



# **METROPOLITAN PENNANT**

## **CONDITIONS OF PLAY**

### **2020 – 21**

**A copy of these Conditions of Play MUST be included in the Umpires Equipment at all Metropolitan Pennant venues.**



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## **The Metropolitan Bowls Association (MBA) is the Controlling Body for the Wednesday, Thursday & Saturday Metropolitan Pennant competitions**

**All Pennant games will be played in line with 'The Laws of the Sport of Bowls – Crystal Mark 3rd Edition Version 3.1 plus updates (Laws) and 'Domestic Regulations April 2019' (DR's) and these Conditions of Play (Rules). The MBA may alter the Conditions of Play at any time at its discretion.**

### **1. DEFINITIONS**

#### **1.1 Side**

Several teams whose combined scores decide the result of a Pennant game (refer Rule 3.1).

#### **1.2 Team**

Pair: a team of two players whose positions, in order of play, are 'Lead' and 'Skip'.

Triple: a team of three players whose positions, in order of play, are 'Lead', 'Second' and 'Skip'.

Four: a team of four players whose positions, in order of play, are 'Lead', 'Second', 'Third', and 'Skip'.

#### **1.3 Rink**

The section of the green on which a game is to be played.

#### **1.4 Division**

A level of competition e.g. Premier League, Division 1 etc.

#### **1.5 Section**

A sub-division of a level of competition and made up of 6, 8, 10, or 12 sides as required.

#### **1.6 Competitions**

**1.6.1** These Conditions of Play are applicable to three competitions:

Saturday Open gender

Wednesday Men

Thursday Women

**1.6.2** Open gender competition – open to all eligible players as per Rule 2.2.

**1.6.3** Single gender competition – a gender specific competition restricted to players identifying with that gender, except for the inclusion of Opposite Gender players as per Rule 2.6.

#### **1.7 Constitution of Teams – refer DR 2.3.1**

#### **1.8 Starting Time**

The starting time for a Pennant game is the time of the commencement of the first end.

### **2. ELIGIBILITY, SIDE REGISTRATION & PLAYER ABSENCE**

#### **2.1 Member Clubs**

A Member Club may compete if it conforms to the requirements of the Bowls SA and MBA Constitutions and By-Laws, and the Laws of the Sport of Bowls.

#### **2.2 Player Eligibility**

**2.2.1** A Member may only play Metropolitan pennants if they have a current Full or Junior/Student registration with Bowls SA, except where allowed by Bowls Australia Policies or by these Rules & Conditions of Play.

**2.2.2** A Member may only play Metropolitan pennants for the Member Club with which the Member holds current Full or Junior/Student registration with Bowls SA, except where allowed by Bowls Australia Policies, or by the issue of a Pennant Permit by the MBA or Bowls SA (refer Rule 2.2.3), or by these Conditions of Play.

**2.2.3** A registered member of Bowls SA may play in a mid-week (Monday – Friday inclusive) pennant competition or Saturday Pennant competition for a Member Club other than the club they are registered with in SA provided:

- the club they are registered with in SA does not participate in a comparable mid-week (Monday – Friday inclusive) or Saturday pennant competition; and
- both Member Clubs involved consent & the member has obtained a Pennant Permit from the MBA or Bowls SA.

A Pennant Permit form is required to be completed and approved annually.

The abbreviation of the club name of the Permit player's club that they are registered with in SA must be recorded on the scorecards alongside the player's name.

#### **2.3 Substitutes (DR 2.1.3 & 2.4)**

**2.3.1** A substitute will be allowed as a temporary alternative to a selected player who is unavailable to play at any time (including the first end) during a Pennant game for a reason acceptable to the Umpire or Controlling Body.

Only one substitute will be allowed in a team at any one time.

Substitutes must play in the same position as the player being substituted unless that player is the skip. If a substitute is required for a skip, then an original player must become the skip and the other players rearrange their positions.

A player who has been substituted for may rejoin the team in their original position and the other team members must revert to their original positions. DR 2.4 shall apply.

**2.3.2** (SUB) Substitute must be recorded on the scorecards next to the temporary player's name.

## 2.4 Player Absence

**2.4.1** In a Member Club's lowest side, when there are insufficient Full or Junior/Student registered bowlers from that Member Club available to field a side, that Member Club may play any Bowls SA registered player, a casual or Night Owl bowler, or other suitable person as a temporary player.

**2.4.1.1** When a Member Club has more than one side entered in its lowest level of the competition, its lowest side for the purpose of these rules will be the side as determined as the lower ranked side under Rule 3.5.

### 2.4.2 Fours Competitions:

If, at the scheduled starting time for a game, one player is absent from one or more teams in a side and no eligible substitute player is available or allowed, affected rinks will postpone the start of play for up to 15 minutes.

If, after 15 minutes after the scheduled start time for a game, one player is absent from one or more teams in a side, and no eligible substitute player is available or allowed, the game must begin on affected rinks and the following shall apply (refer DR 2.6):

**2.4.2.1** A team with an absent player plays as though the second is the missing player, rearranging positions if necessary.

The order of play shall be maintained by the second of the complete team playing consecutive bowls.

Each player must use the number of bowls specified in the Conditions of Play for the event.

**2.4.2.2** If a player who has commenced the game is unable to continue the game and no eligible substitute or replacement player is available or allowed, play will continue as per Rule 2.4.2.1.

**2.4.2.3** If an absent player arrives late, they must take their original place in the team when they arrive and enter the game at the completion of the end in progress and team members will revert to their original positions.

**2.4.2.4** If an eligible substitute becomes available and is permitted by the Umpire of the Day they may be introduced to the game to allow it to commence, or at the completion of the end in progress (Rule 2.3).

### 2.4.3 Wednesday Premier League and Divisions 1 & 2:

A side without a full complement of players present (with no substitutes available) shall distribute the available players across teams to fill Pairs & Triples teams as the priority.

If, at the scheduled starting time for a game, one player is absent from one or more teams in a side and no eligible substitute player is available or allowed, affected rinks will postpone the start of play for up to 15 minutes.

**2.4.3.1** A side that does not have a full complement of players (except in fours or triples teams which can play one player short in each team as in DR 2.6) and where no eligible substitute player is available 15 minutes after the scheduled start time for a game will forfeit the game, with points & shots awarded as per Rule 5.5.

**2.4.3.2** After the start of the game, if a player withdraws in any discipline and there is no substitute available or allowed (other than fours or triples, as above), the side will forfeit the game, with points & shots awarded as per Rule 5.5.

## 2.5 Open Gender Pennant Competitions

In Open Pennant Competitions, each Member Club shall have a selection policy based solely on merit and any player who is eligible for selection shall be entitled to be considered to play in any position in the team based on merit.

## 2.6 Opposite Gender Players (OG)

In single gender competitions, the following rules for the use of Opposite Gender Players will apply.

The spirit of these rules is to prevent forfeits and so ensure that as many players as possible get a game but also to discourage the selection of Opposite Gender Players to gain an unfair advantage.

**2.6.1** No Opposite Gender Player shall be selected for a game if the Member Club has sufficient available registered same gender players.

