

BOWLS SOUTH AFRICA JUNIOR (U15, U18 & U25) NATIONAL CHAMPIONSHIPS

2024 CONDITIONS OF PLAY

(U/15 – RED, U/18 – BLUE, U 25- PURPLE)

All games shall be played in accordance with:

THE LAWS OF THE SPORT OF BOWLS, THE DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA and the following **CONDITIONS OF PLAY**

CONTROLLING BODY

The Tournament shall be under the control of Bowls South Africa through its nominated Executive Member and in association with the Event Committee and Jury of Appeal.

JURY OF APPEAL

A Jury of Appeal appointed by Bowls South Africa will be constituted as follows:

Two Members of the Bowls South Africa Executive or nominees

A Member of the Host District's Executive Committee or an acceptable nominee

BOWLS - DISTINCTIVE MARKINGS, LEGALITY AND STICKERS

Bowls in a set of four must have distinctive and similar markings on each side and shall not have been tampered with. Development (Lotto) bowls may be used.

District stickers/bowl decals may be used.

FORMAT OF PLAY:

The tournament shall be played as follows:

Under 15 – one section – 13 rounds (4 per day on the 1st 3 days and 1 round on the final day. All games will be 10 ends.

Points: 3 for a win and 1 for a tie

Under 18 – two sections – 11 rounds (4 per day on the 1st 2 days, 3 on the 3rd day, Semi final (Red 1 vs Blue 2, Red 2 vs Blue 1) on the 3rd day, Final and 3rd place play-off on final day) All games will be 12 ends

Points: 3 for a win and 1 for a tie

The qualifying teams for the playoffs will be decided by the following sequential criteria: Points, highest net score, highest shot percentage, the team that won the game between the two teams in sectional play.

Under 25

FORMAT OF ROUND ROBIN PLAY AND PLAY-OFFS (EXCEPT FINAL AND 3rd/4th PLACE PLAY-OFF (FRIDAY – SUNDAY))

Each game shall consist of 3 sets of 4 ends (i.e. 12 ends).

Round Robin Play

The round robin phase of the tournament shall be played in TWO sections, 1 section of 11 teams and 1 section of 12 teams, with all teams in the same section playing each other on a league basis.

Four rounds of sectional play on Friday and Saturday, Three rounds on Sunday with the semi- final as the 4th round – (Red 1 vs Blue 2, Red 2 vs Blue 1)

Points

Three points are allocated as follows:

Sets – 1 point for each set won and ½ point for a drawn set.

Game – 2 points for each game won and one point for a tie.
(Total points available for each game is thus 5 points).

Section Winners

The qualifying teams for the playoffs will be decided by the following sequential criteria. Points, highest net score, highest shot percentage (i.e. shots for divided by shots against), the team that won the game between the two teams in sectional play.

Semi Finals (Sunday – 4th Session)

Red 1 vs Blue 2 (SF1)

Red 2 vs Blue 1 (SF2)

DURATION OF GAME & BELL RULE DURING ROUND ROBIN PLAY (MONDAY -WEDNESDAY)

A time limit of 2 hours per game, including the trial end, is allowed.

A bell will ring to start the game.

A warning bell will ring after 1 hour 45 minutes and a final bell will ring after 2 hours to stop play – the end being played must be completed.

FORMAT OF PLAYOFFS PLAY (MONDAY)

Under 15

Final game of 13th round – Team with the most points after completion of the 13th round will be the winner, 2nd will be runner up and 3rd and 4th place will receive a bronze medal

Under 18

Final and 3rd / 4th Place Play-off (1st Session Monday)

Each game shall consist of 12 ends – No time restriction.

Final: Winner Blue Section vs Winner Red Section

3rd / 4th Place Play-off: Runner-up Blue Section vs Runner-up Red Section

Both teams in the 3rd / 4th Place Play-off will receive a Bronze Medal, however they will play each other for the honour of coming third.

