



BOWLS

SA

2024 / 2025

State Events

Conditions of Play

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Introduction

These Conditions of Play apply to the conduct of 2024/25 State Events.

All Bowls SA State Events operate in line with:

- The '[Laws of the Sport of Bowls](#)' (Crystal Mark 4th Edition) April 2023; and
- [Bowls Australia \(BA\) Policies](#); and
- [Bowls SA Constitution, By-Laws and Policies](#); and
- The Australian Sports Commission; [Bowls Australia National Integrity Framework](#).

Bowls SA reserves the right to vary these Conditions of Play as necessary for the successful conduct of the events.

Bowls SA understands that sporting events have situations arise that sometimes are not clearly defined with outcomes in Conditions of Play. Bowls SA has taken all reasonable steps to mitigate this. If a situation arises that is not covered by the laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action. (Laws of the sport, page 8 version 4).

The Conditions of Play are reviewed annually by the Bowls SA State Events Committee and then the Officiating Committee.

The Bowls SA Manager Bowls Operations holds the power to appoint a representative.

Roles Responsible for the implementation and upholding the integrity of the Conditions;

- Bowls SA Staff
- Bowls SA State Events Committee
- Bowls SA Region State Event Managers
- Bowls SA Host Clubs / Host Club Event Managers
- Bowls SA Umpires
- Appointed Representative

1. Eligibility

A Member may only play in Bowls SA and Bowls Australia events and tournaments for the Member Primary Club where the club has paid the applicable affiliation to Bowls SA and where they are a full member of said primary club.

2. Country Region and Metro Qualifying Events

2.1 – All Country regions and the metropolitan will endeavour to hold qualifying rounds for all Bowls SA State Events.

2.2 - If the region or metropolitan receives less than the minimum number of four entries to conduct the event by the scheduled closing date, the Region State Event Manager will first communicate with Bowls SA with the aim to increase entries to hold the event. If it is apparent that an event is unable to be held, entrant/s will be advised by the Region State Event Manager and they will then be eligible to enter through the Metropolitan Draw or neighbouring country region, as stipulated by the Bowls SA Manager Bowls Operations.

3. Entry Fees

3.1 – Entry fees must be paid with the entry through BowlsLink with all names of the team included.

3.2 – All entry fees must be paid prior to the closing date as stipulated on the Bowls SA Website.

4. Starting Time

4.1 – Players must be in attendance at the venue 30 minutes before the starting time, unless otherwise advised by the Bowls SA Manager Bowls Operations or Region State Event Manager.

4.2 - Players/Teams not at the venue by their scheduled starting time will be allocated no more than 15 minutes grace, unless authorised by the Bowls SA Manager Bowls Operations or Region State Event Manager or appointed representative.

4.3 Participants arriving later than the grace period for the first round of play will be classified as a forfeit.

5. Alterations to the Draw

5.1 – Bowls SA Manager Bowls Operations and Region State Event Managers have the power to alter the relevant draw if necessary.

5.2 – Host Club Managers are not permitted to abandon games without first obtaining approval of the Bowls SA Manager Bowls Operations or Region State Event Manager or appointed representative.

6. Alterations to the Conditions of Play

Bowls SA State Events Committee and Bowls SA Manager Bowls Operations have the power to alter the Conditions of Play if necessary.

7. Withdrawing prior to Competition

7.1 – Any player or team withdrawing from the competition must do so in writing to the Bowls SA Manager Bowls Operations or relevant Region State Event Manager by 12pm Friday prior to competition.

7.1.1 – The Bowls SA Manager Bowls Operations or relevant Region State Event Manager will then action condition 30.

7.2 – Any player or Team withdrawing after 12pm Friday prior to competition time must do so in writing to the Bowls SA Manager Bowl Operations or relevant Region State Event Manager who will make all reasonable attempts to action condition 30.

7.3 – When a player or team becomes unavailable and a replacement cannot be sourced, their position will become a bye. In the event there is already a bye a re-draw can occur with the sections at the venue, to be completed by Bowls SA Manager Bowls Operations or relevant Region State Event Manager.

8. Withdrawing In Game

The withdrawal of any player from a side during a game can be managed by taking one of the following actions;

8.1 – The team with the player withdrawing can forfeit the match.

8.2 – The team with the player withdrawing can fill the position using a substitute, as per laws of the sport (DR 2.4) and condition 29.

9. Non-Attendance

9.1 - Entrants who nominate for State events and fail to appear at the drawn venue at the appointed time and have not notified the Bowls SA Manager Bowls Operations or relevant Region State Event Manager or appointed representative will be liable for a fine of \$110.00 (GST inc.) per player for such non-attendance.

9.2 - An allocation of \$55.00 (GST inc.) will be provided to the host club in the event of a non-attendance forfeit.

