



# CONDITIONS OF PLAY (CoP)

## 2026 Season

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## **CONTROL OF EVENT**

Bowls Queensland (BQ) is the controlling body.

BQ delegates the authority to the Taylor Bowls State Challenge (TBSC) Match Committee to act on its behalf to Control this event.

The controlling body will adjudicate on any disputes relating to the Laws of the Sport of Bowls Crystal Mark Current Edition, Domestic Regulations, in consultation with an umpire.

The controlling body can rule on any matter and make adjustments to the CoP (such as those which may affect the outcome of the competition) to deal with unforeseen circumstances. If major adjustments are made to the CoP, a club may withdraw its team(s) from the competition, but no refund or compensation will be payable.

Subject to the direction of the controlling body or its delegate, the host club is the controlling body on the day of the match for purposes such as allocation of rinks, conducting the toss to determine order of play, weather stoppages and delays and any other issues under the CoP which require immediate determination.

A contravention of the laws and conditions mentioned above by a club or player, may result in disqualification of either or both sides, loss of points for the match as determined by the controlling body or its delegate.

Appeals against the umpire or controlling body (club level) can be lodged in compliance with the Laws of the Game, BA and BQ by-laws and policies. All penalties shall comply with these provisions.

Appeals are to be lodged within 24 hours to [michael@bowlsqld.org](mailto:michael@bowlsqld.org)

## **THE TBSC COMPETITION**

**The Competition is Open Gender.** The competition shall comprise of 4 Leagues: Diamond, Gold, Silver and Bronze.

### **Competition format**

#### **Diamond League and Gold League**

Each side shall consist of eleven players, in the form of Fours, Triples (two bowls), Pairs (2x2x2x2) and Pairs (3 bowls)

- Fours 18 ends
- Triples 24 ends
- Pairs 16 ends (2x2x2x2)
- Pairs 20 ends (3 bowl Pairs)

#### **Silver League and Bronze League**

Each side shall consist of nine players, in the form of Fours, Triples (two bowls) and Pairs (2x2x2x2)

- Fours 18 ends
- Triples 24 ends
- Pairs 16 ends

### **Entry Requirements**

Cost to enter team/s is Diamond League \$2000, Gold League \$1000, Silver League \$750, Bronze League \$500 (all +GST).

It is a condition of entry that all clubs, players and officials are familiar with and accept these conditions of play.

**Diamond League** – A maximum of 16 teams as determined by TBSC (if more than 16 nominated).

**Gold League** – Division 1 clubs throughout the State (or determined by membership numbers

**Silver League** – Division 2 clubs and below throughout the State.

**Bronze League** – For clubs of 65 male members (for baseline figure only) or less, and division 5 players and below.

\*The Controlling Body may at its absolute discretion alter a club's nomination from one division to another to achieve a balanced and fair competition.

Where it is necessary the Controlling Body may seek additional nominations or reject nominations after the closing date as required to structure a competition that is fair and with minimal byes.

All players must be registered in BowlsLink as competition bowlers

All clubs and players accept that BowlsLink will be used for this competition and agree their personal information and player statistics are recorded in BowlsLink.

Clubs shall submit nominations via the nomination form by the prescribed date.

Clubs may nominate teams in any or all the following Leagues: Diamond, Gold, Silver & Bronze. However, clubs will be limited to one team in Diamond.

Should a club's nomination be rejected, the club will be advised in writing within seven (7) working days as to the reason for the rejection.

All clubs will pay their nomination fee upon entry.

Clubs will be responsible for all costs incurred during the competition.

### **Structure of the Competition**

**Sections will be structured as per nominations.**

If a club has 2 or more sides in the same tier, there will be no interchange of players between those sides.

### **Eligibility**

All players must be a **primary member and competition bowler** of a club affiliated with Bowls Queensland and a financial member of the club they are representing in this event. (No marquee players are permitted).

A player shall not be permitted to represent more than 1 club in the same **TBSC** Bowling Season.

Eligible substitutes are allowed provided DR 2.4 is complied with.

Should there be a composite team, all players will wear their club uniform and shall be deemed to have played under each club's banner.

Once a player has played in a higher tier for at least 2 games then they cannot revert to a lower tier.

Club must list their players in BowlsLink not less than 24 hours prior to the start of sectional rounds. Clubs involved in the first round of post sectional finals play shall list their players in BowlsLink not less than seventy-two (72) hours prior to the start of play.

If a club side has insufficient players eligible to play in post sectional and all subsequent games due to grading or unavailability, then the club may apply in writing to the Controlling Body for non-graded players to play.

**Players from a higher division cannot be graded to a lower division for finals.**

The Controlling Body shall determine all questions of eligibility.

### **General Information**

The allocation, promotion and relegation of clubs is the sole responsibility of the controlling body. All clubs and players must comply with the laws of the game - Crystal Mark 4 (May 2023 edition), Bowls Australia, Bowls Queensland policies and these CoP.