Under 25

FORMAT OF PLAYOFFS PLAY (MONDAY)

Final and 3rd / 4th Place Play-off (1st Session Monday)

Each game shall consist of 3 sets of 4 ends (i.e. 12 ends)

Final: Winner SF1 vs Winner SF2

3rd / 4th Place Play-off: Runner-up SF1 vs Runner-up SF2

Both teams in the 3rd / 4th Place Play-off will receive a Bronze Medal, however they will play each other for the honour of coming third.

Should either game be tied an extra end or ends will be played until a result is achieved.

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TEAMS

Under 15

Teams shall consist of four players of male, female or mixed gender who are under 15 years of age, including those who have reached the age of 15 within the year of the event (i.e. born in or after 2009). Players must be registered with Bowls South Africa (i.e. have a Bowls SA No).

Where a District cannot field a full team or teams they may loan players from another District, with the consent of the player's home District. The team being entered in the name of the District with most members or, in the event of all four being from different districts, in the name of the host district.

Under 18

Teams shall consist of four players of male, female or mixed gender who are under 18 years of age, including those who have reached the age of 18 within the year of the event (i.e. born in or after 2006). Players must be registered with Bowls South Africa (i.e. have a Bowls SA No).

Where a District cannot field a full team or teams they may loan players from another District, with the consent of the player's home District. The team being entered in the name of the District with most members or, in the event of all four being from different districts, in the name of the host district.

Under 25

Teams shall consist of four players of male, female or mixed gender who are under 25 years of age, including those who have reached the age of 25 within the year of the event (i.e. born in or after 1999). Players must be registered with Bowls South Africa (i.e. have a Bowls SA number).

Where a District cannot field a full team or teams they may loan players from another District, with the consent of the player's home District. The team being entered in the name of the District with most members or, in the event of all four being from different districts, in the name of the host district.

INDEMNITY FORMS

The Team Manager is responsible to ensure that they are in possession of a consent form for each player under the age of 18 for the duration of the event.

DRESS AND FOOTWEAR

Dress

Coloured clothing may be worn subject to all members of the side being uniformly dressed. It is acceptable for individual members in a team to wear either long pants or shorts in the same team during competitive play. All players must appear on the green dressed in compliance with the Laws of the Sport of Bowls.

Footwear

Players, Umpires and Markers shall wear conventional shoes or sports shoes which have a continuous sole or a sole with a channel rise in the middle of the sole, as long as the sole is clearly in one piece and the heel area does not sit at a different height to the front of the shoe. To assist in traction the sole can have indented grooves up to 2 mm (thickness of matchstick), but no protuberances. The width of the rear part of the shoe shall be at least 50% of the widest part of the sole. Conventional sandals are acceptable providing they have a back strap. The National Authority reserves the right to allow or disallow the use of specific colours and brands of footwear.

DECLARATION

Before the commencement of the tournament, each Manager shall complete a team declaration form listing the full names of the players and reserve, with their Bowls SA numbers. The names on declaration form and entry form should be the same unless unforeseen circumstances dictate otherwise. No swapping of teams from that designated on the entry form will be allowed (e.g. Team A on the entry form may not be changed to B, C, D or E to facilitate the perceived entry into an easier section).

Copies of the players' Identity Documents are to be submitted with the declaration form.

WITHDRAWAL DURING THE TOURNAMENT

Should a team withdraw at any time after commencement, with or without the consent of the Controlling Body, all their completed results up to the point of withdrawal shall stand. That game and the remainder of the games shall be forfeited and the opposing team/s for that and the remaining un-played games shall be allocated five (5) points and the net total of shots equal to the average net total of shots scored by the winners of all the other games played in the same round/s of the same section.

If a team withdraws without the consent from the Controlling Body, then suitable disciplinary action may be taken by Bowls SA.

RESERVES AND SUBSTITUTES

A registered reserve may be used:

If a player withdraws during a game for legitimate reasons they may be replaced by the registered reserve, if available. A Reserve may skip the team. A substitute may only be used if a reserve is already playing or was not registered.