9.3 - Failure to pay the fine within fourteen (14) days from the date of the invoice will result in suspension of the player from all Bowls SA conducted events until payment is received at Bowls SA. Where a team entry is involved and only one name has been listed on the entry form that person will be liable for the fine for the whole team.

9.4 - Any entrant who forfeits before or during the last sectional game shall be liable to a fine of \$110.00 (GST inc.) per player.

10. Trial Ends

10.1 – Two trial ends, with as many bowls as are to be used in the competition, are permitted on the rink drawn to play on, prior to the start time under the following conditions;

10.1.1 – Sectional Play; prior to the commencement of the first game of the day.

10.1.1.1 – Sectional Play with 3 players, refer to Condition 28.1.3.

10.1.2 – Where a player or team has changed greens after the first game, all players on the rink of play affected by this, are entitled to two trial ends prior to the commencement of play.

10.1.3 – Knockouts and Finals; prior to the commencement of all games.

10.3 – Sectional Play;

10.3.1 – If a player or team has a bye and is due to meet a player or team in the next game that has already played, the player or team is entitled to practice on another rink apart from that on which the player or team has been drawn to play on later that day. The practice must occur during that allocated time, as per Law 4 of the Laws of the Sport.

10.3.2 – If the player or team elects not to utilise the opportunity, they are not entitled to trial ends for their next game except where condition 10.1.2 applies.

10.3.3 – Clubs are advised to ensure they allocate a rink of play for the section with a Bye.

10.4 – Knockouts and Finals;

10.4.1 – A player or team who receives a first round bye is entitled to a practice rink if their opponent did not receive a first round bye and will have played a game.

10.4.2 – A player or team who receives a first round bye is not entitled to a practice rink if their opponent has also received a first round bye. Both players or teams will come in to the competition on an even playing field.

11. Forfeits / Byes

11.1 – Teams receiving a Forfeit will be recorded as a win.

11.1.1 – Teams receiving a Bye will not be recorded as a win as byes will apply to all players in the section. No shots or points will be allocated.

11.1.2 – In sectional play the following Points and Shots for will be applied for Forfeits;

- Singles: 3 points and 9 shots

- Pairs: 3 points and 9 shots

- Triples: 3 points and 9 shots

- Fours: 3 points and 9 shots

11.1.3 – In Knockouts and Finals; all forfeits / byes to be recorded as a loss for the offending player/team and the opposing player/team to progress to the following round.

12. Dress Code

12.1 – Please refer to the Bowls SA Uniform Policy, adopted December 15th 2017. As per the Laws of the Sport of Bowls, including Domestic Regulation 5, attire must adhere to the Bowls SA Uniform Policy. This policy is available on the Bowls SA web site (www.bowlssa.com.au).

12.2 – Failure to adhere to the Bowls SA Uniform Policy will result in the offending player being given a verbal warning by the responsible host club official.

12.3 – A written report will then be lodged and recorded with the Event Manager and an infringement notice will be sent to the offending player from Bowls SA.

12.4 – The offending player will be required, by their next day of participation in any Bowls SA Event, to comply with the Bowls SA Uniform Policy.

12.5 – Failure to comply by this deadline will result in the offending player being disqualified from the applicable competition.

13. Bowls

All bowls used by a player during a game must be from a matching set with identical markings, in accordance with the Laws of the Sport of Bowls.

14. Bowls Discs

14.1 – In all Final 16 and beyond games, all players in a team or a side must use bowls with identical discs as per law 52.1.8 of the laws of the sport of bowls and DR 4.7.4. Sectional games and regional knockouts do not require identical discs.

14.2 – If a replacement player or substitute is required they may use bowls with their Member Club identification discs.

14.3 – Players in Semi-finals and Finals will be required to use identity discs as directed by the Event Manager. These stickers must be placed directly on the bowl and any other stickers must be removed.

15. Dead Ends

15.1 – Dead Ends are not counted as a completed end and must be replayed as per Law 20 of the Laws of the Sport of Bowls - Crystal Mark 4th Edition.

15.2 – Where the time limit has expired and an end that was in play, becomes a dead end, the end must be replayed.

16. Time Limits

16.1 – All disciplines have a time limit of two and a half hours (not including trial ends); this time limit will apply to all sectional matches and all knockout rounds prior to the Semi Final round.

16.2 – The Semi Final and Finals of all events will be untimed.

16.3 – Any player/team arriving after the official start time shall lose the right to play trial ends. Any player/team arriving at the green more than 15 minutes after the official starting time shall forfeit the game. This determination will be made by the event manager or umpire in control of the match.

16.4 – End of Play: At the completion of the allocated time, the end time of play will be announced. At this time players will complete the current end they are playing. (The start of an end is determined by the delivery of the jack by the first player in that end).

