

2019 SA SUPER LEAGUE UNDER 21 COMPETITION CONDITIONS OF PLAY

CONTROLLING BODY: Bowls SA

VENUE: Salisbury Bowling Club*

1. ENTRY CONDITIONS

- a. Sides for the competition will be as follows:
 - Central Chargers - navy and yellow
 - Mallee Pirates – black, white and dark green
 - Heysen Comets – yellow and black
 - Northern Knights – bright blue and white
 - Eastern Raiders – red, black and dark grey
 - South-Eastern Spartans – silver grey, white and red
 - Southern Blazers – maroon and gold
 - Western Rogues – green, silver and black

2. SQUAD

- a. Each side will comprise of a minimum of 3 squad members and 1 accredited coach.
- b. Each squad member must play a minimum of 2 of the 7 minor round games

3. ELIGIBILITY

- a. As a condition of entry to compete in a Bowls SA event, all competitors must:
 - a. Not be currently under disqualification or suspension by their state/territory association or their national authority.
 - b. Be a registered member through an affiliated Bowls SA member club;
 - c. Comply with all applicable rules and regulations of Bowls SA.
- b. All competitors must be aged 21 years or younger as of Friday 9 August 2019.
- c. Players are ineligible to compete in the Under 21 competition if they have represented the state at open age level.

4. TEAM SELECTION

- a. Each round shall consist of a pairs team, with a lead and skip.
- b. Athlete names and team combinations must be nominated to Bowls SA by no later than the Wednesday midday (12.00pm) prior to the following weekend's round.
- c. Any changes to the selected teams, being either athlete names or team combinations after they have been nominated to Bowls SA at the above mentioned time should only be made due to extenuating circumstances and these changes must be approved by the controlling body.
- d. For the rounds where teams play two games in one day, athlete names and team combinations for both games must still be nominated by the above mentioned time, however teams may make up to one (1) changes to both selected players



2019 SA SUPER LEAGUE UNDER 21 COMPETITION CONDITIONS OF PLAY

and combinations to the selected side for their second game of the day only. These changes can be made only after the conclusion of the team's first game of the day and prior to the commencement of the second game of the day and must be made aware to the controlling body prior to their second game commencing.

5. UNIFORM

- a. As per the Laws of the Sport of Bowls, including Domestic Regulation 5, attire must adhere to Appendix A3 and the Bowls SA Uniform Policy. This policy is available on the Bowls SA website (www.bowlssa.com.au).
- b. Players must wear official SA Super League Uniform.

6. FORMAT

- a. **PAIRS:** Three bowls per player, 18 ends.
- b. Each side will play 7 minor round games.
- c. Finals will be played by the top 4 ranked sides after the minor rounds are complete.

7. SUPER ENDS

- a. Each team will have the ability to call two (2) SUPER ENDS each round.
- b. A SUPER END must be called by a player or the coach before delivery of the first bowl in an end, signalled by alerting the umpire, then placing the SUPER END sign and activating the SUPER END light on the scoreboard of the rink of play.
- c. If the team who called the SUPER END doesn't score on the end they called for it, this will count towards their usage.
- d. If the team who called the SUPER END scores on an end they called for a SUPER END, they will double their score for that end.

8. TIME LIMIT

- a. All matches have a time limit of one hour and fifty minutes. This time limit will apply for all rounds.
- b. Finals will have no time limit.
- c. Any player or team arriving at the green more than 15 minutes after the official starting time for a round shall forfeit the game and the points for that game.

9. PROCEDURE FOR APPLYING TIME LIMITS

- a. Start of Play: A bell or announcement will be made over the speakers for the commencement of the match.
- b. Time-limit warning: When it is fifteen (15) minutes out from reaching the one hour and fifty minutes' time limit a bell or announcement will be made over the speakers.
- c. End of Play: When the one hour and fifty minutes' time limit is reached, a bell or announcement will be made over the speakers. If an end is still in progress when the time-limit is reached, the end must be completed. The start of an end is determined by the delivery of the jack.

10. RESPOTTING OF THE JACK



2019 SA SUPER LEAGUE UNDER 21 COMPETITION CONDITIONS OF PLAY

- a. If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 18 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at a spot on the rink which is two metres from the front ditch and on the centre line, and play should continue.
- b. If the spot mentioned in 10a is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.
- c. The spot(s) mentioned in 10a should be marked using spray chalk or some other suitable method.

11. DRAW

- a. The draw is as follows:

Friday 9/8	6:00pm		Heysen Comets vs South Eastern Spartans	Southern Blazers vs Eastern Raiders
Friday 9/8	8:00pm		Western Rogues vs Central Chargers	Mallee Pirates vs Northern Knights
Sunday 18/8	10:00am		Western Rogues vs South Eastern Spartans	Heysen Comets vs Central Chargers
Sunday 18/8	12:00pm		South Eastern Spartans vs Central Chargers	Western Rogues vs Heysen Comets
Sunday 18/8	2:00pm		Southern Blazers vs Northern Knights	Mallee Pirates vs Eastern Raiders
Sunday 18/8	4:00pm		Mallee Pirates vs Southern Blazers	Eastern Raiders vs Northern Knights
Fri 23/8	6:00pm		Mallee Pirates vs Central Chargers	Northern Knights vs Western Rogues
Fri 23/8	8:00pm		Eastern Raiders vs Heysen Comets	Southern Blazers v South Eastern Spartans
Friday 30/8	6:00pm		Northern Knights v South Eastern Spartans	Eastern Raiders vs Western Rogues
Friday 30/8	8:00pm		Mallee Pirates vs Heysen Comets	Southern Blazers vs Central Chargers



