



Club Maroochy Conditions of Play

20,000:00 Classic

OPEN FOURS – SATURDAY & SUNDAY 13th & 14th April 2024

The event will be played under the current Laws of the Sport of Bowls & Domestic Regulations for Australia. The Club Maroochy Bowls Committee is the Controlling Body & has absolute control over all aspects of the event & has authority to vary times & conditions of play.

TIMES & OTHER CONDITIONS

- Fees must be paid before play commences.
- An Open Draw will take place in the morning of play.
- 6 games x 16 ends OR 2 HRS 15 MINS

SATURDAY 13-04-2024

- Game 1: 9:00 am to 11:15 am
- Lunch: 11:30 am to 12:30 pm
- Game 2: 12.40 pm to 14:55pm
- Game 3: 15:05pm to 17:20pm

SUNDAY 14-04-2024

- Game 4: 9:00 am to 11:15 am
- Lunch: 11:30 am to 12:30 pm
- Game 5: 12.40 pm to 14:55pm
- Game 6: 15:05pm to 17:20pm

- The siren will be used to signal the start and end of each game.
- When the siren is sounded to finish the game, if an end has commenced, it shall be completed. No new ends are to commence after the siren is sounded to finish play. If end is killed the jack will be re spotted on the Tee and completed.
- If a team fails to appear within 15 minutes of the appointed time of play a forfeit may be claimed. The team present will be awarded a WIN + the average winning margin of all the other games of that Round.
- No dead ends. Re-spot the jack on the Tee.
- No trial ends prior to play



- Decals allowed on any bowl, Law 52.1.8.2 states 'There must be only one layer of marking'
- Player movement – After delivering the first bowl, players may only walk to the head in accordance A.4 Laws of the Sport of Bowls.
- Players to be attired in accordance with current Bowls Australia Dress Guidelines and approved by controlling committee.
- **SMOKING OR DRINKING ALCOHOL IS NOT PERMITTED ON THE GREEN.**
Queensland law, Bowls Australia and Club Maroochy Smoke free Policy will apply.

SCORING


- 20 points for a win plus 1 point for each end won.
- 10 points for a draw plus 1 points for each end won
- 1/2 point to each team for an end not played.
- Winners – Winners will be decided by the highest win points and then the highest end points. Any tied results, margins, and then shots for and against differential will apply. Still tied, highest shots scored on any end of last game.
- Teams are only eligible for one prize.
- **BOTH** Scorecards shall be handed to bowls co-ordinator by the **WINNING** skip.

FORFEITS, INCOMPLETE GAMES, WET/INCLEMENT WEATHER:

- If a team does not start a game the opponent will be awarded a WIN and the average margin of all the other games. The scorecard will be marked as FORFEIT.
- The Controlling Body may decide to include reserve players in the field in the event of a registered player(s) not arriving for play. Entrants may not arrange for a substitute.
- If both teams agree not to start a game or to discontinue play after the game has commence, each team will receive 0 points and a 0 margin.
- If one team wishes to continue and the opponent wishes to stop, the team who wishes to continue will receive 20 Points for a win plus the higher of the margin when play ceased or the average margins of the other games. The scorecard will be marked as a FORFEIT.
- 50% of ends completed (totalled across all greens) shall constitute a game.
- If less then 50% the game is abandoned.
- **Inclement Weather.** If the Controlling Body decides to suspend all play the club siren will sound.
- If a game(s) cannot be completed due to inclement weather, the Controlling Body may decide to;
 - Amend the length of the game;
 - Award the teams 10 points and a 0 margin





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