**2.6.2** If a Member Club has insufficient same gender players available at any time, then any member of that Member Club may be used in the Member Club's lowest side, provided that the player has been judged eligible as follows:

**2.6.2.1** On Wednesday, Opposite Gender Players may be selected from eligible Pennant playing members of that club who play at Division Five level or below on Saturday. Members that do not play Saturday pennants may be selected if they play at Division 2 level or below on Thursday. Non-Pennant playing members who are assessed at that level may also be selected.

**2.6.2.2** On Thursday, Opposite Gender Players may be selected from eligible Pennant playing members of that club who play at Division Five level or below on Saturday. Members that do not play Saturday pennants may be selected if they play at Division 4 level on Wednesday. Non-Pennant playing members who are assessed at that level may also be selected.

**2.6.2.3** If any Club is uncertain of having available sufficient Members who are eligible under Rule 2.6.2.1 or 2.6.2.2 it can apply to Match & Program Committee for permission to play other nominated Members.

**2.6.3** OG (Opposite Gender) must be recorded on the scorecard next to the player's name.

**2.6.4** The maximum number of Opposite Gender players permitted in the Wednesday and Thursday competitions is 4 in a 16-a-side, 3 in a 12-a-side and 2 in an 8-a-side. Only one OG player can play in each team, may only play as Lead or Second, and only in a team of Fours.

**2.6.5** Opposite Gender players may not be used in any side in Wednesday or Thursday Premier League or Division One.

**2.6.6** In exceptional circumstances a Club may seek a player permit from Match & Program Committee regarding Rule 2.6.5, , supplying evidence to support their application.

## 2.7 Unregistered Players

- 2.7.1** Except in cases otherwise referred to in these Metropolitan Conditions of Play, all players must hold Full or Junior/Student registration of Bowls SA through their Member Club to be eligible to compete in Metropolitan Pennant competitions. Any Member Club playing an ineligible player in any Metropolitan Pennant competition will be penalised in accordance with the Laws of the Sport of Bowls and the Bowls SA & MBA Constitutions and By-Laws. The penalty will be a side forfeit. In the event of a side forfeit penalty being imposed, the side receiving the forfeit will not be penalised shots up if they have scored greater than those allocated for a forfeit.
- 2.7.2** An audit may be conducted by Match & Program Committee at a scheduled time during the season and spot audits may occur at any time throughout the season.

## 2.8 Pennant Side Registration

A Club can enter any number of sides in a Pennant competition up to the maximum number which can be accommodated on the rinks available for its use and which the Club believes it can reliably fill week to week.

- 2.8.1** Sides of a Club will be ranked as 1, 2, 3, 4 etc. in descending order of ability for each competition. Sides will be filled by available players in descending order of ability.
- 2.8.2** If a Club does not have sufficient players to form a complete side for the Club's lowest ranked side in a Pennant competition, the side can play with one or more teams of three Members playing as Lead, Third and Skip respectively in accordance with DR 2.6

## 2.9 Combined Sides

- 2.9.1** If a Club does not have sufficient players to form a side in a Pennant competition it can seek approval from Match & Program Committee to combine with another Club or Clubs to enter a side in the lowest Division.
- 2.9.2** Where two Member Clubs have a side or sides entered in a competition and have additional players but insufficient to field another complete side, they may enter a combined side.
- 2.9.3** The application must be made by the Club accepting responsibility for the side and be accompanied by written approval of the other Club or Clubs.
- 2.9.4** Where a combined side is entered, members of those Member Clubs, in accordance with Rule 2.2, may play for the combined side as original members.
- 2.9.5** The title of such side shall be determined by the Member Clubs concerned but shall NOT be the name of only one of those Member Clubs.
- 2.9.6** The 'Home' venue for sides with joint titles shall be notified to their opponents as soon as possible.
- 2.9.7** Players playing in a combined side are required to wear the uniform of their Member Club and use the bowls discs of their Member Club.
- 2.9.8** A combined side does not count as a club's bottom side.

## 2.10 Player Permits

When a Member Club has insufficient players of a gender to fill a (single) side in the competition of that gender, their members may seek a permit to play in that competition with another Member Club (as per Rule 2.2). Any player who receives a permit shall be eligible for selection in any side and in any position for the Member Club that they are issued a permit for. Players playing under a permit must wear the uniform of the member club that they are playing for.

## 2.11 Player Movement Between Sides – Minor Rounds

- 2.11.1** Prior to round 15 of Minor Round games there will be no restriction on the interchange of Players between the sides of a Club.
- 2.11.2** For the last four rounds of Minor Round play, no side will include more than three players who have played more games in higher ranked sides than in that side or lower ranked sides prior to round 15. Additionally, each of those players must have played at least one game in this side or lower ranked sides prior to round 15. Refer flow chart for player eligibility.
- 2.11.3** In exceptional circumstances a player permit may be sought from Match & Program Committee regarding Rule 2.11.2, supplying evidence to support the application.

## 2.12 Player Eligibility – Finals

- 2.12.1** In any finals game a side shall only include players who, during the current Home & Away season, have participated in five games (completed, started but abandoned, won by forfeit) or more for that Club in that days competition (Saturday, Wednesday and Thursday are separate competitions). Cancelled rounds do not count.-
- 2.12.2** In any finals game a side shall only include players who, during the Home and Away season, have played at least as many games in the side concerned or any lower ranked side as in all higher ranked sides.  
However, where a Club has two consecutively ranked sides remaining in a Final series, those sides may be selected from all players who have played at least as many of their games in the Home and Away season for one or both of the sides concerned or lower ranked sides as they have in all higher ranked sides.
- 2.12.2.1** Players from a side eliminated from the Finals are not eligible to play in any subsequent final in a lower ranked side. However, a Club where a player was promoted to a higher ranked side for a particular Finals round to replace a player who was unavailable can apply in writing to Match & Program Committee for a player permit to play the nominated player in a subsequent final in a lower ranked side, supplying evidence to support their application.
- 2.12.2.2** All players in a side for a Finals game may play in subsequent finals for that side (subject to Rule 2.12.2.1).
- 2.12.3** If any Club is uncertain of having available sufficient Members who are eligible under Rule 2.12 it can apply, in writing, to Match & Program Committee for permission to play if necessary other nominated Members and if permission is granted such Members can play in any position other than Skip.

### 3. COMPETITION FORMAT & SCHEDULE

#### 3.1 Pennant Sides – Player Numbers

Each Pennant side shall consist of the following number of players:

##### **Saturday**

Premier League, Divisions 1 – 5: Four teams of four players  
Divisions 6 and lower: Three teams of four players

##### **Wednesday**

Premier League, Divisions 1-2: Five teams – Pairs (1) Triples (2) Fours (2)  
Division 3: Four teams of four players  
Division 4: Three teams of four players

##### **Thursday**

Premier League, Divisions 1-3: Three teams of four players    Division 4: Two teams of four players

#### 3.2 Ends to be played

##### **3.2.1 Wednesday Premier League & Divisions 1 & 2**

Fours: 21 ends;    Triples (2 bowls per player): 25 ends  
Pairs (2-2-2-2 format): 18 ends

##### **3.2.2 Saturday Premier League**

Fours: 25 ends

##### **3.2.3 All other Competitions**

Fours: 21 ends

**3.2.4** If a match is declared an early start game under the Heat Policy as per Rules 7.1 - 7.5, then the number of ends played will be reduced to:  
Fours: 18 ends  
Triples: 21 ends  
Pairs: 15 ends  
with the minimum number of ends completed to declare a game “complete” to be altered as per Rule 5.7.1.

