled start time. The Host Club should welcome visiting teams whilst the Umpires check bowls etc and nominate the Controlling Body and Umpire of the day. Trial ends are not permitted.

3. PROMOTION AND DEMOTION OF PLAYERS

A player may play in any Division up to and including Round 4. After which time, the following Promotion and Demotion Rules will apply.

- a) **Promotion** – a player may be promoted to a higher division. Having played there once, they may be moved back to the Division they were promoted from. If they play in the promoted Division for two (2), or more consecutive games, they can only be demoted to the next lowest Division in which their Club has a Side.
- b) **Demotion** - Except for clause (a) above, a player can only be demoted to the next lowest division in which their club has a side.

4. QUALIFICATION OF A PLAYER

- a) A player must play a minimum of 2 games in a division to qualify to play in a final in that division. A player who has been nominated and recorded as a reserve for a team shall qualify as if they played that game.
- b) Where a Side has qualified for a Final, and through some unexpected reason, a qualified player is not available and no other players have qualified, a player may be used from a lower Division, after consultation and agreement from the Controlling Body.
- c) A substitute for a team playing in a final must not have played in a higher division.
- d) All clubs with teams in the finals shall submit their finals team list for each final to the District by the Tuesday before the finals.
- e) No player shall play Semi-Finals in one Division and then Finals in another Division even if they qualify.

5. POSITION OF & PLAYER MOVEMENTS

- a) Movement of players. Leads, Seconds & Thirds shall only proceed to the head after both Thirds have delivered their second bowl.
- b) Notwithstanding the contents of Clause 5 (a), The skip may call a player, who is in possession of the rink, to the head, to inspect the head and receive instructions. That

player should then return to the mat without delay to deliver their bowl. Care should be taken not to delay play.

- c) Players, excluding skips, are not permitted to remain at the head whilst their opposite number is delivering their bowl.
- d) Any skip remaining at the head and not in possession of the rink shall retire behind the head. Skips must return to the mat immediately their opponent's bowl has come to rest.
- e) Players at the mat end not delivering a bowl must stand at least one meter behind the Mat.
- f) Players at the head end not controlling the head must stand behind the Jack if they are members of the team which is in possession of the rink, behind the Jack and away from the head if they are members of the team which is not in possession of the rink, or on the surrounds of the green if the Jack is in the ditch or well clear of the head if it is not possible to stand on the surrounds.
- g) At the start of each end, only the skip or his deputy shall be at the head. The Skip may call his deputy to the head if they require to vacate the green for an acceptable reason.

6. DELAYING PLAY

If the Umpire, either by their own observation or on appeal from one of the Skips, decides that a player/team is deliberately delaying play:

- a) On the first occasion, the Umpire will warn the offending Skip.
- b) If the Player/Team continues to commit the same offence, the end will be regarded as complete and the opposition team will score as many shots as there are bowls in use by the opponents.
- c) If the Player/Team continues to offend; the game shall be forfeited to their opponents.
- d) In this case, the team receiving the win by forfeit will receive the shot allocation of the teams in that Division who have completed their games, whichever margin is greatest.

7. SCORING

- a) The position of the sides in each Division will be determined as per Law 27.
- b) In all Divisions the scoring will be 4 match points for the win, 2 match points for a draw and nil match points for a loss. In addition, all winning teams in a side shall be awarded 1 point per rink win. There will be ½ point awarded for a rink draw but nil points for a loss.
- c) The Match Committee recorder will, at the conclusion of each round, record the match points, progressive points, shots for and against and the margin. The results will be circulated in a timely manner electronically to all Clubs.

8. INCOMPLETE TEAM OR SIDE/ ABSENTEE PLAYERS IN A SIDE GAME

If, 30 minutes after the scheduled start 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 shall apply.

9. PENALTIES AND / OR FORFEITS

The penalty for a breach of any conditions relating to promotion and demotion of players will be:

- a) During competition rounds the loss of maximum points two (2) and the loss of average marginal points lost by the losing Clubs in that round in that Division.

- b) In the Final, disqualification of the Side.
- c) Any infringement of any Law, SCDBA By Laws or Rules and Conditions of Play for the Competition will involve either disqualification or replay as the Controlling Body may determine
- d) Where a withdrawal has occurred without sufficient cause the Controlling Body may impose a penalty.
- e) In the case of a withdrawal, forfeiture or disqualification, the Side which has withdrawn, forfeited, or was disqualified will receive no game points and the loss of the average marginal points lost by the losing Sides in that round in that division.
- f) The Side receiving the forfeit or a win through disqualification will receive the maximum game points and the average marginal points gained by the winning Sides in that round, in that Division and / or sections in that Division.

