



MBDBA INTER CLUB CHALLENGE

CONDITIONS OF PLAY

1. ELIGIBILITY

- 1.1. The competition is open to all financial members of clubs which are affiliated with the Moreton Bay District Bowls Association Inc [MBDBA] and subject to the Laws of the Sport of Bowls Crystal Mark 4th Edition, MBDBA By-Laws and these Conditions of Play.
- 1.2. Players under suspension or expulsion are ineligible to play.

2. CONTROLLING BODY

- 2.1. The Match Committee of the MBDBA shall be known as the Controlling Body and shall have full control of the conduct of the Challenge. Subject to these Conditions of Play, the Controlling Body shall have the power to inquire into and adjudicate any disputes or interruptions as they occur.
- 2.2. 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 Conditions of Play which require immediate determination.

3. DURATION OF COMPETITION

- 3.1. Games will be played on Thursday mornings commencing at 9.00am.
- 3.2. Divisions will play 10 rounds, playing each club within a Division twice on a home and away format, as set out in the official draw.
- 3.3. While not being mandatory, the Controlling Body shall endeavour to schedule one [1] game each week for each Side. Extra games may have to be played, especially as a consequence of the clause relating to Inclement Weather.
- 3.4. Where a Division has five [5] or less Sides competing, byes will be allocated to allow the last game to coincide with the other Divisions.
- 3.5. Where a Division has seven [7] or more Sides competing, each team will play another team once. Byes will be allocated to allow the last game to coincide with the other Divisions.

4. PROMOTION AND RELEGATION OF SIDES

The Challenge is run primarily based on a promotion and relegation system involving one side up and one side down. However, the final determination of sides to be promoted and relegated is a matter for the Match Committee's consideration, having regard for the necessary structural changes that may occur.

5. ALLOCATION OF DIVISIONS

- 5.1. Prior to the commencement of the Challenge, the Match Committee shall inform clubs of their allocated Division/s.
- 5.2. Clubs may request a review of the offered Divisions in writing through the Secretary of the MBDBA.
- 5.3. Each Division, where possible, will be made up of six [6] Sides.
- 5.4. Clubs are permitted to have more than one Side in a Division. However, there shall be no interchange of players between these two Sides after Round 2.
- 5.5. In extenuating circumstances, two [2] or more clubs can form a composite Side in any Division.

6. PLAYERS

- 6.1. This is an Open Gender competition across all Divisions.
- 6.2. Divisions shall comprise 8 players per Side made up of two teams of four players in each team.
- 6.3. Clubs may nominate one Reserve player for each Divisional Side each week.
- 6.4. The Reserve player can only replace a genuinely injured/ill player at any stage of the match and must play in the same position as that player other than Skip (DR 2.4.5). The Controlling Body and Umpires must be advised in all cases.

7. PROMOTION AND DEMOTION OF PLAYERS

To maximise player participation and enjoyment, the MBDBA Committee is committed to ensuring that the standard of play across all Divisions is fair and equitable. In the spirit of the game and regardless of gender, players should be selected by their clubs in Divisions that reflect their respective standard of play.

- 7.1. A player may be promoted to any higher division in which a club has a side. Having played there once, a player may be demoted to any division their club has a side, but no lower than the division they were originally promoted from.
- 7.2. If a player plays in a higher division for three [3] or more consecutive games, they can only be demoted to the next lowest division in which their club has a side.
- 7.3. A player who has not been promoted during the season can only be demoted to the next lowest division in which their club has a side
- 7.4. For the purpose of player movement, the division in which a player initially plays will determine that players path.
- 7.5. Players may be promoted or demoted in accordance with Clause 7 for clubs that have more than one Side in a Division, but there shall be no interchange of players between these two Sides after Round 2.

8. PENALTIES AND / OR FORFEITS

Any infringement of any Law, MBDBA By-Law or Condition of Play for the Challenge may involve either disqualification or replay as the Match Committee may determine.

The penalty for a breach of any conditions relating to Promotion and Demotion of Players will be the loss of 4 Match points.

In the case of a forfeiture or disqualification during:

- 8.1. The Side which has forfeited or was disqualified, will receive no [0] Match points and the loss of the average marginal points lost by the losing Sides in that round, in that Division.
- 8.2. The Side receiving the forfeit or a win through disqualification will receive two [2] Match points and the average marginal points gained by the winning Sides in that round, in that Division.

9. INCOMPLETE SIDE

Play may proceed as set out in the Laws of the Sport of Bowls, Crystal Mark 4th Edition. (DR 2.6.)

10. SCORING

- 10.1. Two Match points will be awarded for the overall win. No rink points are to be allotted.
- 10.2. In the event of a tie, each team will be awarded one [1] Match point.
- 10.3. Match points shall be recorded together with shots for and against.
- 10.4. **Determining the Ladder:** The ladder shall be determined by Match points and if equal, the Side with the highest margin, and if still equal, the Side with the highest percentage will determine the highest position on the ladder.

11. DIVISION WINNERS

There will be no finals in this competition. The Side finishing on top of the ladder after the completion of all matches in each Division shall be declared the winner.