#### 3.3 Side Divisions

##### **Saturday**

Premier League and Divisions 1 & 2: One section each of 10 sides  
Division 3: Two sections each of 10 sides  
Divisions 4 and lower: The number of sections and sides to be determined by Match & Program Committee.

##### **Wednesday**

Premier League and Division 1: One section each of 10 sides  
Division 2: Two sections each of 10 sides  
Division 3 and lower: The number of sections and sides to be determined by Match & Program Committee.

##### **Thursday**

Premier League and Division 1: One section each of 10 sides  
Division 2: Two sections each of 10 sides  
Division 3 and lower: The number of sections and sides to be determined by Match & Program Committee.

#### 3.4 Side Limits

Member Clubs will be limited to the following number of sides in each Division:

##### **Saturday**

Premier League: One side  
Divisions 1 - 3: One side in each division  
Divisions 4 - 7: As determined by Match & Program Committee.

##### **Wednesday**

Premier League: One side  
Divisions 1 & 2: One side in each division  
Divisions 3 & 4: As determined by Match & Program Committee.

##### **Thursday**

Premier League: One side  
Divisions 1 & 2: One side in each division  
Divisions 3 & 4: As determined by Match & Program Committee.

Where a Member Club has more than one side in a Division, Match & Program Committee will place the sides as it sees fit with due consideration to travel of all sides in the Sections and requests from the Member Club.

#### 3.5 Multiple Sides

Where a Member Club has more than one side in the same Division the sides will be designated Red, White, Blue and Green; Red being the higher ranked side and White the next ranked side etc.

#### 3.6 Draw Vacancy

When a vacancy occurs in the draw, the opposing sides will be granted a Bye, and awarded points or shots as applicable under Rule 5.8.

In the event of the withdrawal or addition of a side by a Member Club, Match & Program Committee will consider a redraw of the section, if necessary, to avoid Byes.



### 3.7 Home & Away Format

All games shall be played in a 'Home and Away' format as in the 'Order of Draw'.

Fixtures will be distributed to Member Clubs and posted on-line once confirmed. Any changes will also be distributed in the same way.

### 3.8 Alternative Greens

If a Member Club, whose greens have been declared unsuitable or are unavailable for play, uses the rinks of another Member Club, the first mentioned club shall negotiate the payment of green fees and afternoon tea charges with the host club. It is the responsibility of the scheduled 'Home' club to advise the opponents of the change of venue.

### 3.9 Start Times

Saturday: Trial ends 1.00pm – Play not later than 1.15pm  
 Wednesday: Trial ends 12.15pm – Play not later than 12.30pm  
 Thursday: Trial ends 9.45am – Play not later than 10.00am  
 Friday: Trial ends 6.00pm – Play not later than 6.15pm  
 Early start: Trial ends 9.15am – Play not later than 9.30am

At the scheduled starting time for games the Umpire of the Day will ensure that no further trial ends are played.

The starting and finishing times, day and date, and venue of any scheduled game may be varied, with the consent of the Member Clubs involved and the written approval of Match & Program Committee. Refer Rule 3.16 for restrictions.

### 3.10 Late Arrival – Side

Should one side fail to appear at the time appointed, or within 15 minutes thereof, the opposing side, if ready to commence play, shall be awarded the game with points and shots as set out in Rule 5.5.

### 3.11 Practice

**3.11.1** Greens are to be made available to those wishing to practice by:

Saturday: 12.15pm  
 Wednesday: 11.30am  
 Thursday: 9.00am  
 Friday: 5:15pm

or earlier at the discretion of the Home Club.

**3.11.2** On days of extreme weather (Heat) Policy altered start times, greens may not be available for practice.

**3.11.3** In extraordinary circumstances relating to inclement weather or mechanical breakdown, the Greens Manager or their proxy may decide to close their green/s for practice to enable the completion of the playing surface.

**3.11.4** Players can practice on any rink of the green of play prior to the draw of rinks for the game.

Side Managers must ensure that the rinks of play are drawn at 12:45 pm Saturday, 12 noon Wednesday, 9.30am

Thursday, 5.45 pm Friday, and 9.00 am on early start Heat Policy games.

Once the draw for rinks has been completed, players should be notified and practice must cease.

### 3.12 Trial Ends (Roll up)

Two trial ends are permitted on the rink drawn with the number of bowls to be used in the game; to commence and be completed in accordance with Rule 3.9.

### 3.13 Player Position

No changes to player positions shall be permitted before the commencement of play once the draw for rinks has been made, except for physical disablement, where permission must be sought from the opposing side Manager and Umpire of the Day. Any club failing to adhere to this rule shall forfeit the game to the opposing side in accordance with Rule 5.5.

### 3.14 Player Movement during Play

Players will only be allowed to walk up to the head under the following circumstances:

#### Pairs:

Leads: after delivery of their third & fourth bowls

Skips: after delivery of each of their second, third & fourth bowls

#### Triples:

Leads: after delivery of their second bowl

Seconds: after delivery of their second bowl

Skips: after delivery of each of their bowls

#### Fours:

Leads and Seconds: after the third player in their team has played their second bowl

Thirds: after the delivery of their second bowl

Skips: after delivery of each of their bowls.

In exceptional and limited circumstances, a Skip can ask that a player walks up to the head earlier than described above.



### 3.15 Mid-Game Break

#### Saturday

Divisions that play 25 ends - There will not be a mid-game afternoon tea break.

All other Divisions - An afternoon tea break shall be taken at 2.45pm.

#### Wednesday

An afternoon tea break shall be taken at 2.00pm.

#### Thursday

Players shall take a 10 minute break at the completion of 11 ends.

**Night Games.** There will not be a mid-game break.

**Early Start Heat Policy Games.** There will not be a mid-game break. side Managers are advised to be mindful of their duty of care for all participants and should monitor the conditions and consider breaks, if necessary, to provide participants with opportunities to hydrate.

**Afternoon Tea Break.** Every attempt should be made to limit the afternoon tea break to 15 minutes or less from the time the last team leaves the green.

**Any variation to the conditions of a specified break is subject to the agreement of both side Managers and Umpire of the Day. This can include the removal of the break.**

### 3.16 Finishing Time

In any competition, the result of the game will stand provided that sufficient ends have been completed to obtain a result in accordance with Rule 5.7.1. If, at the time limit, the Jack has been rolled, the end shall be completed but not replayed if it becomes dead.

#### Saturday:

Games commencing at 1.15pm will cease with the completion of the end in play at 5.45pm.

#### Wednesday:

Games commencing at 12.30pm will cease with the completion of the end in play at 5.00pm.

#### Thursday:

Games commencing at 10:00am will cease with the completion of the end in play at 2.30pm.

#### Night Games:

Games commencing at 6:15pm will cease with the completion of the end in play at 10.30pm.

#### Early Start Heat Policy Games:

Games will cease with the completion of the end in play at 2:00pm.

#### Games played at other times:

Where a game has been re-scheduled with approval of the Match and Program Committee to a different start time, the game will cease with the completion of the end in play 4 ½ hours after the start time.

