



2024 / 25

Country Carnival

Conditions of Play

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Introduction

These Conditions of Play apply to the conduct of 2024-25 Country Carnival.

All Bowls SA Events operate in line with:

- The 'Laws of the Sport of Bowls' (Crystal Mark 4th Edition) April 2023 and
- Bowls Australia (BA) Policies (as found on the BA website); and
- Bowls SA Constitution and Policies (as found on the Bowls SA website).
- Bowls SA reserves the right to vary these Conditions of Play as necessary for the successful conduct of the events.
- Bowls SA understands that sporting events have situations arise that sometimes are not clearly defined with outcomes in Conditions of Play. Bowls SA has taken all reasonable steps to mitigate this. If a situation arises that is not covered by the laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action. (Laws of the sport, page 8 version 4).

Roles Responsible for the implementation and upholding the integrity of the Conditions;

- Bowls SA Staff
- Bowls SA Host Clubs / Host Club Event Managers
- Bowls SA Umpires

Key Contacts;

General Enquiries;

- (08) 8234 7544
- reception@bowlssa.com.au

Manager Bowls Operations

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1. Eligibility

A Member may only play in Bowls SA Country Carnival for the Member Primary Club where the club has paid the applicable affiliation to Bowls SA and where they are a full member of said primary club and where their club is not affiliated with the Metro Bowls Association.

2. Entry Fees

2.1 – Entry fees must be paid with the entry through BowlsLink with all names of the team included.

2.2 – All entry fees must be paid prior to the closing date as stipulated on the Bowls SA Website.

3. Starting Time

3.1 – Players must be in attendance at the venue 15 minutes before the starting time, unless otherwise advised by Bowls SA Staff.

3.2 - Players/Teams not at the venue by their scheduled starting time will be allocated no more than 15 minutes grace, unless authorised by the Bowls SA Manager Bowls Operations.

3.3 Participants arriving later than the grace period for the first round of play will be classified as a forfeit.

4. Time Limit

4.1 – A time limit of 2 hours and 30 minutes will apply to all sectional and knockout rounds.

4.2 – Time limits will not apply to Semi Finals and Finals.

5. Alterations to the Draw

5.1 – Bowls SA Manager Bowls Operations has the power to alter the relevant draw if necessary.

5.2 – Host Club Managers are not permitted to abandon games without first obtaining approval of the Bowls SA Manager Bowls Operations

6. Alterations to the Conditions of Play

Bowls SA Manager Bowls Operations have the power to alter the Conditions of Play if necessary.

7. Withdrawing prior to Competition

7.1 – Any player or team withdrawing from the competition must do so in writing to the Bowls SA Manager Bowls Operations.

7.1.1 – The Bowls SA Manager Bowls Operations will then action condition 28.

7.2 – Any player or Team withdrawing after 12pm Friday prior to competition time must do so in writing to the Bowls SA Manager Bowl Operations who will make all reasonable attempts to action condition 28.

7.3 – When a player or team becomes unavailable and a replacement cannot be sourced, their position will become a bye. In the event there is already a bye a re-draw can occur with the sections at the venue, to be completed by Bowls SA Manager Bowls Operations.

8. Withdrawing In Game

The withdrawal of any player from a side during a game can be managed by taking one of the following actions;

8.1 – The team with the player withdrawing can forfeit the match.

8.2 – The team with the player withdrawing can fill the position using a substitute, as per laws of the sport.

9. Non-Attendance

9.1 - Entrants who nominate for Country Carnival and fail to appear at the drawn venue at the appointed time and have not notified the Bowls SA Manager Bowls Operations will be liable for a fine of \$110.00 (GST inc.) per player for such non-attendance.

9.2 - An allocation of \$55.00 (GST inc.) will be provided to the host club in the event of a non-attendance forfeit.