17. Player Movements During Play

17.1 Prior to the start of each end, the following players will take their position at the mat-end of the green:

- Pairs: The leads.
- Triples: The leads and seconds.
- Fours: The leads, seconds and the thirds.

17.2 – On changeovers, the skips (in pairs, triples and fours) can move to the mat end together or alternatively, with their possession of the head.

17.3 – After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances:

- Singles: The opponents: After delivery of their third and fourth bowls.
- Pairs (2x2x2x2): The leads: After the delivery of their third bowl. The skips: After the delivery of their third bowl.
- Pairs (3 bowl): the leads: After the delivery of their third bowl. The skips: After the delivery of their second and third bowl.
- Triples: The leads and seconds: After delivery of their second bowl. The skips: After delivery of each of their bowls.
- Fours: The leads, seconds and thirds: After the delivery of their second bowl. The skip: After the delivery of each of their bowls.

17.4 – Exceptional Circumstances: In exceptional and limited circumstances, a singles player can ask the marker for permission to walk up to the head, or a skip can ask that a player walks up to the head earlier than described above. If a player does not meet the terms of this law, Law 13 (Laws of the Sport of Bowls) will apply.

18. Delaying Play

18.1 If the umpire, either by their own observation or on appeal from one of the skips or the opponent in singles, decides that a player is deliberately delaying the delivery of a player's bowl:

18.1.1 – The umpire has the right to implement Appendix 5 of the Laws of the Sport of Bowls (Crystal Mark 4th Edition) at any stage.

18.1.2 – On the first occasion, the umpire will warn the offending player and the player will then be "put on the clock" in line with Appendix 5 of the Laws of the Sport of Bowls.

19. Unacceptable Behaviour

19.1 – Should it be reported to the umpire or noticed by the umpire the following conditions will apply;

19.1.1 – A warning can be given.

19.1.2 – An instantaneous penalty may be given to the offending player or team; Singles 4 shots, Pairs 8 shots, Triples and 3 bowl Pairs 6 shots, Fours 8 shots.

20. Score Cards

20.1 – Each score card will name each individual player as linked to their BowlsLink profile, in their playing position.

20.2 – Each score card must be signed by relevant team member (or players in a singles match) at the completion of the game. This confirms the scores are correct.

20.3 – All scorecards must be retained by the host club and Region State Event Manager or appointed person until the completion of the final.

21. Host Club Event Manager and Umpire of the Day

21.1 – Each club shall appoint an Event Manager and an Umpire for the Day whenever Bowls SA events are being conducted on its greens, unless otherwise advised by

Bowls SA or the Region State Event Manager.

21.2 – Umpires of the Day will operate using this version of the Conditions of Play and the Law's of the Sport (Crystal Mark 4th Edition).

22. Section Winners

22.1 – In Sectional games, three points are awarded for a win, one point for a tie and the entrant with the most points shall be section winner.

22.2 – Should two or more entrants tie with the same number of points, then the entrant with the largest shots margin shall be the winner.

22.3 – In the event of two or more entrants having an equal number of points and shots up, the winner shall be the entrant with the least number of shots scored against them.

22.4 – If two entrants are still equal, the entrant who won the game in which they met shall be the Section winner.

22.5 – In singles sectional play, when calculating the shots margin, the “shots for” will not exceed the maximum shots required to win per game.

23. Clash of Events

23.1 – Bowls SA has taken all reasonable steps to ensure no clash of events occur. Please refer to the key attached to the Calendar for more information.

23.2 – Where a Bowls SA event clashes with a Bowls Australia event or Bowls Australia High Performance event the player affected will need to make a choice on the competition they would like to play in and advise the Bowls SA Manager Bowls Operations.

24. Heat and Inclement Weather Guidelines

Bowls SA will use the [Bowls SA Heat and Inclement Weather Policy \(Clubs, Associations and Bowls SA Events\)](#). Regions who decide to operate outside of this policy may be liable to legal repercussions and Bowls SA takes no responsibility if they do not follow the policy.

25. Smoking

No player shall smoke (this includes vaping and e-cigarettes) on the playing surface. The [Bowls SA No Smoking Policy](#) and the host club policies shall apply.

26. Mobile Phones and Electronic Devices

26.1 – Mobile phones and electronic devices are not permitted on the playing surface as per Bowls Australia's Personal Electronic Devices policy and devices should be on “silent” at all times. Bowls Australia approved laser measures are the only exception to this condition.

26.2 – Devices may be used for electronic scoring if specified by the controlling body.

27. Photography, Video and Live-Streaming

27.1 – Bowls SA reserves the right to use any photographs, video or livestreaming footage taken during State Events for further promotional purposes.

27.2 – Bowls SA encourages third parties to stream state event matches.

27.2.1 – Third parties wishing to live stream matches require approval from Bowls SA.