**All Night Games must cease with the completion of the end in play at 10:30 pm, regardless of the start time.** If the Jack has been rolled, the end shall be completed but not replayed if it becomes dead.

## 4. OFFICIALS

### 4.1 Umpire of the Day

**4.1.1** The Host Club is responsible for supplying an Umpire of the Day, with the name of the Umpire to be shown on the host club's notice board. In the event that no qualified Umpire is able to be present at the Club on game day, the visiting side is to be approached and asked to supply an Umpire of the Day. In the event that both clubs are unable to provide a qualified Umpire of the Day, the Host Club is to appoint an experienced and suitable member to fulfill the role of Umpire of the Day.

**4.1.2** The Umpire of the Day will supervise the drawing of the teams & rinks at the allocated time and will ensure that practice ceases once the draw has been completed.

### 4.2 Side Manager Responsibilities

#### Prior to the game

**4.2.1** Players names must be entered into the online results portal by the following times:

- |                               |                       |
|-------------------------------|-----------------------|
| Saturday pennant competition  | – Friday 10:00 am;    |
| Wednesday pennant competition | – Tuesday 10:00 am.   |
| Thursday pennant competition  | – Wednesday 10:00 am; |

#### On game day

**4.2.2** Managers must be present at the venue fifteen (15) minutes prior to the scheduled starting time for trial ends. Teams & rinks will be drawn at that time.

**4.2.3** If only one side Manager is at the venue 5 minutes before the starting time for trial ends, that side Manager will allocate the rinks so that players can begin their trial ends at the scheduled time.

**4.2.4** Both side Managers are to ensure that their scorecards are correctly completed with Date, Division, Section, Club Name, all Player's Names printed clearly with Last and First Name and, if applicable, Substitute (SUB), Opposite Gender (OG) or Permit (Player's Member Club Abbreviation) before commencing the draw.

## The Draw

Home side Manager – Obtain rink allocation.

### 4.2.5 Fours Competitions Side Manager Responsibilities

Where both sides have an equal number of teams of only three players, those teams shall be drawn together. Any additional three-member teams shall be drawn with the remaining four member teams. The draw for opponents and rinks shall be drawn separately for each of these groups. The teams shall then play as drawn.

- Home side Manager – shuffle and place scorecards face down on table
- Visiting side Manager – shuffle and place scorecards face down on top of Home side scorecards.
- Allocate rinks to each pair of scorecards before they are moved
- Both side Managers legibly complete scorecards as indicated in Rule 4.2.4, ensuring that notations are correctly recorded on the scorecards and initialed by the Umpire of the Day if necessary.
- Toss for mat – the result of toss to be recorded on each scorecard. (Suggest Member Club abbreviation to be written on front of the scorecard e.g. ADL=Adelaide)

### 4.2.6 Wednesday Premier League & Division 1 & 2 Side Manager Responsibilities

- Home side Manager – shuffle and place scorecards face down on table in three groups i.e. Pair on top row, Triples on second row and Fours on third row.
- Visiting side Manager – shuffle and place scorecards face down on top of Home side scorecard groups to match.
- Both side Managers legibly complete scorecards as indicated in Rule 4.2.4, ensuring notations are correctly recorded on the scorecards and initialed by the Umpire of the Day if necessary.
- Home side Manager will shuffle their cards only face down and allocate rinks. The Away side scorecards can be matched, and the rink numbers recorded.
- Toss for mat – the result of toss to be recorded on each scorecard. (Suggest Member Club abbreviation to be written on front of the scorecard e.g. ADL=Adelaide)

## 4.3 Recording and confirming results

- 4.3.1** After the game has been completed, side Managers are to ensure that all scorecards have been completed correctly, all cards are signed in accordance with the Laws of the Sport of Bowls and that the Completion Time has been recorded on all scorecards.
- 4.3.2** The Home side club must ensure that their player names & positions are adjusted correctly, rinks are matched, and rink scores are entered into the online results portal before the prescribed time limits for results entry (refer Rule 5.9.)
- 4.3.3** The Away side club must ensure that their player names & positions have been adjusted correctly and that the rink scores have been entered correctly. They should then confirm the result unless there is a dispute over the scores.
- 4.3.4** If there is a query concerning the accuracy of the results entered on-line, the Away side Club should contact the Home side Club asap but at least by the end of the next business day following the game. If this fails to resolve the issue the Match & Program Committee must be contacted via email (matchcommittee@bowlssa.com.au) by the end of the second business day following the game giving details of any discrepancy and including a copy of the scorecards relevant to the issue.
- 4.3.5** If a protest is pending by either side, scores should be entered as normal. For protest procedures refer to Rule 10.
- 4.3.6** If a game has been abandoned but has reached the minimum number of completed ends (refer Rule 5.7.1), scores are to be recorded & confirmed as per Rules 4.3.2 & 4.3.3, except for those Divisions that have replays scheduled (Thursday all Divisions and Saturday Division 3 and above - refer Rule 8.1).  
If a game has been abandoned but has not completed enough ends to constitute a completed game, the game shall be treated as a draw with scores recorded & confirmed as per Rules 4.3.2 & 4.3.3 using the scoring in Rule 5.7.2 except for those Divisions that have replays scheduled (Thursday all Divisions and Saturday Division 3 and above - refer Rule 8.1).
- 4.3.7** In the event of a side forfeit, scores are to be recorded & confirmed as per Rules 4.3.2 & 4.3.3 using the scoring in Rule 5.5.
- 4.3.8** In the event of a Bye, scores are to be recorded & confirmed as per Rules 4.3.2 & 4.3.3 using the scoring in Rule 5.8.

## 5. SCORING AND RESULTS

### 5.1 Scorecards

- 5.1.1** Scorecards for each game shall be the responsibility of the Skipper from each team, except as described in Rule 5.1.2.
- 5.1.2** In a fours game the second of each team shall be responsible for the scorecard as in DR 3.2.4
- 5.1.3** At the end of the game, players who are responsible for maintaining the scorecards must record the time of completion and sign both cards.
- 5.1.4** Scorecards should be retained until the pennant season has been completed for audit and dispute purposes.

### 5.2 Scoreboards

The scoreboard may be updated at any time by any person but must be updated at least every second end and the Skipper, or second in a fours game, is responsible for ensuring it is correct as per the scorecard. Refer DR. 3.1

### 5.3 Scoring of game results

**5.3.1** The results of each game shall be scored as follows:

**Five Team Sides**

Game points: Win 10 Draw 5 Loss 0

Team points: Win 2 Draw 1 Loss 0

**Four Team Sides**

Game points: Win 8 Draw 4 Loss 0

Team points: Win 2 Draw 1 Loss 0

**Three Team Sides**

Game points: Win 6 Draw 3 Loss 0

Team points: Win 2 Draw 1 Loss 0

**Two Team Sides**

Game Points: Win 4 Draw 2 Loss 0

Team Points: Win 2 Draw 1 Loss 0

**5.3.2** Section winners and rankings will be determined according to the total points scored and in the event of two or more sides having equal points, then shots up shall decide. If points and shots up are equal, then the side with the least shots scored against it shall rank higher.

