

GCTDLBA 2024 PENNANT – “CONDITIONS OF PLAY”

GENERAL INFORMATION

1 CONTROL & CONDUCT OF EVENT

The Controlling Body will be the GCTDLBA Match Committee.
Any disputes will be referred to the Management Committee.

2 FORMAT

Division 1: NO Home and Away format. Matches to be played in teams of four. The season will be six (6) rounds, including the Play-off round to determine the two (2) finalists. There will be one Host Club for each round.

Divisions 2 – 6: All matches will be played in Teams of Fours.

The season will run for six (6) Rounds and sides will be drawn to play equal number of home and away matches. Four (4) sides will make up a division.

3 ELIGIBILITY

- 3.1 Entry is limited to clubs affiliated with GCTDLBA.
- 3.2 Players must be financial members of the club they are representing.
- 3.3 Players must be registered on the Bowls Queensland database at least seven (7) days prior to playing their first match.
- 3.4 State pennant clearances and permits must have been received by the GCTDLBA Secretary at least seven (7) days prior to commencement of season.
- 3.5 Clubs must ensure their players are eligible or will forfeit all match points for rounds where any ineligible player/s played.
- 3.6 Ladies playing in Friday Pennant Divisions 2 and below, are ineligible to play in Saturdays Division 1 in the same round.
- 3.7 Ladies are eligible to compete in GCTD Open Gender Saturday Pennant Divisions 2 and below in addition to playing in GCTDLBA Pennant season.

4 COMPOSITE TEAMS

- 4.1 Composite teams are permitted if approved by Match Committee, or if Match Committee deems it necessary to make up the required number of sides.
- 4.2 Players making up a composite side are not permitted to play in any other side during the same season.

5 CLUB CONTACT DETAILS

- 5.1 Clubs must provide to the GCTDLBA the name and contact details (mobile phone number) for the person that decides upon green closure in the event of inclement weather. If greens are closed this information must be provided by 6.45am on the day of Pennant Play as some clubs have distances to travel.
- 5.2 Club Contact Details may also be used in the event of unforeseen circumstances such as being delayed by traffic. Contact details of a Manager/Duty Officer would suffice in this situation.
- 5.3 If there are different persons in each of the roles detailed above, then clubs should provide the contact details for both persons.

6 NOMINATIONS

- 6.1 It is a condition of entry that Clubs are familiar with and accept the Conditions of Play.
- 6.2 Nominations on the prescribed entry form are to be lodged by Club Secretary prior to the advertised closing date.
- 6.3 There shall be no charge to clubs for entry to the pennant competition.

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7 PRESENTATIONS

- 7.1 A badge will be presented to each player of the winning side, the reserve, and the Manager.
- 7.2 A Perpetual Shield will be presented to the winning club.
- 7.3 It is the responsibility of the winning club to have the Shield engraved.

8 REFRESHMENTS

- 8.1 Home clubs are to supply tea and coffee prior to match at no cost to players.
- 8.2 Divisions 2 - 6 Home clubs are to supply light snack after the match. Clubs will make their own arrangements to cover the cost of the refreshments for both sides. (Home and Away format).
- 8.3 **Division 1 Host Clubs: A fee will be arranged by the host club for the light snack after the matches. This fee shall be passed onto the visiting clubs prior to the scheduled match.**

9 GREEN FEES

Division 1: For the 2024 Pennant Season, the Host Club shall determine green fees.

Division 2 – 6: As this is a home and away competition and each club will be providing refreshments, no green fees are payable between clubs.

10 MANAGER DUTIES

All Managers are to be attired in Club uniform.

The Manager shall be a registered financial member of their Club and shall attend to the drawing of the cards, the completion of results sheets and be their club's representative in all matters concerning the playing of the match.

Visiting managers must arrive early to the home club allowing enough time to perform their duties.

10.1 Conducting the Draw

The completed cards will be exchanged and shuffled.

One Manager will place cards with names facing downwards and the other Manager will then place a card on each.

The teams will play as thus drawn.

Rink numbers as allocated by the home club are added to both sets of cards.

10.2 Master Scoreboard

Managers are responsible to keep master scoreboards up to date throughout the match.