2019 SA SUPER LEAGUE UNDER 21 COMPETITION CONDITIONS OF PLAY

Sunday 8/9	10:00am		Northern Knights vs Central Chargers	Southern Blazers vs Heysen Comets
Sunday 8/9	12:00pm		Eastern Raiders vs South Eastern Spartans	Mallee Pirates vs Western Rogues
Sunday 8/9	2:00pm		Southern Blazers vs Western Rogues	Northern Knights vs Heysen Comets
Sunday 8/9	4:00pm		Eastern Raiders vs Central Chargers	Mallee Pirates vs South Eastern Spartans

b. Finals

- i. Semi Final – 1 v 2
- ii. Elimination Final – 3 v 4
- iii. Preliminary Final – Loser of the Semi Final v the Winner of the Elimination Final
- iv. Grand Final – winner of the Semi Final v the Winner of the Preliminary Final

12. SCORING

	Win	Draw	Loss
Game Points	3	1	0

a. The Ladder ranking will be determined by the following:

- i. Each Side will be ranked by the highest number of points scored, which is the total of game points.
- ii. If points are equal, then the highest net total shots (total shots for minus the total shots against) will be ranked higher.
- iii. If points and the highest net total shots are equal, then the total shots for will be divided by the total shots against. The side with the highest percentage will be ranked higher (Law 27.4)
- iv. If percentages are also equal, the winner of the game between the two teams will be ranked higher.

b. Once minor round play has been completed the following finals will be conducted:

- i. Sunday 15 September 2019 – Time 12:00pm - Semi Final – 1 v 2
- ii. Sunday 15 September 2019 – Time 12:00pm - Elimination Final – 3 v 4
- iii. Sunday 15 September 2019 – Time 2:00pm - Preliminary Final – Loser of the Semi Final v the Winner of the Elimination Final



2019 SA SUPER LEAGUE UNDER 21 COMPETITION CONDITIONS OF PLAY

- iv. Sunday 22 September 2019 – Time 1:00pm - Grand Final – winner of the Semi Final v the Winner of the Preliminary Final

13. INCOMPLETE MATCHES

- a. Should a match not be completed as per the Laws of the Sport of Bowls (Law 28) or the Format of Play stipulated, then the score stands as at the completion of the end in play provided at least 10 ends have been completed. If the required number of ends have not been reached, then the game will be declared a tie with 1.5 points awarded to each team.
- b. If scores are equal when the time limit is reached or when the required number of ends has been reached, the match shall be declared a tie, with 1.5 points awarded to each team.

14. DETERMINATION OF THE WINNER

- a. The Winners Trophy will be awarded to the side who wins the final match as per '12d' above.
- b. If the scores are equal when all ends have been played in finals games only, an extra end per discipline should be played to decide the result as per Law 28 of the Laws of the Sport of Bowls.

15. PRESENTATION OF AWARDS

- a. The Under 21 SA Super League Trophy shall be presented to the Coach and Side of the winning Side at the conclusion of the event.

16. SUBSTITUTES

- a. If a substitute is needed during the course of a match, the substitute shall be chosen from the squad of that side.

17. TECHNICAL OFFICIALS

- a. The SA Super League Event Manager will provide a sufficient amount of umpires for each green.

18. BOWLS DISCS

- a. Bowls discs must be used and comply with the following:-
 - i. All discs used by a side shall be the allocated colour provided by the SA Super League Event Manager and must be on all bowls used for play
 - ii. Discoloured or damaged discs will not be permitted and must be replaced by the player.
 - iii. A player may only have one layer of bowls discs on their bowl.

19. APPEALS



2019 SA SUPER LEAGUE UNDER 21 COMPETITION CONDITIONS OF PLAY

- a. In the event of an appeal by any side, such appeals shall be made and dealt with in accordance with the Laws of the Sport of Bowls and clause 45 (Dispute Resolution and Appeals) of the Bowls SA Constitution.

20. INCLEMENT WEATHER

- a. Please refer to the Bowls SA Heat and Inclement Weather Policy.

21. ALTERATIONS TO THE FORMAT & LENGTH OF GAMES

- a. The Controlling Body reserves the right to alter the format, date, schedule, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical.
- b. Where a program is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result.

22. DELAYING PLAY

- a. If the umpire, either by their own observation or on appeal from one of the skips, decides that a player is deliberately delaying the delivery of the player's bowl.
- b. On the first occasion the umpire will warn the player.
- c. If the player commits the same offence a second time the end will be regarded as complete and the opponents of the offender will score as many shots as there are bowls in use by such opponent.
- d. If the player offends a third time the game will be forfeited to the opponent.
- e. There will not be a shot clock however umpires will be encouraged to keep games moving at a quick pace and players will be encouraged to adhere to this to avoid the above penalties

23. RESTRICTING MOVEMENT OF PLAYERS DURING PLAY

- a. At the start of each end the lead and second will be at the mat end. After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.
 - (a) the leads: after delivery of their third bowl; and
 - (b) the skips: after delivery of their second bowl.
- b. In exceptional and limited circumstances, a skip can ask that a player walks up to the head earlier than described above. If a player does not meet these terms, law 13 will apply.

24. CONTROLLING BODY

- a. As per Law A.3 of "The Laws of the Sport of Bowls – Crystal Mark Third Edition", Bowls SA is the Controlling Body of this event. Acting for and on behalf of Bowls SA is the following committee;
 - Bowls SA Operations Manager
 - Bowls SA Relationship Officer



2019 SA SUPER LEAGUE UNDER 21 COMPETITION CONDITIONS OF PLAY

- Umpire of the Day

25. LIVE STREAMING

Spot live-streaming may potentially be happening.