Where possible matches will be played on the weekend of the draw. Matches may be played under artificial lighting. The controlling body recommends that the games be played outside the hottest part of the day where possible.

The commencement of the game shall be a consultative approach between the two clubs. If agreement cannot be reached, then the start time will be determined by the controlling body.

A maximum 3½ hour time limit will apply for all matches. If an end is not completed prior to the ringing of the bell, that end shall be completed. If the end is made dead, then Law 20 applies. If the end is made dead after the bell, the jack will be re-spotted on the tee as per Law 56.5.3.

If there is a draw on any rink, then that rink shall play an extra end to determine a winner.

### **Draw for Rinks**

A blind draw is to be conducted to determine rink allocation in conjunction with the opposing manager. Rink allocations are to be made no later than one half (1/2) hour before the scheduled starting time of play. Should the visiting side manager not be present at that time the home manager can randomly draw the allocation of rinks.

During finals play the allocation of rinks will be done by the Controlling Body no later than thirty minutes prior to the scheduled start time.

A toss of the coin will decide who has the mat for **each individual discipline**.

### **Trial Ends and Practice**

There are to be no trial ends and players may practice on their allocated rinks for 30 minutes prior to the commencement of play subject to green availability.

## **Scoring**

2 points per rink win (**in the event of a draw on any rink an extra end will be played on that rink to determine a rink winner**) plus 10 points for an overall win in all Leagues.

However, in the case of inclement weather, a rink draw and overall draw is possible and therefore in these special cases One (1) point per rink draw and/or Five points (5) for an overall draw will be awarded. And recorded as unplayed.

The overall win is determined by rinks i.e. a side must win 3 rinks to win the match in Diamond and Gold; and 2 rinks to win the match in Silver and Bronze. Should the match finish 2 rinks each (in Diamond or Gold Leagues), each manager will select 3 players to play singles (played on 3 rinks at the same time). The tie breaker will be determined by winning 2 of the tie break rinks. These tie breakers will be 3 ends and the rink winner will be determined on an ends basis i.e., 2 ends won wins the rink. 2 rinks won wins the match.

## **Scorecards and BowlsLink**

After having completed the front and back of both cards, the cards must be signed and counter signed and the time recorded immediately the match is completed, by the skips in pairs and triples and by the seconds in fours (DR3.2). This signifies agreement of the score and completion of the match.

Once the cards are signed the cards shall not be altered and shall be handed in to a Match Official. From the Quarter finals on, all scorecards shall be handed to a Bowls Queensland Match Committee member or a representative.

If during the game, or at the conclusion of the game before the cards are signed, a mistake is discovered and the opponents cannot agree, then the umpire is called and if no resolution is found, the end where the mistake occurred shall be declared a nil score end (tied end), and the cards adjusted accordingly.

In a Singles match, there is only one official scorecard and that is the one kept by the marker. The front, back and total is to be completed on both sides of the card and after checking it must have the markers name and be signed by both players and the finish time recorded. Once the card is signed the scores shall not be altered and the cards shall be handed to the Match official as above.

The home team manager is to enter the results into BowlsLink immediately after the game. The away team manager should check that the results have been entered correctly. Any discrepancy should be reported to the Controlling Body within 24 hours.

## **Withdrawals and Forfeits**

In the event of club withdrawing after the competition has commenced the sides drawn against that club in subsequent matches shall be allocated match points and margin on an average basis from that section.

If a club receives a forfeit, 2 points per rink and 10 for the match and the average margin match points and an average margin from that section shall be allocated and rounded off to the nearest whole point if necessary.

The team forfeiting shall receive no points and a reduction in margin as is awarded to the team receiving the forfeit.

**If a club forfeits a match, it will pay the opposition club \$200 for lost revenue.**

A team missing a player will play fours and triples in compliance with DR 2.6.

Should a club play an ineligible player in the finals then that team shall be disqualified.

A disqualified player cannot be subbed or have a replacement player.

### **Green Fees**

- **Sectional Rounds**
  - Player green fees will be retained by their own club.
- **Post Sectional and Zone Playoffs**
  - Green Fees of \$10 (per player) will be paid to the host club.
- **State Finals**
  - Green fees of \$30 per player will be paid by clubs to Bowls QLD. Bowls Qld will pay the allotted green fees to the Finals Host Clubs.
  - These fees will include lunches on the Saturday for all participants and lunches for the teams to play in the Grand Final.

**There will be no green fees for the Grand Finals.**

### **Section winners**

Ladder positions, after the completion of sectional play in each section, will be determined by:

1. Most total points. If equal, then the following.
2. Most rink wins
3. Percentage differential

The sides placing 1<sup>st</sup> at the completion of the qualifying rounds shall advance to the post sectional final series. Should the post section finals require extra teams to even the draw, they will be selected by points then rink wins then percentage. The sectional series winner will play a zone playoff. The winner of the zone playoff will advance to the state finals.