10.3 Result Sheets

- Result sheets (supplied by GCTDLBA) must be completed in **clear print** and emailed by the home club Manager to events@gctdlba.com.au prior to 2.00 pm on match day.
- Result sheets are required for all matches played, and for byes and forfeits.
- **Full names** of players, reserves and Managers must be included in clear print.
- Manager's mobile number must be included.
- Any alterations to Results Sheet must be initialled by both Managers.
- Each Manager is responsible for retaining their Club scorecards until conclusion of season and, if requested, to forward them to GCTDLBA Match Committee.

CONDITIONS OF PLAY

11 THE COMPETITION

All matches shall be played under Laws of the Sport of Bowls (Crystal Mark 4th Edition) with Domestic Regulations, BQ Policy Rules and these Conditions of Play.

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12 PROMOTION AND RELEGATION

- 12.1 The competition will run primarily on a promotion and relegation system involving one side up and one side down, provided no club has more than two sides in any division.
- 12.2 However, Match Committee will consider and make the final determination having regard to the number of sides entered.
- 12.3 The Management Committee has final discretionary powers to determine a player's qualifications and ability for any given division.

13 THE DRAW

The draw shall be conducted by Match Committee as soon as practicable after the closing date and published to the district website.

14 WITHDRAWALS

Should a withdrawal occur after the draw has been made and prior to the first match, there will be a bye in that Division.

15 STARTING TIMES

- 15.1 Matches for Division 1 will start on Saturday mornings commencing at 9.00 am.
- 15.2 Matches in all other divisions will be played on Fridays commencing at 9.30 am.
- 15.3 Any requests to alter starting times must be agreed by both sides and approved by Match Committee.

16 DURATION OF PLAY

- 16.1 DIVISION 1 shall comprise of 8 players – 2 teams of Fours with each team playing 21 ends.
- 16.2 All Divisions 2 -5 shall comprise 12 players – 3 teams of Fours with each team playing 21 ends.
- 16.3 DIVISION 6 (2024 SEASON) SHALL COMPRIZE OF 8 PLAYERS – 2 TEAMS OF FOUR, PLAYING 21 ENDS.

17 GREENS

- 17.1 Host Clubs may nominate any green available, with a preference to natural grass surfaces.
- 17.2 Where greens have been closed by the Greens Director for the day, the home club must notify the visiting club/s and GCTDLBA Match Chair as soon as possible.
- 17.3 The Match Committee retains the right to conduct the event on synthetic, natural or covered greens.

18 UMPIRES

An umpire shall be nominated by the home club prior to play.

19 COACHES

The umpire must be given the name of any coach prior to the match commencing.

20 TEMPORARY MARKINGS

When temporary markings (decals) are used, it is preferred that all players use large rings and centre dots on each side of their bowls, however all bowls in a team must be marked identically.

21 FORFEITS: ALLOCATION OF POINTS.

In the event of a forfeit during sectional play or in a game in progress during sectional play, the side receiving the forfeit shall score: **Division 1 and Division 6: 10 points (6 points for side win and 4 points for two rink wins) and Divisions 2 to 5: 16 points (10 points for side win and 6 points for three rink wins)**, plus a net total of shots equal to the average net total of shots scored by the winners of all other games in the same round, in that division. The side responsible for a forfeit shall have nil score recorded.

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22 INCLEMENT WEATHER

- 22.1 Where inclement weather prevents the commencement of play within one hour of the scheduled starting time, match points will be shared.
- 22.2 Where a match has commenced and cannot be completed due to inclement weather, then a total of **thirty (30) ends in an 8-player side, and forty-five (45) ends in a 12-player side shall constitute a match.**
- 22.3 If circumstances do not permit any match to be completed, the points will be shared.

23 INCOMPLETE SIDE

- 23.1 Should a pennant side be a player short at the commencement of play the vacancy can be filled by – the eligible reserve, female manager or a female club member may play as a substitute.
- 23.2 If no eligible substitute is available or allowed, **DR 2.6 must be followed – the affected team can play one player short (without the second).**
- 23.3 If 23.1 or 23.2 cannot be organised, the game shall be forfeited to the opponents.

Note: Two teams as part of the side cannot play and constitute a match.

24 TRIAL ENDS

Two trial ends, up and back, shall be permitted **prior** to the scheduled starting time.

25 DEAD ENDS

Dead ends are to be replayed.