Approval can be sought by emailing reception@bowlssa.com.au

27.3 – Livestreaming of State Event finals is restricted to Bowls SA.

27.3.1 – Matches may be live streamed, broadcast or recorded at the discretion of Bowls SA. Players do not have the option to refuse to be live streamed, broadcast or recorded for any Bowls SA livestreams, broadcasts or recordings.

28. Draw

28.1 – For Sectional play; the draw will be an open draw.

28.1.1 – (Country ONLY) Region State Event Managers may seed players based on their member primary club to mitigate competing against a player or team from their member primary club. This will not be permitted in the Metropolitan draw.

28.1.2 – In sectional play where there are an uneven amount of participants when completing the draw, byes will be allocated to the highest numbered section(s).

28.1.3 – Order of play for 3 players in a section; players will be as named in the section; Player 1, Player 2 or Player 3;

Game 1 – 1 v 2, Player 3 will be the Marker.

Game 2 – 3 v Loser of Game 1, winner of Game 1 is the Marker.

Game 3 – 3 v Winner of Game 1, Loser of Game 1 is the Marker.

The Marker of Game 1 and 2 shall be entitled to a 15 minute practice on the rink they have marked on. All Players in the section must be at the venue at the specified starting time. Non attendance as a marker will result in a non-attendance penalty as per Condition 9.

28.1.4 – For other disciplines (Pairs, Triples or Fours); Order of play for 3 Teams in a section; teams will be as named in the section; Team 1, Team 2 or Team 3;

Game 1 – 1 v 2, Team 3 will have the bye.

Game 2 – 3 v Loser of Game 1, winner of Game 1 has the bye.

Game 3 – 3 v Winner of Game 1, Loser of Game 1 has the bye.

For trial ends during a bye, please refer to Condition 10.

28.2 – For knockout play; there will be no further open (or blind) draws. Knockouts will be played from section winners and will operate in a numerical order (Section 1 v Section 2 etc) up until the final 16.

28.2.1 – Where there is an uneven amount of section winners or a different amount than exactly 4, 8, 16, 32, 64 or 128, first round Knockout bye's may be allocated to ensure a smooth and reasonable knockout process to the final 16.

28.2.2 – First Round Knockout Byes, where possible, will not be allocated to sections that had a sectional bye.

28.2.2.1 – (Metro ONLY) first round knockout byes will be allocated to the lowest numbered sections.

28.3 – For Final 16 Draw; the draw will be a blind draw.

29. Team and Region Entry Composition

29.1 – Singles competitors cannot have a replacement or substitute player and must submit their entry in their relevant region.

29.2 – Pairs, Triples and Fours competitors can have a replacement or substitute player. Substitutes cannot play as Skip and substitutes name(s) will not go on the trophy (if applicable). Replacement players can play any position and their name will go on the trophy (if applicable). Pairs, Triples and Fours competitors must submit their team under their Skips region.

29.2.1 – Pairs, Triples and Fours competitors where players in the team are from different regions and the skip becomes unavailable a replacement player from within the region the team is entered is required.

29.3 – Where a team makes it to a final 16 and beyond, the team must compete with the skip representing the region the team qualified through.

29.4 – Regions must have 4 teams (or players for singles competition) for the Region Sectional to be played. Should a region not reach this number of entries, the 3 (or less) teams or players interested in playing can play in a neighbouring region with the approval of Bowls SA Manager Bowls Operations and the relevant Region State Event Managers. Under these circumstances 29.1, 29.2, 29.2.1 and 29.3 will apply as if you had played in your relevant region.

29.5 – Teams can write to Bowls SA outlining their extenuating circumstances that do not allow them to comply with any of the conditions within condition 29 for an exemption.

29.6 – Failure to comply with any of the conditions within condition 29 may result in a forfeit.

30. Replacements via Reserves List

30.1 – After the closing date, teams can submit their interest in writing to play in an event, to the Bowls SA Manager Bowls Operations or relevant Region State Event Manager. The team will be placed on the reserves list and utilised in order of the time they submit their interest.

30.2 – Where there are an uneven number of teams registered after the closing date, the Bowls SA Manager Bowls Operations or relevant Region State Event Manager may utilise the teams on the reserves list.

30.3 – Where a player or team withdraws after the draw has been released the Bowls SA Manager Bowls Operations or relevant Region State Event Manager may utilise the teams on the reserves list.

31. Eligibility and Replacements in Champion of Champion Events

31.1 – To be eligible to enter the Bowls SA Champion of Champions events, the entrant must be the Club Champion for the current season of the Member Club for which affiliation has been paid to Bowls SA.

31.2 – The Laws of the Sport of Bowls apply and the Champion of Champions events are considered to be a continuation of the Member Club's Championship in which qualifying rounds were played.

31.3 – Singles competitors cannot have a replacement or substitute player.