### **Eligibility to play finals.**

A player must have played 3 sectional games (in a 4-team section) and 2 sectional games (in a 6-team section) to be eligible to play post sectional. 3 sectional games (in a 7-team section)

### **Trophies**

The winning club in each League will be provided with a large State TBSC Flag plus prizemoney.

Bannerettes plus prizemoney will be awarded to runners up in each Division.

The winning club players plus 2 reserves and a side manager shall each receive a badge. (Additional badges can be ordered and are paid for by the club)

## **Refreshments**

There shall be no scheduled interruption to play for refreshments during a game. Refreshments after the game is at the discretion of the host club

## **Decals**

Clubs may use temporary markings; however, it is either all on or all off.

## **Equipment**

Bowls Australia Artificial Devices Policy (Feb 2019) shall apply for Wheelchair, Walking Frame etc.

## **Umpire**

All Clubs shall have an accredited umpire (or competent person) present during matches who will be attired in bowls clothing.

## **Coaches**

All coaches must be attired in bowls clothing and comply with Law 44.

## **Communications and Media**

All electronic communication devices will be switched off or on silent when within 6 metres of the green. Persons on call for their employment or emergencies to advise the controlling body and the umpire prior to play commencing and are to be on silent.

## **Incomplete Round/Inclement Weather**

If during Sectional Rounds, a justifiable cause e.g., inclement weather or greens unfit for play, prevents the start of any Match within one (1) hour of the scheduled start time, that Match shall be abandoned. Note: Inclement weather can be the result of rain, high wind, lightning, darkness, hot weather (as defined in the Bowls Australia 'Extreme Weather Policy – Hot weather Section') or any other climatic condition that can pose a danger to the players or officials.

In the event of inclement weather or other external factors restricting the completion of games the following number of ends will need to be played to constitute a game.

Pairs – 11 ends  
Pairs (3 bowls) – 14 ends  
Triples – 16 ends  
Fours – 12 ends

If a Match in a Sectional Round is interrupted and less than the number of ends/sets specified in these COP's are completed, all reasonable efforts should be made to complete the match on the same day. If completion of the game on the same day is not possible, then that match shall be completed within 8 days. If it is not possible to complete a game, it will be determined a draw. Where a game is recommenced whether on the same or a different day the scores and ends played will be as they were when the game was stopped. Clubs are to negotiate on a time to complete the game. If there is no agreement, the controlling body will set the time.

**NOTE: IN THE FINAL ROUND THE CONTROLLING BODY WILL SPECIFY A TIME AND DATE FOR PLAY IF DEEMED NECESSARY.**

If a match in a Sectional Round is interrupted and at least the number of ends as specified in these COP's have been completed, and all reasonable efforts were made to complete the Match within the allocated time limit but a restart was not possible the result will be declared as per the scores / results at the time of the stoppage – the cards should be ruled off accordingly and signed by each manager

**Where complete rounds are missed due to weather etc. The Controlling Body will specify the revised play date.**

**Player Movements During Play**

Note: Players will only be allowed to walk up to the head as follows:

**Singles:**

The opponents: after delivery of their third and fourth bowls.

**Pairs:** (Four Bowls)

The Leads: may be called to the head after delivery of their third and fourth bowls. The Skips: after delivery of their second, third and fourth bowls.

**Pairs:** (Three Bowls)

The Leads after third bowl and the skips after their, second and third bowls.

**Triples:** (Two Bowls)

The Leads: after delivery of their second bowl. The Seconds: after delivery of their second bowl. The Skips: after delivery of each of their bowls.

**Fours:**

The Leads: after the second player in their team has delivered their second bowl. The Seconds: after delivery of their second bowl. The Thirds: after delivery of their second bowl. The Skips: after delivery of each of their bowls.

Restricting the movements of players does not prohibit a player being called to the head by the Skip, however care should be taken not to delay play.

**Restricting the Movement**

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 end shall retire behind the head. Skips must return to the mat as soon as their opponent's bowl has come to rest. In Singles a player may go to the head with the permission of the marker

Delaying play. As per Appendix A5 the following shall apply.

If the umpire, either by their own observation or on appeal from one of the Skips or the opponents in Singles, decides that a player is playing in an unsportsmanlike manner by deliberately delaying play:

- I. On the first occasion the umpire will warn the player/team.
- II. If the player/team commits the same offence a second time the end will be regarded as completed and the opponent/s of the offender/s will score as many shots as there are bowls in



use by such opponent/s; and

III. If the player offends the third time the game will be forfeited to the opponent/s.

### **Position Of Players When Not Playing.**

Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.

Players must be behind the jack if they are members of the team which is in possession of the rink.

Laws 12.1.2.1

Players must be behind the jack and away from the head if they are members of the team which is not in possession of the rink. Law 12.1.2.2.

At the start of each end only the Skip or their Deputy will be at the head.