

Scottish Super Series 2017: Conditions of Play

BOWLS SCOTLAND – SUPER SERIES 2017

CONDITIONS OF PLAY v1.0

VERSION CONTROL The Conditions of Play may be updated as required due to on-going planning. Versions will be released as per the table below.

Version	Status	Date
1.0	Complete	27/02/2017

EVENT: Bowls Scotland Super Series 2017

DATES:

Qualifying (Singles): Sunday 9th July 2017

Qualifying (Pairs): Sunday 16th July 2017

Grand Finals (Pairs): Saturday 12th & Sunday 13th August 2017

Grand Finals (Singles): Saturday 19th & Sunday 20th August 2017

VENUES:

Qualifying: Regional Venues

Grand Finals: National Centre For Bowling, Northfield, Ayr

ENTRY CONDITIONS & ELIGIBILITY:

All players must be a member of a club in full membership of Bowls Scotland.

CONTROLLING BODY:

Event Manager: Claire Johnston

Competition Manager: Anna Marshall

COMPETITION FORMATS:

Singles: Four bowls per player, 21 shots up. (Shots scored in excess of 21 shots will not count.)

Pairs: Three bowls per player, 18 ends.

Players may enter either, or both, competitions.

TIME LIMITS:

A time limit of 2 hours and 15 minutes (excluding trial ends) will apply to all matches for both competitions. Where an extra end is required, additional time will be allowed for this.

Time limits will not apply to the semi-finals and finals matches of each competition at the Grand Finals stages. However, Restricting Movement of Players during Play and Delaying (Slow) Play rules will still apply.

PAIRS TEAM COMPOSITION:

The players playing the first game in Pairs will constitute an entry for that competition. Players may switch positions within a pairing prior to the start of each round of the competition.

SUBSTITUTE PLAYERS:

Singles: Should a competitor withdraw either before, or during, any round of the Singles competition, there will be no substitute allowed.

Pairs: During play should a substitute be required due to illness etc. of a player, this will be allowed as described in Law 33 and the player substituted will be eligible to play in future rounds in the same team.

Prior to the start of play in any round after the first or preliminary round, a total of one substitute will be allowed in any Pair. Such substitute may play in any position and will remain for the remainder of the competition.

Any player who drops out of a Pair following the first game will be ineligible to play in any future round.

A player eliminated in any round of the Singles, and who has not played in the Pairs, will be eligible to act as a substitute in the Pairs.

ARRANGEMENTS FOR PRACTICE:

As described in Law 4 of the Laws of the Sport of Bowls (CM3 Edition). This applies to all events.

DRAWS:

Qualifying Events:

A random draw will take place for each qualifying region for all entrants who have chosen to play in that region. The draw for each region will be conducted by Bowls Scotland Competition Management.

Grand Finals:

The draws for the Grand Finals will be conducted by Bowls Scotland Competition Management. Winning semi-finalists will play off for first and second places.

All players reaching the Grand Finals will be given a final ranking based on the Bowls Scotland ranking list criteria.

FORMAT OF PLAY:

A bell, horn etc. will sound to indicate the start of play, and then again to indicate the end of the time limit.

Any player / team not being ready to start play more than 15 minutes after the official starting time will forfeit the game and not progress to the next round.

In all rounds, if game scores in Pairs are equal at the end of 18 ends, or equal when the time limit is reached in Singles or Pairs, an extra end or ends will be played to determine the winner as described in Law 28.

In the case of delay due to adverse weather or other circumstances beyond the control of Event Management, the time limit relates to the length of time allowed for match play on the green.

During any declared stoppage any time off the green will not be considered towards this time.

PROCEDURE FOR APPLYING TIME LIMITS:

Start of play: play will commence with the designated official signalling the official start time by a bell, horn, etc.

End of play: at the completion of the allocated time, the designated official will signal the end of play by a bell, horn, etc. At this time players will complete the end they are currently playing. (The start of an end is the delivery of the jack by the first player in that end.)

TRIAL ENDS:

1) Trial ends, as described in Law 5.1, will be played immediately before the official start time for a round.

2) The trial ends can start no earlier than 15 minutes before the start of play for a round. If any of the opponents are not ready to start at the scheduled time, those opponents who are ready can start. (Opponents who were not ready at the scheduled time can start when they are ready. However, they must complete their trial ends as described in paragraph 3) below.)

3) Trial ends must be completed before the official start time for the round is signalled. If any player fails to deliver all their bowls before the official start time, they will lose the right to play any bowls remaining to be played in the trial ends.