### 5.4 Forfeits

**5.4.1** If a Member Club finds it cannot fill its sides after using the three players per team rule (DR. 2.6.1) and/or substitutes for its lowest side, it must forfeit its lowest side.

**5.4.2** A Member Club considering forfeiting a pennant side from a Round due to insufficient players MUST first contact the opposing Club to ascertain whether they are able to supply additional players in accordance with the Laws of the Sport of Bowls and these Conditions of Play to enable the game to continue.

**5.4.3** A Member Club finding it necessary to forfeit a side must endeavor to advise the opposing club by 5.00pm on the day prior to the day scheduled for the game.

**5.4.4** Member Clubs forced by extenuating circumstances to forfeit a side on the morning of the game should on:

**Saturday & Wednesday:** Advise the opposing club not later than 10.00am

**Thursday/early start:** Advise the opposing club not later than 8.30am

**5.4.5** Where a club forfeits a side more than 30 minutes after the above times, that club shall be liable for a fine from the MBA. If the Member Club receiving the forfeit is the Home side, that Member Club will receive an allocation of 50% of the fine imposed.

**5.4.6** Match & Program Committee MUST be advised of ALL forfeits, including the date and time the forfeit was given, by email to (matchcommittee@bowlssa.com.au).

### 5.5 Forfeits – Scoring

When a side receives a forfeit, scoring will be as follows:

Five Team (Wednesday Premier League & Division 1 & 2) – 20 points and 20 Shots

Four Team (16-a-side) competitions – 16 points and 16 Shots

Three Team (12-a-side) competitions – 12 points and 12 Shots

Two Team (8-a-side) competitions – 8 points and 8 shots

### 5.6 Forfeits – Withdrawal of Side

Should a Member Club find it necessary to forfeit the same side on three consecutive occasions or on five occasions in total that side may be withdrawn from the competition and the side replaced with a Bye or the section may be re-drawn. A fine may be applied.

### 5.7 Scoring of Incomplete Games

**5.7.1** If Match & Program Committee has not determined that all play shall be cancelled owing to inclement weather, and a game is started but does not complete the full number of ends, it shall be deemed to have been “completed” with the scores at the time of abandonment except for those Divisions that have replays scheduled (Thursday all Divisions and Saturday Division 3 and above - refer Rule 8.1) if:

**Saturday Premier League:** 67 ends have been completed (early start game 48 ends)

**Other Saturday & Wednesday 4 x 4 side Divisions:** 56 ends have been completed (early start game 48 ends)

**Saturday, Wednesday and Thursday 3 x 4 side Divisions:** 42 ends have been completed (early start game 36 ends)

**Wednesday (5 team sides):** 74 ends have been completed (early start game 61 ends)

**Thursday 2 x 4 side Divisions:** 28 ends have been completed (early start game 24 ends)

If a match has been declared an early start game then the numbers of ends required to consider the game “complete” are reduced as indicated above.

**5.7.2** If the required minimum number of ends, as shown above, are not completed, the game shall be treated as a draw with game points shared equally and two shots awarded to each team-

### 5.8 Scoring of Byes

When a side receives a Bye, scoring will be as follows:

Five Team (Wednesday Premier League & Division 1 & 2) – 15 points and 15 Shots

Four Team (16-a-side) competitions – 12 points and 12 Shots

Three Team (12-a-side) competitions – 9 points and 9 Shots

Two Team (8-a-side) competitions – 6 points and 6 shots

## 5.9 Advice of Results

Results for the paper will be taken from the on-line results portal and do not need to be sent to the Sunday Mail/Advertiser, the MBA or Bowls SA.

Results must be entered by the home side, on the on-line results portal by 6.30 pm on the day of play. The away side should try to confirm the results by the same time, but at the latest by 12 noon the following day.

In the case of re-scheduled games, results need to be entered & saved by 12 noon the following day and confirmed as soon as possible after.

## 5.10 Late Results

**5.10.1** Failure by a Member Club to submit pennant results within the time frame, as set down in Rule 5.9, without an acceptable explanation to the MBA, may incur a fine from the MBA.

**5.10.2** Second and subsequent failures to submit pennant results within the time frame, as set down in Rule 5.9, without an acceptable explanation to the MBA, shall incur a fine from the MBA.

## 6. DISRUPTION TO PLAY – INCLEMENT (WET) WEATHER

For each Metropolitan Pennant competition conducted by the MBA, an attempt will be made to commence and complete all games, applying the Rules below if appropriate.

In the event of the likelihood of extreme weather, Match & Program Committee reserves the right to cancel or re-schedule all games in a Pennant round.

**Pennant games will be played at all venues that are open, even if the majority of other venues have been closed.**

In the event of inclement (wet) weather, players are to contact their Member Club to determine if play in their game will proceed or be postponed. DO NOT contact Bowls SA, the MBA or Match & Program Committee.

### 6.1 Greens Unavailability

At each Member Club, the Greens Manager or their proxy shall decide whether the greens are unsuitable for play for the whole day. If the greens are unsuitable for play the Home side will notify the designated contact for each of the Clubs that are playing at that venue on that day. This will be done before 10:00 am (Wednesday and Saturday) and 8:00 am (Thursday/Tuesday).

### 6.2 Cancellation at Venue Prior to Commencement of Play

If weather conditions deteriorate at a Member Club which has not declared its greens unsuitable for play for the whole day, the decision whether or not play shall start due to the condition of the greens, shall be the sole responsibility of the Member Club's Greens Manager or their proxy.

### 6.3 Suspension of Games during Play

**6.3.1** When play has commenced and weather conditions deteriorate, the Umpire of the Day will suspend play on affected greens if the Home Club's Greens Manager or their proxy closes the green. This may be regarding the condition of one or all greens at the venue. Play shall not be resumed without the permission of the Greens Manager or their proxy.

**6.3.2** The Umpire of the Day may also suspend play if a side Manager appeals on the grounds that the weather conditions are such that continuing to play would constitute a breach of duty of care. A side Manager's appeal shall only affect the game in which their side is engaged and shall not affect any other games at the same venue.

**6.3.3** The Umpire of the Day may also suspend play on his/her own discretion without appeal from either side Manager if it is felt that the conditions warrant it. If play has been suspended it shall not be resumed without permission of the Umpire of the Day.

**6.3.4** Play will be abandoned for the day if it is not possible to resume after one hour from the time of the last stoppage. Play may not be abandoned for the day until the expiry of the hour from the last stoppage.

**6.3.5** Replays will be held for many Saturday & all Thursday incomplete Pennant games. Refer Rule 8.1 for details.

**6.3.6** For scoring of incomplete games refer to Rule 5.7.

### 6.4 Lightning

Lightning can occur without other typical storm characteristics (i.e. thunder, rain and wind) being present.

Bowls SA & the MBA are committed to ensuring that all players, officials, administrators and spectators are safe during lightning activity

**6.4.1** When lightning is sighted by the Umpire of the Day, play will be suspended, and all players will be required to leave the green IMMEDIATELY and move to a safe structure.

No place is absolutely safe from lightning strikes, but the Umpire of the Day is to ensure that all parties are made aware of the location's safe areas.

**6.4.2** When the Umpire of the Day deems it safe to return to the green (at least 15 minutes after the last evidence that nearby lightning has occurred), play should resume as per the Law 32.