9.3 - Failure to pay the fine within fourteen (14) days from the date of the invoice will result in suspension of the player from all Bowls SA conducted events until payment is received at Bowls SA. Where a team entry is involved and only one name has been listed on the entry form that person will be liable for the fine for the whole team.

9.4 - Any entrant who forfeits before or during the last sectional game shall be liable to a fine of \$110.00 (GST inc.) per player.

10. Trial Ends

10.1 – Two trial ends, with as many bowls as are to be used in the competition, are permitted on the rink drawn to play on, prior to the start time under the following conditions;

10.1.1 – Prior to the commencement of the first game of the day.

10.1.2 – Where a player has changed greens after the first game, all players on the rink of play affected by this, are entitled to two trial ends prior to the commencement of play.

10.1.3 – Knockouts and Finals; prior to the commencement of all games.

10.2 If a player or team has a bye and is due to meet a player or team in the next game that has already played, the player or team is entitled to practice on another rink apart from that on which the player or team has been drawn to play on later that day. The practice must occur during that allocated time, as per Law 4 of the Laws of the Sport.

10.2.1 If the player or team elects not to utilise the opportunity, they are not entitled to trial ends for their next game except where condition 10.1.2 applies.

11. Forfeits / Byes

11.1 – Teams receiving a Forfeit will be recorded as a win.

11.1.1 – Teams receiving a Bye will not be recorded as a win as byes will apply to all players in the section. No shots or points will be allocated.

11.1.2 – In sectional play the following Points and Shots for will be applied for Forfeits;

- Singles: 3 points and 9 shots

- Pairs: 3 points and 9 shots

- Triples: 3 points and 9 shots

- Fours: 3 points and 9 shots

11.1.3 – In Knockouts and Finals; all forfeits / byes to be recorded as a loss for the offending player/team and the opposing player/team to progress to the following round.

12. Dress Code

12.1 – Please refer to the Bowls SA Uniform Policy, adopted December 15th 2017. As per the Laws of the Sport of Bowls, including Domestic Regulation 5, attire must adhere to the Bowls SA Uniform Policy. This policy is available on the Bowls SA web site (www.bowlssa.com.au).

12.2 – Failure to adhere to the Bowls SA Uniform Policy will result in the offending player being given a verbal warning by the responsible host club official.

12.3 – A written report will then be lodged and recorded with the Event Manager and an infringement notice will be sent to the offending player from Bowls SA.

12.4 – The offending player will be required, by their next day of participation in any Bowls SA Event, to comply with the Bowls SA Uniform Policy.

12.5 – Failure to comply by this deadline will result in the offending player being disqualified from the applicable competition.

13. Bowls

13.1 – All bowls used by a player during a game must be from a matching set with identical markings, in accordance with the Laws of the Sport of Bowls.

13.2 – “in-date” bowls are not required.

14. Bowls Discs

14.1 – In all Semi Final and Finals games, all players in a team or a side must use bowls with identical discs as per law 52.1.8 of the laws of the sport of bowls and DR 4.7.4.

14.2 – Sectional games do not require identical discs – however, recommended.

15. Dead Ends

15.1 – Dead Ends are not counted as a completed end and must be replayed as per Law 20 of the Laws of the Sport of Bowls - Crystal Mark 4th Edition.

16. Delaying Play

16.1 If the umpire, either by their own observation or on appeal from one of the skips or the opponent in singles, decides that a player is deliberately delaying the delivery of a player's bowl:

16.1.1 – The umpire has the right to implement Appendix 5 of the Laws of the Sport of Bowls (Crystal Mark 4th Edition) at any stage.

16.1.2 – On the first occasion, the umpire will warn the offending player.

16.1.3 – If the offending 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.

16.1.4 – If the player offends a third time the game will be forfeited to the opponent.

17. Unacceptable Behaviour

17.1 – Should it be reported to the umpire or noticed by the umpire the following conditions will apply;

17.1.1 – A warning can be given.