4) Any player arriving after the official start time for a round will lose the right to play trial ends.

5) Bowls used during the trial ends must comply with Law 5.1 and the provisions set out in the 'Bowls' section below.

ALTERATIONS TO THE FORMAT & LENGTH OF GAMES:

The Controlling Body reserves the right to alter the format, times of play and greens to suit local circumstances, giving as much notice as practicable.

Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result.

RESTRICTING MOVEMENT OF PLAYERS DURING PLAY:

Pairs games: prior to the start of each end, the leads will take their position at the mat-end of the green.

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

Singles games: the opponents - after delivery of their third and fourth bowls.

Pairs games: the leads - after delivery of their third bowl, and the skips - after delivery of their second and third bowls.

In exceptional and limited circumstances, a skip can ask that a player walks up to the head, or a player may make a request to the marker in Singles, earlier than described above. If a player does not meet the terms of this Condition of Play, Law 13 will apply.

DELAYING (SLOW) PLAY:

Players are required to play without undue delay and in a manner which does not prevent their opponents from being able to complete the requisite number of ends within the time limit prescribed by the Controlling Body.

Where players are observed by the umpires, or on appeal to the umpires by their opponents, of deliberately delaying play, the umpires should intervene to move play on.

RE-SPOTTING THE JACK:

1) If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at a spot on the rink which is two metres from the front ditch and on the centre line, and play should continue.

2) If the spot mentioned in paragraph one is partly or completely covered by a bowl the jack should be placed as close as possible to the covered spot between and in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

3) The spot mentioned in paragraph one should be marked using chalk or some other suitable method.

LEAVING THE RINK OF PLAY:

If a player wishes to leave the rink of play, Law 33.1 will apply. However, if on more than one occasion, then on each occasion after the first they can do so only with their opponent's and the umpire's permission.

DRESS CODE:

a. **All players** - grey or black trousers, skirt, culottes, mid-calf trousers.

- b. There is no requirement to register coloured tops. Any colour of top, with a collar may be worn; this includes shirt & tie, blouse, bowling top or polo top.
- c. In Pairs players do not have to be dressed alike.
- d. Football tops or tops resembling football strips or football colours are not acceptable, neither are tops bearing football badges or logos. Similarly tops with slogans or political/religious statements are not acceptable.
- e. There is no restriction on advertising or sponsors logos provided they comply with d. above.
- f. Appropriate warm and waterproof clothing may be worn.
- g. All players must wear flat soled and heel-less footwear.

Players failing to comply with the dress code may be reported to the Event Manager who will consider what action is to be taken – this may include the player's disqualification.

BOWLS:

Each player must make the bowls that they wish to use in any game available for checking by the umpires prior to the start of the trial ends.

All bowls used during the event must bear a legible World Bowls stamp (IBB, WBB or WB) of any year later than 1992 and a legible serial number. Bowls will only require to be re-tested and re-stamped if the date stamp or the serial number is not clearly legible on all bowls (IBB, WBB and WB stamps only). Bowls with **ONLY the BIBC Stamp are ineligible.**

Players must use the coloured bowls discs (stickers) if supplied by Bowls Scotland for each match, as described in Law 52.1.8.

JURY OF APPEAL:

A Jury of Appeal will be appointed for the purpose of deciding upon any questions about the interpretation of the Conditions of Play and / or for dealing with any referrals or appeals by a player from decisions made by umpires.

In the event of a referral or appeal such referrals or appeals must be made in writing on the prescribed Appeal Form (see Appendix 1), signed by the player and lodged with the Event Manager within 30 minutes of the conclusion of the game.

The Jury of Appeal is:

Ian Munro – World Bowls Laws Committee.

Alastair Douglas - Former Chair Scottish Bowls Umpiring Committee.

Tom Weir – Competitions & Events Team – Bowls Scotland

The Jury of Appeal may act with two of its three members, if necessary.

The functions of the Jury of Appeal will be to:

1) **Conditions of Play:** decide any question about the interpretation of the Conditions of Play which is referred to it by the Event Manager.

2) **Law 43.2.6:** decide any appeal, referred to it by the Event Manager, by a player against a decision of an umpire under Law 43.2.6 of the Laws of the Sport of Bowls – Crystal Mark Third Edition.

OTHER LAWS, REGULATIONS & POLICIES:

All other Laws, Regulations & Policies other than stated above will conform to the Laws of the Sport of Bowls Crystal Mark Third Edition as approved by World Bowls in August 2014 including any Bowls Scotland Domestic Regulations.