## 7. DISRUPTION TO PLAY – EXTREME WEATHER (HEAT)

### Refer to Annexure A – EXTREME WEATHER (HEAT) POLICY

#### Management of extreme weather (Heat) conditions

For each Metropolitan Pennant competition conducted by the MBA, an attempt will be made to commence and complete all games, applying Rules 7.1 to 7.7 below if appropriate.

In the event of the likelihood of extreme weather, Match & Program Committee reserves the right to cancel or re-schedule all games in a Pennant round.

**Catastrophic Fire Conditions** – If a Catastrophic rating is issued for a Fire Ban District, all matches scheduled for Clubs located in that District will be postponed and re-scheduled at the discretion of Match and Program. This includes all home and away matches for the affected clubs.

For all games that are played on days of extreme heat, it is recommended that any normally scheduled mid-game breaks are only to be taken by mutual agreement between side Managers. However, side Managers are advised to be mindful of their duty of care for all participants and should monitor the conditions and consider breaks, to provide participants with opportunities to hydrate.

**Member Clubs are reminded of the importance of applying the procedures related to extreme hot weather correctly. Failure to do so will attract a penalty.**

#### 7.1 Early Start Games

When a decision has been made to play at 9.15am, no changes to the game time are to be made unless by mutual agreement between the sides drawn to play each other and with prior written approval of Match & Program Committee (refer Rule 3.9).

Once the decision has been made two days before to start games early, games will be played at that earlier time regardless of what the forecast maximum temperature is on the day before or on the morning of the day of play. Games will continue to completion unless the actual temperature reaches 38 degrees (36 degrees for Thursdays) as measured by the procedures referred to in these Conditions of Play.

**For all early start games, the number of ends to be played will be reduced – refer Rules 3.2.4 and 5.7.1.**

#### 7.2 Management of Temperature Readings (Member Clubs)

During any game that has been re-scheduled to an earlier starting time, or on a day of extreme heat during a game that has started at the normal time, it is imperative that Member Clubs have a process in place to monitor the current temperature of the day.

**7.2.1** On a day where games have been re-scheduled to start at an earlier time, or on days where the temperature has the potential to reach either 38 degrees Celsius (Saturday & Wednesday) or 36 degrees Celsius (Thursday) during the game, the Home side Manager & the Umpire of the Day are responsible for delegating the duty of monitoring the current temperature of the day. Although not compulsory, it is recommended that a person who is “non-playing” for the day be delegated to perform the duty of checking the temperature at the designated Weather Station for the Home club. Refer to document – GETTING THE TEMPERATURE READING DURING HOT WEATHER PENNANT PLAY (available from the MBA Web site).

**7.2.2** Member Clubs are required to make the name of this person, and the name of the Umpire of the Day, available to all visiting side Managers.

**7.2.3** For the purpose of temperature monitoring above, Member Clubs are required to make available a computer with internet access, where the Bureau of Meteorology Web site [www.bom.gov.au](http://www.bom.gov.au) can be accessed. The MBA will also approve the use of an Apple or Android Application on a mobile phone or tablet **if the application has a direct internet link from the Bureau of Meteorology Web site.**

**7.2.4** It is a requirement that a check of the temperature at the designated weather station is done shortly after each hour and half hour during play (i.e. to find out the temperature recorded at the assigned Weather Station at the hour and half hour e.g. 2pm, 2.30pm, 3pm etc.).

**7.2.5** If the recorded temperature at the hour or half hour reaches or exceeds the cut-off temperature, the responsible person is to advise the Umpire of the Day, who after confirming the temperature, will direct all players to stop playing after completing the end in play. Any resulting dead ends will not be replayed.  
Play will be abandoned for the day. Refer to Rules 7.3.1, 7.3.2, 7.4, & 7.5 to determine the next steps.

The information below details the process of determining when a game will be re-scheduled to an earlier start, and what process is to occur once a game play is abandoned as per Rule 7.2.5.

#### 7.3 Saturday Pennant Competition

If the forecast maximum temperature for Adelaide for Saturday on the Bureau of Meteorology website at 4.30pm on Thursday is 36 degrees Celsius or above, all games will be played on Saturday with trial ends commencing at 9.15am (refer to Rules 7.1 & 7.2). However, if the Thursday 4.30pm forecast maximum temperature for Saturday is below 36 degrees but increases to be 38 degrees or above at the 7:30 am forecast on the day of play (Saturday) then all Premier League & Division 1-3 games will be played on the following Friday night, with trial ends commencing at 6:00 pm. All other Metropolitan Saturday Pennant games will be cancelled and may be re-scheduled at the discretion of Match & Program Committee. Refer to the attached Flow Chart.

On any day where play is not possible due to the temperature reaching the required 38 degrees prior to the commencement of play the game will be re-scheduled, if possible, to a day that has been allocated for this purpose.

### **7.3.1 Premier League & Division 1-3**

If it becomes necessary to suspend play due to extreme heat, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.7.

If the required number of ends are not completed, the game will be resumed from its previous state on the following Friday night, with trials ends commencing at 6.00pm, as in Law 32 & Rule 8.1.

If it becomes necessary to suspend play in a Friday evening game due to inclement weather, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.7.1. If the required number of ends are not completed, the game will be re-scheduled (resumed) at the discretion of Match & Program Committee. If this is not possible then the game will be abandoned. For scoring, refer to Rule 5.7.2.

### **7.3.2 Divisions 4 and below**

If it becomes necessary to abandon a game due to extreme heat, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.7.1

If the required number of ends are not completed, the game will be shall be treated as a draw. For scoring, refer to Rule 5.7.2.

## **7.4 Wednesday Pennant Competition**

If the forecast maximum temperature for Adelaide for Wednesday on the Bureau of Meteorology website at 4.30pm on Monday is 36 degrees Celsius or above, all games will be played on Wednesday with trial ends commencing at 9.15am (refer to Rules 7.1 & 7.2). However, if the Monday 4.30pm forecast maximum temperature for Wednesday is below 36 degrees but increases to be 38 degrees or above at 7:30 am forecast on the day of play (Wednesday) then all games will be cancelled. Refer to the attached Flow Chart.

If it becomes necessary to abandon a game due to extreme heat, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.7.1.

If the required number of ends are not completed, the game will be shall be treated as a draw. For scoring, refer to Rule 5.7.2.

## **7.5 Thursday Pennant Competition**

If the forecast maximum temperature for Adelaide for Thursday on the Bureau of Meteorology website at 4.30pm on Tuesday is 36 degrees Celsius or above, all games will be played on Thursday with trial ends commencing at 9.15am (refer to Rules 7.1 & 7.2). However, if the Tuesday 4.30pm forecast maximum temperature for Thursday is below 36 degrees but increases to be 36 degrees or above at 7:30 am forecast on the day of play (Thursday) then all games will be played on the following Tuesday at the normal starting time (or a day as determined by Match & Program Committee). Refer to the attached Flow Chart.

If it becomes necessary to suspend a game due to extreme heat, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.7. If the required number of ends are not completed, the game will be resumed from its previous state on the following Tuesday or on a day as determined by Match & Program Committee.