10. INCLEMENT/EXTREME WEATHER

- a) A decision to play or otherwise, will be made no later than 9:30am prior to the scheduled start of play by the host club or if it impacts across the majority of the Sunshine Coast then the district Match Committee will make the decision. If games proceed and it turns out that most of the games in the district were washed out on the day, then all games will be considered washed out and these will not usually be replayed. If less than most of the games are washed out then the sequence of the draw as set out will be continued. The district can decide to postpone or abandon any game depending on the circumstances. Any rescheduled games may be played on a Sunday or at any other time by mutual agreement of the clubs involved and the district must be informed accordingly.
- b) If during any rounds (not including finals), any matches where the maximum ends have not been played, a minimum of 50 ends for a side comprising three teams will constitute a completed round, and 33 ends for a side comprising two teams will constitute a completed round. Where the minimum number of ends have not been played the match will be considered abandoned, not replayed, and such games will be declared drawn. Each Side will then be allocated half the match points on offer.
- c) In the event of inclement weather during the final, and the games cannot be completed on the day, the unfinished match will be completed at a time and venue to be determined by the Controlling Body.
- d) Artificial lights may be used during all Rounds including the Final.
- e) Extreme Weather: This event is to be conducted under the Bowls Queensland Extreme Weather Policy.

11. DEATH OF A PLAYER, TEAM MANAGER OR UMPIRE.

If after commencement of any sectional pennant matches the death of a player occurs at the Club all matches at the Club will be terminated and,

- (a) If not less than 50 ends, (12 players per side) or 33 ends (8 players a side), have been completed by the sides the match will be decided on the aggregate score at the time of termination but,
- (b) If fewer ends than (a) have been played, the match will be deemed to be a tie.

12. SCORE CARDS

Score cards must be drawn in the presence of the respective Side Manager of both Clubs competing no later than 30 mins before the scheduled starting time on the day of play. It is the responsibility of each Club to supply their own score cards. After having completed the front and back of both cards, the cards must be signed, and the time recorded immediately the match is completed by the seconds. This signifies agreement of score and completion of the match. Once the cards are signed the cards shall not be altered and shall be handed in to the Side Manager. If during the game, or at the conclusion of the game before the cards are signed, a mistake is discovered and the opponents cannot agree, then the umpire is called and if no resolution is found, the end where the mistake occurred shall be declared a nil score end (tied end), and the cards adjusted accordingly.

13. DEAD ENDS

Dead ends shall be replayed. If the end is declared dead after the bell, it is to be replayed once. If declared dead a second time, the end is not to be replayed but the Jack is to be re-spotted on the Tee and the end is to be completed.

14. INSPECTION OF BOWLS / TEMPORARY MARKINGS (DECALS)

- a) The umpire of the day will inspect the bowls prior to the start of play.
- b) Clubs to provide their players with distinguishing temporary markings (decals) to be affixed as per Law 52.1.8 and DR 4.7.4. It is each individual club's decision as to whether they use decals or not. Each club must have a policy as to whether they use large and small rings or center dots and large rings..
- c) All bowls in a Side must be similarly marked with the same decals or have all decals removed before the start of play.

15. ATTIRE

Attire will be as per Bowls Queensland By-Law 14.

16. ELECTRONIC/ARTIFICIAL DEVICES

As per Bowls Australia Policy on Personal Electronic Devices

The use of electronic devices, e.g. mobile telephones, radios, iPod, iPad and paging devices, is not permitted within six (6) meters of the Green during play. After a warning from the Controlling Body, except in special circumstances which has been approved by the umpire e.g. ("on call" emergency personnel), non-compliance can result in disqualification of the Player/Side.

As per Bowls Australia Artificial Devices Policy

Any player using an Artificial Device for the delivery of a bowl must continue using that device from the time he first uses it. However, he may roll the jack either by hand or with the device. Should a players device become inoperable and there are no other devices available for that player to use, the player may complete that game using only his hand/arm.

17. UMPIRES

The host Club shall appoint an accredited National Umpire, preferably non playing, as Umpire of the day to commence duties before the match starts. An accredited Measurer may be appointed but their duties will be limited to measuring on the Green only. Official attire must be worn.

18. SIDE MANAGER'S ROLE.

- a) Each Side shall have a Manager who shall be at the venue in sufficient time, but no later than 30 minutes before the scheduled start time, to complete all pre-match formalities, including draw for opponents, toss for the mat on behalf of their Side and obtaining Umpires approval for any substitutes, coaches, or use of electronic devices.
- b) Rinks shall be allocated by a blind draw and no rink numbers are to be allocated until the draw is complete. No further changes are permitted after the draw.
- c) The Manager also must have correctly printed score cards for his Side.
- d) Both Managers must sign the Pennant result sheet.

19. INFRINGEMENTS

- a) Any contravention of these Conditions of Play may result in the disqualification of a Side for that match, unless stated otherwise in these Conditions, with all match points being awarded to the opposing Side.
- b) A decision by the Controlling Body shall be made after consideration of all the relevant facts. This decision will be final and not subject to appeal.

20. APPEALS / PROTESTS PROCEDURE

- a) Appeals against an Umpires decision based on interpretation of the Laws shall be dealt with as per Bowls Australia Appeals policy and SCDBA Grievance Policy 03/23
- b) Challenge to Bowls shall be dealt with as per Law 52.4
- c) Any protest resulting from alleged infringement of these Conditions shall be lodged with the Secretary of the SCDBA by the Secretary of the protesting Club no later than 4 PM on the Tuesday after the match concerned. It must be accompanied by a deposit of a \$100 which shall be returned if the protest is upheld.

21. COACHING DURING MATCH

- a) Players who intend to receive coaching during a match, must inform the respective Match Committee and Umpire before the game starts and shall only be coached as per Law 44. Any person coaching a side must hold BA Coaching accreditation.
- b) There shall be only one coach per side on any one day.