

MPUMALANG MINI INTER ZONE CONDITIONS OF PLAY

All games shall be played in accordance with: THE LAWS OF THE SPORT OF BOWLS and THE DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA and the following CONDITIONS OF PLAY

CONTROLLING BODY The tournament shall be under the control of Mpumalanga Bowls Association (MBA) 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 MBA will be constituted as follows:

- A Member of Mpumalanga Executive or a nominee
- A Member of the Host Zone Executive Committee who shall not be a member of the Event Committee
- Convener of the Staging Zone Technical Officials Standing 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. District stickers may be used.

SIDES A side shall consist of two fours teams all of whom must be bona fide first call members of their district. One reserve of the same standing may be registered. Players may be moved in a side including the skip.

President Side – Four players of the same gender, will not receive zone colours.

FORMAT OF PLAY The teams from the zones will play against each other. Each game shall be played over 15 ends split into three sets of five ends each.

START OF PLAY At the start of the game, the winner of the toss shall, decide whether to take the mat and deliver the jack or let the other side play first. At the start of the second and third set, the winner of the previous set must take the mat and deliver the jack. If the set is drawn, the winner of the last scoring end in that set must take the mat and deliver the jack. At the start of any other end the winner of the previous end must take the mat and deliver the jack.

SCORING One point is awarded to the team that wins a set. Two points are awarded for the winning team per game. In the event of set, game or match being drawn, the relative points will be shared. Total number of points available per match – 5. Should play be permanently abandoned for any reason during sectional play, the scoring will be as follows:

SETS One point scored for the winner of each completed set. The points for incomplete sets are to be shared.

GAME Once two sets (10 ends) have been completed, the team with the greatest number of shots, based on completed ends, will be the winner. If less than two sets have been completed, the points are shared equally.

SCORE CARDS and SCORE BOARDS The Skip losing the toss shall be responsible for the scorecard and the opposing skip responsible for the scoreboard. The Skips may delegate these duties to a member of their team. Score cards Must reflect the number of shots end by end and accumulative shots for each individual set, starting at zero at the beginning of each set i.e. ends 5 and 10. Also points per set, total points and total shots after 15 ends. Score Boards Must reflect the total number of shots for each individual set, starting at zero at ends 5 and 10.

BOWLS SOUTH AFRICA MEMBERSHIP CARDS All participants must be able to produce a current membership card; failure to do so could result in disqualification.

DRESS AND FOOTWEAR DRESS All players must appear on the green dressed in compliance with the Laws of the Sport of Bowls. It is expected that District colours should be worn. Colored 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. Presidents teams to dress in there club colours.

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 3 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.

WITHDRAWING DURING THE TOURNAMENT Should a side 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 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. If, without consent from the Controlling Body, then suitable disciplinary action may be taken by MBA.

RESERVES AND SUBSTITUTES USE OF RESERVES A registered reserve may be used. If a player withdraws during a game for legitimate reasons they may be replaced by the registered reserve, who, if available, shall play in the same position as the withdrawing player. A substitute may only be used if a reserve is already playing or was not registered.

USE OF SUBSTITUTES Substitute shall be allowed as follows: In the event of there being no reserve, or the registered reserve is already playing, the names of not more than four bowlers who have not played for any participating team shall be recorded on slips of paper and placed in a suitable container. The Manager/Captain of the opposing team shall draw a name, and this player shall substitute for as many rounds as they may be required but may not skip.

DIRECTION OF PLAY The direction of play will be alternated after the first round each day.

PRACTICE AND WARMUP Sides not playing for any reason, but due to play in the next round may practice on a rink allocated by the Controlling Body. Players may warm up before a game with the approval of the Controlling Body, but must be in the opposite direction of expected play, no target such as a jack may be used but bowls may be delivered.

TOSSING FOR THE OPENING PLAY Managers or Skips shall toss a coin to determine which side plays first.

TRIAL ENDS One trial end in each direction may be played at the commencement of a game. It is recommended that teams start with trial ends asap, but not the game before the start bell rings.

RESTRICTION OF THE MOVEMENT OF PLAYERS DURING PLAY Leads and seconds may not walk up to the head. 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. 4 When a player at the head walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking to the mat to deliver their own first bowl. (Appendix 4.3 refers)

DEAD JACK (BURNT ENDS) Dead ends are to be replayed. In the event of a jack being declared dead the end is to be replayed.

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 authorized by the EO. Only the Controlling Body in conjunction with the MBA Executive member on duty 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 CEO. 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 a lightning meter or by counting off the seconds between the observed strike and hearing the thunder (3 seconds per kilometer. Strikes at 16 kilometers (i.e. 48 seconds) should initiate a temporary evacuation of the green.

ALCOHOL, TOBACCO AND CELLULAR TELPHONES Smoking (including artificial devices or e-cigarettes such as Twisp), Alcohol, Cell phones and Hand Held TV devices will not be permitted within 2 meters of the green while play is in progress. The penalty for transgressing 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. If the offence is committed in the last round, the penalty will be carried forward to the relevant tournament for the following year. A registered reserve may be used, or a draw for a substitute will be allowed. The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body. The player has the right of appeal to the Jury of Appeal. Should a player commit a third offence he/she will be banned from taking part in the Tournament and be suspended from playing in any other Bowls SA Tournaments for one year. **RADIOS** The use of "two-way" radios is strictly prohibited.

DRUG TESTING Managers, Coaches and Players, through their Districts are to be aware of their responsibilities in regard to the anti-doping programme and rules of the South African Institute for Drug Free Sport.

GENERAL If anything should arise that is not specifically covered in these Conditions of Play, then the Laws of the Sport of Bowls

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