

2020 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 2 squad members and 1 accredited coach.

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 October 16, 2020.

4. ELIGIBILITY – FINALS

- a. In any finals game a side shall only include players who, during the current season, have played two games or more for the side in that actual competition
- b. Players from a side eliminated from the Finals are not eligible to play in any subsequent final in a lower ranked competition. However, a Club where a player was promoted to a higher ranked competition for a particular Finals round to replace a player who was unavailable can apply in writing for a player permit to play the nominated player in a subsequent final in a lower ranked competition

5. TEAM SELECTION



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- 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. Failure to advise the controlling body of any changes may be subject to penalty of loss of side points at the discretion of the controlling body.
- e. In the event that any side cannot fill a complete team in the SA Super League under 21 competition, that side can add players from outside its selected squad with permission from the controlling body. This includes the use of players who are in the main Super League squad for your side or players from another teams Under 21 squad who have not been selected to play that week.
- f. Each side must select players from its initial squad in the Under 21 SA Super League competition before any outside players are used.
- g. Sides are to prioritise the team selection of their SA Super League and SA Super League Reserves sides ahead of the SA Super League Under 21 competition.

6. 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 (Players will be provided a top at each round to wear and return, players are to wear plain navy or black shirts or pants)

7. 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.

8. 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.

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- 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.

9. 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.

10. 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.

11. PRACTICE

- a. Is permitted on the rinks of play and must be completed prior to the designated match commencement time. No practice is permitted while there is still a match in progress on the rinks of play.

12. RESPOTTING OF THE JACK

- 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 12a 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 12a should be marked using spray chalk or some other suitable method.

13. SCHEDULE OF PLAY



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Start times for all matches are as listed below unless advised by the controlling body.

14. DRAW

a. The SA Super League Under 21 draw is as follows:

Day	Date	Round	Match	Venue	Rinks
Sunday	25/10/2020	1	Mallee Pirates vs Western Rogues	Salisbury	C1
Sunday	25/10/2020	1	Northern Knights vs Central Chargers	Salisbury	C6
Sunday	25/10/2020	1	Eastern Raiders vs Southern Blazers	Salisbury	D4
Sunday	25/10/2020	1	Heysen Comets vs South Eastern Spartans	Salisbury	C5

Day	Date	Round	Match	Venue	Rinks
Sunday	25/10/2020	2	South Eastern Spartans vs Eastern Raiders	Salisbury	C1
Sunday	25/10/2020	2	Southern Blazers vs Heysen Comets	Salisbury	C6
Sunday	25/10/2020	2	Central Chargers vs Mallee Pirates	Salisbury	D4
Sunday	25/10/2020	2	Western Rogues vs Northern Knights	Salisbury	C5

Day	Date	Round	Match	Venue	Rinks
Sunday	1/11/2020	3 *Womens Round	Heysen Comets vs Western Rogues	Salisbury	C1
Sunday	1/11/2020	3	Northern Knights vs	Salisbury	C6

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			Southern Blazers		
Sunday	1/11/2020	3	South Eastern Spartans vs Mallee Pirates	Salisbury	D7
Sunday	1/11/2020	3	Central Chargers vs Eastern Raiders	Salisbury	C5

Day	Date	Round	Match	Venue	Rinks
Friday	6/11/2020	4	Mallee Pirates vs Northern knights	Modbury	TBC
Friday	6/11/2020	4	Western Rogues vs Central chargers	Holdfast Bay	TBC
Friday	6/11/2020	4	Eastern Raiders vs Heysen Comets	Payneham	TBC
Friday	6/11/2020	4	Southern Blazers vs South Eastern Spartans	Ascot Park	TBC
Day	Date	Round	Match	Venue	Rinks
Friday	13/11/2020	5	Northern Knights vs Eastern Raiders	Salisbury	TBC
Friday	13/11/2020	5	Central Chargers vs Southern Blazers	West Lakes	TBC
Friday	13/11/2020	5	Heysen Comets vs Mallee Pirates	Adelaide	TBC
Friday	13/11/2020	5	South Eastern Spartans vs Western Rogues	Marion	TBC

Day	Date	Time	Round	Match	Venue	Rinks
Friday	4/12/2020	6:00pm	6	Eastern Raiders vs Western Rogues	Holdfast Bay	A7
Friday	4/12/2020	6:00pm	6	South Eastern Spartans vs Central Chargers	Salisbury	B4
Friday	4/12/2020	6:00pm	6	Northern Knights vs	Salisbury	B8

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				Heysen Comets		
Friday	4/12/2020	6:00pm	6	Mallee Pirates vs Southern Blazers	Holdfast Bay	B7

Day	Date	Time	Round	Match	Venue	Rinks
Friday	4/12/2020	8:15pm	7	Northern Knights vs South Eastern Spartans	Salisbury	B4
Friday	4/12/2020	8:15pm	7	Southern Blazers vs Western Rogues	Holdfast Bay	B7
Friday	4/12/2020	8:15pm	7	Mallee Pirates vs Eastern Raiders	Holdfast Bay	A7
Friday	4/12/2020	8:15pm	7	Heysen Comets vs Central Chargers	Salisbury	B8