If it becomes necessary to suspend play in a Tuesday game due to inclement weather, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.7.1 If the required number of ends are not completed, the game will be re-scheduled (resumed) at the discretion of Match & Program Committee. If this is not possible then the game will be abandoned. For scoring, refer to Rule 5.7.2.

## **7.6 Stoppages of Play**

When play has commenced and the weather conditions deteriorate, play may be suspended by appeal of a side Manager to the Umpire of the Day. The Umpire of the Day may also act on his/her own discretion without appeal from either side Manager if it is felt the conditions warrant cessation of play. In such cases, the relevant sections of Rules 7.3, 7.4 & 7.5 will apply. In all cases, the Umpire of the Day should ensure that all available strategies to enable the game to continue (including "retiring" individual players) have been used before suspending play.

## **7.7 Player Withdrawal**

Any player who considers that the effects of prolonged heat or the forecast temperature for the day of play will have an adverse effect on their health, safety and well-being can withdraw from the game without penalty to the player. Such withdrawal may also occur during play where the temperature on the green is at a level that the player considers that it places them at risk.

The withdrawal of any player from a side due to extreme weather during the game can be dealt with by the affected team Manager in any of the following ways:

- A substitute, if available may be used by agreement.
- The remaining players in the team may be able to continue to play. (DR. 2.6)
- The side may forfeit the game.

A match may also be halted if both side Managers agree, with points shared.



## 8. REPLAYS

### 8.1 Replays – Minor Rounds

#### 8.1.1 Saturday Premier League and Divisions 1-3

**8.1.1.1** Any game from a cancelled Round or deemed not completed (suspended) as per Rule 5.7 will be resumed on the following Friday night, or on a day and time determined by Match & Program Committee. Clubs may negotiate to change that time, with the agreement of Match & Program Committee.

**8.1.1.2** Games will resume from the point at which the game was suspended with the **same players in the same teams in the same positions within the sides**. Substitutes— refer DR 2.3.3 & 2.4 & 2.5.3. The number of ends to be played will be the number as set at the start of the original game – refer Rules 3.2 & 5.7.1

**8.1.1.3** Where completion of a suspended game is not possible due to extreme weather conditions, or a clash of fixture, the game will be held over and Match & Program Committee will advise as to the date of replay or declare the games as a draw with game points shared equally and two shots awarded to each team.

#### 8.1.2 Saturday Divisions 4 and below & all Wednesday Divisions

Any game not completed (as per Rule 5.7) will be treated as a draw with game points shared equally and two shots awarded to each team. If a full round is cancelled by Match & Program Committee no points or shots will be awarded.

#### 8.1.3 Thursday Divisions

Any game from a cancelled Round or deemed not completed (suspended) as per Rule 5.7 will be resumed on the following Tuesday at the normal start time or at a time determined by Match & Program Committee.

**8.1.3.2** Where completion of a suspended game is not possible due to extreme weather conditions, or a clash of fixture, the game will be held over, and Match & Program Committee will advise as to the date of replay or declare the games as a draw with game points shared equally and two shots awarded to each team.

### 8.2 Replays – Finals

**8.2.1** In the event of final games being suspended due to extreme weather conditions, games will be programmed for alternative days at the discretion of Match & Program Committee.

**8.2.2** Suspended games will resume from the point at which the game was suspended with the **same players in the same teams in the same positions within the sides**. Substitutes – refer DR 2.3.3 & 2.4 & 2.5.3. The number of ends to be played will be the number as set at the start of the original game – refer Rules 3.2 & 5.7.1.

## 9. FINALS

### 9.1 Finals Series

**9.1.1** A finals series will be held for the following Divisions:

Saturday. Premier League and Divisions 1-5

Wednesday. Premier League and Divisions 1-3

Thursday. Premier League and Divisions 1-2

#### 9.1.2 Wednesday, Thursday and Saturday – all Divisions

The sides finishing 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> at the end of the minor rounds, will contest the Finals.

The Elimination Final will be between the sides finishing 3<sup>rd</sup> & 4<sup>th</sup>

First Semi-final will be between the sides finishing 1<sup>st</sup> & 2<sup>nd</sup>.

The loser of the Elimination Final is placed fourth.

The winner of the Elimination final will play the loser of the First Semi-final in the Preliminary Final.

The loser of the Preliminary Final is placed third.

The winner of the Preliminary Final will be the second Grand Finalist.

#### 9.1.3 Finals dates:

Saturday Elimination and Semi Finals	Saturday 6 <sup>th</sup> March 2021
Saturday Preliminary Final	Saturday 13 <sup>th</sup> March 2021
Saturday Grand Final	Saturday 20 <sup>th</sup> March 2021

Wednesday Semi & Elimination Finals	Wednesday 3 <sup>rd</sup> March 2021
Wednesday Preliminary Final	Wednesday 10 <sup>th</sup> March 2021
Wednesday Grand Final	Wednesday 17 <sup>th</sup> March 2021

Thursday Elimination and Semi Finals	Thursday 4 <sup>th</sup> March 2021
Thursday Preliminary Final	Thursday 11 <sup>th</sup> March 2021
Thursday Grand Final	Thursday 18 <sup>th</sup> March 2021

### 9.2 Arrangements of Play

**9.2.1** Finals games will be played without time limits and without a mid-game break. Players will be responsible for their own lunch etc.

**9.2.2** In the event of a draw after the full allotment of ends, side Managers will toss for the mat and all teams shall complete one end from the end of the rink at which that game was finalised (refer to Law 28). In the event of there still being a draw, the procedure will be repeated until a winner is obtained.

**9.2.3** If play cannot be completed due to extreme weather conditions, Rule 5.7 will apply. If the appropriate number of ends has not been completed, Match & Program Committee will determine when the games will be resumed as per Rule 8.2.1.



### 9.3 Venues/Officials – Finals

- 9.3.1 Semi and Elimination Finals will be played at the venue of the Minor Premier
- 9.3.2 Preliminary Finals will be played at the venue of the highest placed participant side
- 9.3.3 Grand Finals will be played at venues as decided by Match & Program Committee

### 9.4 Player Eligibility

Refer to Rule 2.12.

## 10. PROTESTS/APPEALS

**Refer to MBA Complaints, Protest Hearings & Appeals Policy for detailed information.**

### 10.1 Protests – Minor Rounds

- 10.1.1 A protest by a Member Club against an alleged infringement of the Metropolitan Rules & Conditions of Play, or the Laws of the Sport of Bowls must be made in writing using the “Protests, Disputes & Complaints lodgement form”, clearly marked ‘Protest – Attention President’, and signed by the Member Club Administrative Secretary or another responsible officer of the Member Club.
- 10.1.2 The protest form, accompanied by payment of the prescribed fee shall be lodged with the MBA Secretary at [metrobowls@bigpond.com](mailto:metrobowls@bigpond.com) no later than one working day after completion of the game
- 10.1.3 At the discretion of the MBA President or his representative, a Hearing Panel selected from members of the Hearing Panel pool shall be appointed by the Executive Committee of the MBA to deal with the protest in line with the MBA Protest/Appeals Policy.
- 10.1.4 If the protest is resolved in favour of the party that made it and no appeal is lodged, the protest fee shall be refunded and, in these circumstances, the fee shall be charged against the losing party. For other situations, refer to the MBA Protest/Appeals Policy.