26 PLAYER MOVEMENT DURING PLAY

- 26.1 Players may only walk to the head as follows:
 - 26.1.1 all players except the Skip, after delivery of their second bowl.
 - 26.1.2 the Skips after delivery of each of their bowls.
- 26.2 In exceptional and limited circumstances, a Skip can ask a player to walk to the head earlier than described above, however care should be taken not to delay play.
- 26.3 Players, excluding Skips, are not permitted to remain at the head whilst their opposite number is delivering their bowl. Any skip remaining at the head shall retire behind the head. Skips must return to the mat end as soon as their opponents bowl has come to rest.

27 DELAYING PLAY

If the umpire either by their own observation or on appeal from the opposing Skip, decides that a player is playing in an unsporting manner by deliberately delaying play:

- 27.1 On the first occasion the umpire will warn the player.
- 27.2 If the player commits the same offence a second time, the end will be regarded as completed and the opponents of the offending team will score as many shots as there are bowls in use by such opponents, and
- 27.3 If the player offends a third time, the game shall be forfeited to the opponents.

28 POSITION OF PLAYERS WHEN NOT PLAYING

- 28.1 Players at mat end not delivering a bowl should stand a minimum of one metre behind the mat.
- 28.2 Players at the head, not controlling the head, should stand a minimum of two metres behind the head, or
- 28.3 On the surrounds of the green if the jack is behind the two-metre mark or in the ditch, or
- 28.4 Well clear of the head if it is not possible to stand on the surrounds.
- 28.5 At the start of each end only the Skip or their Deputy shall be at the head

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29 PLAYER SELECTION

- 29.1 A player may be promoted to a higher division throughout the season without penalty.
- 29.2 No player can be demoted to a lower division after playing three (3) Rounds in a higher division.
- 29.3 Where there are two sides from the same club in any division, there will be no interchange of players.
- 29.4 A player must have, in the current season, played a minimum of two (2) Rounds for the club they are representing to be eligible to play in the final.

These rules also apply to registered reserves and female Managers as listed on Results Sheet.

Any club seeking consideration to select sides outside of these provisions must put a written request to Match Committee for consideration.

30 SCORING

30.1 10 points in total to be allocated each Round for an **8-player side**:

- Side Win: 6 points
- Side Tie: 3 points each
- Rink Win: 2 points
- Rink Tie: 1 point each

16 points in total to be allocated each Round for a **12-player side**:

- Side Win: 10 points
- Side Tie: 5 points each
- Rink Win: 2 points
- Rink Tie: 1 point each

30.2 Pennant Ladder Calculation:

- The side scoring the greatest number of **points** shall be declared the winner.
- In the event of two (2) or more sides scoring equal total points, the side scoring the highest net **margin** of shots will be declared the winner.
- In the event two (2) or more sides are still equal, the controlling body will divide the total number of shots scored against the side into the total of shots it has scored. The side with the highest result will be declared the winner. If these proportions are equal the best performed side in the game/games between these sides shall be the winner.

31 BYES

No points will be awarded for a bye.

32 FINAL PLACINGS

- 32.1 Division 1: The top four (4) placings after round five will proceed to the PLAY-OFF (week six).
Format to be: Morning Matches – 1 v 2 and 3 v 4. Winner of 1 and 2 moves to the Finals. Loser will play the winner of 3 v 4 in the afternoon commencing at 1pm. That winner will be the other Grand Finalist.
- 32.2 Divisions 2 – 6: The two (2) top placed teams after all matches completed, will proceed to Grand Final.
- 32.3 If the total score in any finals match is tied, a further end or ends shall be played by all teams in the side until a majority score is reached by one opponent, who shall then be declared the winner.

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33 ATTIRE

- 33.1 Attire shall be in accordance with Bowls Queensland By-Law 14.
- 33.2 Players, reserves, and managers in a side will be similarly attired.
- 33.3 Where Composite teams have been formed it is acceptable for players in these teams to wear the uniform of their affiliated club.
- 33.4 No Premier League shirts are to be worn.

34 PRESENTATION DAY

- 34.1 Presentations for Friday Pennant Divisions (Winners and Runner-up) will be held on day of Finals.
- 34.2 Presentations for Saturday Pennant Divisions (Winners and Runner-up) will be held on day of Finals.