17.1.2 – An instantaneous penalty may be given to the offending player or team; Singles 4 shots, Pairs 8 shots, Triples and 3 bowl Pairs 6 shots, Fours 8 shots.

18. Score Cards

18.1 – Each score card will name each individual player as linked to their BowlsLink profile, in their playing position.

18.2 – Each score card must be signed by relevant team member (or players in a singles match) at the completion of the game. This confirms the scores are correct.

18.3 – All scorecards must be retained by the host club or appointed person until the completion of the final.

19. Host Club Event Manager and Umpire of the Day

19.1 – Each club shall appoint an Event Manager and an Umpire for the Day.

19.2 – Umpires of the Day will operate using this version of the Conditions of Play and the Law's of the Sport (Crystal Mark 4th Edition).

20. Section Winners

20.1 – In Sectional games, three points are awarded for a win, one point for a tie and the entrant with the most points shall be section winner.

20.2 – Should two or more entrants tie with the same number of points, then the entrant with the largest shots margin shall be the winner.

20.3 – In the event of two or more entrants having an equal number of points and shots up, the winner shall be the entrant with the least number of shots scored against them.

20.4 – If two entrants are still equal, the entrant who won the game in which they met shall be the Section winner.

20.5 – In singles sectional play, when calculating the shots margin, the “shots for” will not exceed the maximum shots required to win per game.

21. Clash of Events

21.1 – Bowls SA Manager Bowls Operations has the right to alter the schedule should a clash occur between the disciplines.

22. Heat and Inclement Weather Guidelines

Bowls SA will use the Bowls SA Heat and Inclement Weather (Bowls SA Events) policy.

23. Smoking

No player shall smoke (this includes vaping and e-cigarettes) on the playing surface. The Bowls SA “No Smoking on the Green Policy” and the host club policies shall apply.

24. Mobile Phones and Electronic Devices

Mobile phones and electronic devices are not permitted on the playing surface as per Bowls Australia’s Personal Electronic Devices policy and devices should be on “silent” at all times. Bowls Australia approved laser measures are the only exception to this condition.

25. Photography, Video and Live-Streaming

25.1 Bowls SA reserves the right to use any photographs, video or livestreaming footage taken during State Events for further promotional purposes.

25.2 – Bowls SA encourages third parties to stream state event matches.

25.2.1 – Third parties wishing to live stream matches require approval from Bowls SA. Approval can be sought by emailing reception@bowlssa.com.au

26. Draw

26.1 – For Sectional play; the draw will be an open draw. BSA staff have examined each section of each discipline to reduce entries from the same region.

26.2 – For knockout play; there will be no further open (or blind) draws for knockouts. Knockouts will be played from section winners and will operate in a numerical ascending order (Section 1 v Section 2 etc).

26.2.1 – Where there is an uneven amount of section winners or a different amount than exactly 4, 8, 16, 32, 64 or 128, first round Knockout bye’s may be allocated to ensure a smooth and reasonable knockout process to the semi finals.

26.3 Order of play for 3 Teams in a section;

Teams will be as named in the section; Team 1, Team 2 or Team 3;

Game 1 – 1 v 2, Team 3 will have the bye.

Game 2 – 3 v Loser of Game 1, winner of Game 1 has the bye.

Game 3 – 3 v Winner of Game 1, Loser of Game 1 has the bye.

For trial ends during a bye, please refer to Condition 10.

27. Team and Entry Composition

27.1 – Substitutes and Replacement Players must comply with condition 1.

28. Replacements via Reserves List

28.1 – After the closing date, teams can submit their interest in writing to play in an event, to the Bowls SA Manager Bowls Operations. The team will be placed on the reserves list and utilised in order of the time they submit their interest.

28.2 – Where there are an uneven number of teams registered after the closing date, the Bowls SA Manager Bowls Operations may utilise the teams on the reserves list.

28.3 – Where a player or team withdraws after the draw has been released the Bowls SA Manager Bowls Operations may utilise the teams on the reserves list.