12. PLAYER MOVEMENTS DURING PLAY

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

- 12.1. The Leads & Seconds: after both the Seconds have delivered their second bowl.
- 12.2. The Thirds: after both the Thirds have delivered their second bowl.
- 12.3. The Skips: May go to the head after the Skip's first bowl.

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

No player, excluding Skips, is permitted to remain at the head whilst their opposite number is delivering their bowl. Any Skip that remains at the head shall stand behind the last bowl of the head or retire to the bank.

13. POSITION OF PLAYERS IN POSSESSION OF THE RINK

- 13.1. Players at the mat end of the rink not delivering a bowl should stand a minimum of one [1] metre behind the mat. (Law 12.1.1)
- 13.2. Players at the head end of the rink must abide as per the Laws of the Sport of Bowls – Crystal Mark 4th Edition. (Law 12.1.2)

14. ENDS TO BE PLAYED

Sides will play 42 ends, that is 21 ends per team within a Side, except where provision is made under Clause 15, Inclement Weather.

15. INCLEMENT WEATHER

- 15.1. In the event of **all** games in the District being called off on the day, the sequence of the draw as set out will be continued.
- 15.2. A decision to play or otherwise will be made **no later than 7.30am** on the day of play by the Match Committee.
- 15.3. Clubs are responsible to contact a member of the Match Committee for information as to the likelihood of play.
- 15.4. Players should contact their own Club for information.
- 15.5. Any matches where 42 ends have not been played, a minimum of 80% of ends [34] completed will constitute a completed round. If fewer than 34 ends were played the match will be considered abandoned, not replayed and such games will be declared drawn and each Side will be allocated one [1] Match point.
- 15.6. Should any matches be impossible to commence due to inclement weather or an unplayable green at a particular Club or Clubs, **and the balance of the remaining matches of that round are able to be completed**, then the matches not commenced will be played prior to the completion of the competition if the result of that particular game or games have a bearing on the overall competition results.
- 15.7. If seven [7] or more rounds have been completed and the remainder abandoned, the competition will be regarded as having been completed.

Umpires, Officials and Players should make themselves aware of the Extreme Weather Policy as detailed on the BQ Website.

16. DRAW FOR RINKS

- 16.1. The draw for rinks is to be conducted by using the Shuffle Button feature in Bowlslink. This is to be done by the home side on the day of the scheduled match, in conjunction with a representative from the visiting side, at least 30 minutes prior to the start time.
- 16.2. Rink allocations are to be made no later than 30 minutes prior to the scheduled start time.

17. TRIAL ENDS

Players may have two trial ends, one in each direction, on their allocated rinks prior to the commencement of play.

18. GREEN FEES

Green fees will be paid at the players home club.

19. SCORECARDS

- 19.1. Each Club will supply their own scorecards.
- 19.2. The respective club secretaries must retain scorecards of all games for the duration of the Challenge.
- 19.3. Seconds must complete and sign the scorecards during this event. [DR 3.2.4]
- 19.4. The finishing time of each rink must be recorded on the score card. [Law 40.1.7.5 & DR 3.2.4]

20. REFRESHMENTS

Host clubs to supply complimentary morning tea on arrival and have availability to purchase lunch at completion of play.

21. TROPHY

The District will award a perpetual trophy to the winners of each Division.

22. ATTIRE

- 22.1. Clubs shall wear their current Club colour BA logo attire as registered with the MBDBA and Bowls Queensland.
- 22.2. Cream or white bottoms (BA approved) will be permissible only if the Club's registered colour cannot be obtained.
- 22.3. An incorrectly attired player shall be given 30 minutes to become correctly attired. In extenuating circumstances, the Controlling Body shall exercise discretion, such as a replacement for an ill player.

23. FOOTWEAR

As per Bowls Australia [BA] Footwear policy. However, at no time will thongs or open toed sandals be permitted during any District organised games due to the risk of injury. Exception will only be by way of a medical certificate provided to and acknowledged by the District Match Committee and for a brand listed as per BA Policy. A copy of the MBDBA approval is to be carried by the player and presented to the Umpire before the start of play.

24. ELECTRONIC COMMUNICATION DEVICES

No electronic communication devices [switched on] are to be within six [6] metres of the green whilst a game is in progress. Special dispensation may be given but only after consultation with the Controlling Body.

25. BOWLING ARMS

Only an approved BA bowling arm is permitted. If used, it must be used for the entire game. Rolling of the Jack may be by hand or by BA bowling arm.

26. PROVISION OF UMPIRES

The Host club is responsible for the provision of a National Umpire. Clubs without an umpire may choose a competent neutral person to act as the umpire or contact the District Umpires' Committee for assistance.

27. SIDE MANAGER'S DUTIES

- 27.1. The Side managers shall arrive at the venue in sufficient time, but no later than 30 minutes before the scheduled start time, to complete all pre-match formalities, including the rink draw, toss for the mat and obtaining the Umpire's approval for coaches or use of electronic devices.
- 27.2. The Side managers are responsible for the entry of results to Bowlslink as close as practicable to the finishing time.

28. FAILURE TO COMPLY

Failure to comply with these Conditions of Play could result in loss of Match points and / or \$100 fine.