Substitutes shall be allowed as follows:

As it is unlikely that a substitute will be available and in the interest of the tournament and players, a reserve from another team may be used as a substitute, with the consent of the Tournament Committee and the Manager of the reserve's team. This player may return to his/her team for future games.

DIRECTION OF PLAY

On all playing days the 1st two games (i.e. before lunch) will be played in the morning direction, and the last two games (i.e. after Lunch) will be played in the afternoon direction.

PRACTICE AND WARMUP

Teams/players not playing for whatever reason, but due to play in the next round, may practice on any rink allocated by the Controlling Body.

Any team/player may warm up before any game, time allowing and with the approval of the Controlling Body. Warm up should be in the opposite direction of expected play. Warm up should not be deliberate play and no target such as a jack may be used, but bowls may be delivered to enable the player to warm/loosen up.

TOSSING FOR THE OPENING PLAY

Managers shall toss a coin to determine which team plays first.

TRIAL ENDS

One trial end i.e. in one direction only, may be played at the commencement of each game.

DEAD ENDS AND DEAD JACK

There shall be no dead ends - should the jack be declared dead it shall be re-spotted on the centre 2m mark.

Should this spot be partly or completely covered by a bowl, the jack must 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 it touching the bowl.

RESTRICTION OF THE MOVEMENT OF PLAYERS DURING PLAY

The following restrictions of the movement of players during play shall be strictly applied:

Leads and seconds may only walk up to the head once all four players have delivered both their bowls.

Thirds may be permitted to walk up to the head after delivering their first bowl and by invitation of the Skip.

Skips, after delivery of their first bowl.

INTERRUPTION OF PLAY

In the event of adverse weather conditions, which includes lightning activity, excessive heat and humidity, or for any other valid reason, the Event Official (EO) shall temporarily suspend play. Play shall stop immediately and only resume when

authorised by the EO. Only the Controlling Body in conjunction with Bowls SA Executive duty member may abandon play and shall have the right to curtail the number of rounds/ends to be played to achieve a result. Umpires shall not be responsible to call off players during lightning/thunderstorm activity and shall refer any appeal by the players to the EO.

Heat and Discomfort

The EO should be guided by applying suspension of play once the discomfort index exceeds 36 degrees in Temperature and 39 % in Humidity.

Lightning

The EO shall assess the proximity of the lightning strikes either by using an electrical lightning meter (or cellular phone lightning app). Strikes at 16 kilometres should initiate a temporary evacuation of the green. In the event of adverse weather conditions or any other reason cause a temporary disruption in play during a playing session, the EO shall decide when play should be stopped and resume.

ALCOHOL, TOBACCO AND CELLULAR TELPHONES

Smoking (including artificial devices or e-cigarettes such as Twisp), and the consumption of alcohol by players is not permitted. **In the interest of the image of the sport, Managers and Spectators are also requested to refrain from smoking or consuming alcohol in the vicinity of the greens, whilst play is in progress.**

Cell phones and Handheld TV devices will not be permitted within 2 metres of the green while play is in progress.

The penalty for players transgressing, any of the aforementioned conditions of play, is as follows:

Upon the first offence the Technical Official will warn the player via the Team Manager and record the players name and District.

Upon any subsequent offence by the same player, the Technical Official shall report the player to the Controlling Body, who shall take suitable action, which may include suspending the player from playing in the next round.

The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body.

Should a player commit a third offence he/she will be banned from taking further part in the Tournament and may be suspended from playing in **any** Bowls SA Tournament for one year.

The player has the right of appeal to the Jury of Appeal.

RADIO'S

The use of "two-way" radios during play is prohibited.

DRUG TESTING/EDUCATION

Managers and Coaches, responsible for their players, are to be aware of their responsibilities in regard to the anti-doping programme, certification and rules of the South African Institute for Drug Free Sport (SAIDS).

SAIDS will be present at the venues of play to provide educational information and Managers/Players are urged to visit the SAIDS stands.

GENERAL

If anything should arise that is not specifically covered in these Conditions of Play, then the Laws of the Sport of Bowls – Crystal Mark 4th Edition will apply.

20 February 2024