Day	Date	Time	Round	Match	Venue	Rinks
Friday	11/12/2020	6:00pm	Elimination Final		Salisbury	B8
Friday	11/12/2020	6:00pm	Semi Final		Salisbury	B4

Day	Date	Time	Round	Match	Venue	Rinks
Friday	11/12/2020	8:15pm	Preliminary Final		Salisbury	D7

Day	Date	Time	Round	Match	Venue	Rinks
Friday	18/12/2020	6:00pm	Grand Final		Salisbury	D5

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

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15. 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. Friday December 11, 2020 – Semi Final – 1 v2
 - ii. Friday December 11, 2020 - Elimination Final – 3 v 4
 - iii. Friday December 11, 2020 – Preliminary Final – Loser of the Semi Final v the Winner of the Elimination Final
 - iv. Friday December 18, 2020 – Grand Final – winner of the Semi Final v the Winner of the Preliminary Final

16. FORFEITS – SCORING

- a. When a side receives a forfeit, scoring will be as follows: 3 points and 10 Shots up

17. 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.

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18. DETERMINATION OF THE WINNER

- a. The Winners Trophy will be awarded to the side who wins the final match as per '15b' 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.

19. PRESENTATION OF AWARDS

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

20. SUBSTITUTES

- a. If a substitute is needed during the course of a match, the substitute shall be chosen from the squad of that side. If no other squad members are available, the coach may bring in other players from outside of their squad, provided they meet the eligibility requirements sent out in 3.

21. TECHNICAL OFFICIALS

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

22. 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.

23. APPEALS

- 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.

24. INCLEMENT WEATHER

- a. Please refer to the Bowls SA Heat and Inclement Weather Policy.
- b. In the event of Heat and inclement weather, games will only be postponed and the controlling body reserves the right to alter the draw accordingly.

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25. 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.

26. 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

27. RESTRICTING MOVEMENT OF PLAYERS DURING PLAY

- a. 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.

28. 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
 - Umpire of the Day

29. LIVE STREAMING

Spot live-streaming may potentially be happening.

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30. POLICIES

- a. Fines and Penalties The controlling body may impose fines or penalties on any player, side or franchise for any action or behaviour in breach of the Conditions of Play or Laws of the Sport of Bowls or where actions are considered to bring the game into disrepute.
- b. Mobile Phones Mobile Phones are not permitted to be used on the green.
- c. National Competitions No special arrangements will be made to reschedule games to accommodate National Events.
- d. Player Code of Conduct The Bowls SA Member Protection Policy Player Code of Conduct shall apply
- e. Unacceptable Behavior Players are expected to conduct themselves in a polite and sporting like manner when participating in any bowls game.
- f. If a player behaves in an abusive, threatening or disruptive manner to other players or spectators during the playing of a game, the Umpire of the Day may give the player an official warning. If a warning is issued, it shall be given in the presence of that player's Coach.
- g. Refer to Bowls Australia Instantaneous Penalties Policy (Laws book page 126-127) If the unacceptable behaviour by the player continues after a warning, the Umpire shall call the end in progress as completed and award as many shots to the opponents as there are bowls in use in that game.
- h. The Umpire of the Day must advise about any incident involving an instantaneous penalty to the SA Super League event manager. For the appropriate investigation and possible disciplinary action and or police involvement.
- i. Abuse of an Umpire If a player abuses or threatens an umpire whilst performing their duties, the umpire shall give the player an official warning. The warning shall be given in the presence of that player's coach or deputy. If further abuse or threatening behaviour continues after the warning, the umpire shall immediately apply the contents of Bowls Australia Instantaneous Penalties Policy & send the player from the green.
- j. Throwing the Mat The Laws of the Sport of Bowls prescribe that, after the last bowl in each end has been delivered, a player should lift the mat and place it completely beyond the face of the rear bank. Forceful behaviour/ throwing of the mat will not be tolerated and penalties shall apply.
- k. Either the coach of a side, or in their absence, the coach's delegated deputy, can give advice to a player during the course of play as long as they abide by the sub-clauses of Law 44 14.10
- l. Spectators and anyone else not directly taking part in the game are required to stay outside the boundaries of the green and clear of the players. Spectators are encouraged to applaud good play to promote the sport and healthy

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competition. They should not disturb or advise the players in anyway – Law 45 The Bowls SA Member Protection Policy shall apply.

- m. Pregnancy Policy Before making the decision whether to continue to participate in lawn bowls the pregnant competitor should obtain expert medical advice and a clear understanding of the risks related to playing sport in that condition.
- n. Smoking No player shall smoke on the playing surface. The Bowls SA 'No Smoking on the Green' Policy shall apply. It is the responsibility of the Member Club Administration to ensure that this policy is complied with.