### 10.2 Protests – Finals

In the event of any protest by any Member Club during the playing of the Finals series, such protest shall be made in writing in accordance with Rule 10.1 except in circumstances where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided.

#### **Protests – Finals (Immediate Decision Required)**

- 10.2.1 In the event of a protest by a Member Club relating to a Final where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided., such protest shall be made in writing in accordance with Rule 10.1.1.
- 10.2.2 The protest form, accompanied by payment of the prescribed fee shall be lodged with the Manager of the Day within 15 minutes of the completion of the game.
- 10.2.3 The Manager of the Day shall immediately direct the protest to a member of the duly appointed Hearing Panel in attendance at the game. The protest shall be dealt with immediately and the decision given to the relevant parties forthwith.

### 10.3 Appeals – Minor Rounds

- 10.3.1 The decision of the Hearing Panel may be appealed against in accordance with the MBA Protest/Appeals Policy. The appeal must be in writing using the “Notice of Appeal lodgement form”, clearly marked ‘Appeal – Attention President’, and signed by the Member Club Administrative Secretary or another responsible officer of the appealing Club.
- 10.3.2 The appeal form, accompanied by payment of the non-refundable prescribed fee shall be lodged with the MBA Secretary no later than three working days following notification of the protest decision.
- 10.3.3 The MBA President will arrange for the appeal to be forwarded to the CEO of Bowls SA within three working days or as soon as practicable following receipt of such notice.

### 10.4 Appeals – Finals

The decision of the Hearing Panel may be appealed in writing to the MBA in accordance with Rule 10.3 except in circumstances where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided.

#### **Appeals – Finals (Immediate Decision Required)**

- 10.4.1 In the event of an appeal of the decision of the Hearing Panel where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided, such appeal shall be made in writing to the MBA in accordance with Rule 10.3.1.
- 10.4.2 The appeal form, accompanied by payment of the non-refundable prescribed fee shall be lodged with the Manager of the Day within 30 minutes following the protest decision.
- 10.4.3 The Manager of the Day will immediately advise the designated MBA Executive Committee member in attendance at the game. The Committee member shall attend to the appeal within 30 minutes or as soon as practicable following receipt of such notice.

### 10.5 Hearing Panel Decisions

In the event of a player/s being suspended by a Hearing Panel, the player will be allowed to participate in all activities and events pending the decision of an appeal process unless it is believed necessary by the Hearing Panel to exclude the player/s from all or some activities and events after considering the nature of the complaint.

## 11. PROMOTIONS & DEMOTIONS

### 11.1 Saturday Promotions & Demotions:

#### Premier league

9<sup>th</sup> & 10<sup>th</sup> sides demoted if eligible sides can be promoted from Division 1.

#### Division 1

Grand Final winner and Runner Up promoted if eligible.

9<sup>th</sup> & 10<sup>th</sup> sides demoted if eligible sides can be promoted from Division 2.

#### Division 2

Grand Final winner and Runner Up promoted if eligible.

9<sup>th</sup> & 10<sup>th</sup> sides demoted if eligible sides can be promoted from Division 3.

#### Division 3

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

9<sup>th</sup> & 10<sup>th</sup> sides of each section demoted if eligible sides can be promoted from Division 4.

#### Division 4

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

9<sup>th</sup> & 10<sup>th</sup> sides of each section demoted if eligible sides can be promoted from Division 5.

#### Division 5

Grand final winner and Runners Up of each section promoted if eligible.

Bottom two sides of each section demoted if eligible sides can be promoted from Division 6.

#### Division 6

Premiers of each section and required number of Runners Up based on ranking promoted if eligible.

Bottom two sides of each section demoted if eligible sides can be promoted from Division 7.

#### Division 7

Premiers of each section and required number of Runners Up based on ranking promoted if eligible.

### 11.2 Wednesday Promotions & Demotions:

#### Premier league.

9<sup>th</sup> & 10<sup>th</sup> sides demoted if eligible sides can be promoted from Division 1.

#### Division 1

Grand Final winner and Runner Up promoted if eligible.

9<sup>th</sup> & 10<sup>th</sup> sides demoted if eligible sides can be promoted from Division 2.

#### Division 2

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

9<sup>th</sup> & 10<sup>th</sup> sides of each section demoted if eligible sides can be promoted from Division 3.

#### Division 3

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

Bottom two sides of each section demoted if eligible sides can be promoted from Division 4.

#### Division 4

Premiers of each section and required number of Runners Up based on ranking promoted if eligible.

### 11.3 Thursday Promotions & Demotions:

#### Premier League

9<sup>th</sup> & 10<sup>th</sup> sides demoted if eligible sides can be promoted from Division 1.

#### Division 1

Grand Final winner and Runner Up promoted if eligible.

9<sup>th</sup> & 10<sup>th</sup> sides demoted if eligible sides can be promoted from Division 2.

#### Division 2

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

9<sup>th</sup> & 10<sup>th</sup> sides of each section demoted if eligible sides can be promoted from Division 3.

#### Division 3

Premiers of each section to be promoted if eligible.

If ineligible, Runner Up (from the same section) to be promoted if eligible.

Plus Highest Ranked Runner Up as determined by Match & Program Committee.

### 11.4 Promotions & Demotions – Eligibility

**11.4.1** All demotions are first applied, followed by promotions, and finally adjustments related to eligibility.

**11.4.2** No side shall be promoted if it would result in Rule 3.4 being broken – i.e. a side is eligible for promotion only if it's Member Club has less than the maximum allowable number of sides in the next higher Division.

**11.4.3** If demotion of a side would breach Rule 3.4, a side in the next lower division from the same Member Club shall be demoted.

### 11.5 Amalgamation

When two or more clubs amalgamate, they may, at the commencement of the next season after amalgamation, nominate in the competition a similar number of sides, and at the same levels, as were held by each of the Member Clubs at the conclusion of the preceding season after promotions and demotions had been determined.

## 12. ATTIRE/DRESS CODE

- 12.1** In accordance with the Bowls SA Uniform Policy, all players in a side must be dressed in a uniform manner and have Bowls Australia logo on all club attire in accordance with the Bowls Australia Logo Policy, except as described below in Rule 12.2 & 12.3
- 12.2** Some Member Club uniforms differ between women and men and therefore uniformity in playing apparel for the team may be difficult to achieve. It is therefore satisfactory if the uniform registered with Bowls SA for male and female club members, which carries the club name and logo and the BA logo, are worn to establish a level of uniformity.
- 12.3** In a club's lowest side, the Dress Code is satisfied if an Opposite Gender player or a substitute is wearing a plain white or pale coloured shirt or their own club approved uniform.

## 13. EQUIPMENT

### 13.1 Artificial Devices for Delivering the Jack or Bowl – Wheelchairs, Walkers & Bowling Arms

Refer to Bowls Australia Artificial Devices Policy

### 13.2 Bowls Discs

In all games where discs are being used, all players in a team or a side must use bowls with identical discs. If a replacement player is required, then he/she may use bowls with his/her own club identification discs. Law 52.1.8 and DR 4.7

### 13.3 Bowls Lifters

Players are reminded that lifters are for the sole purpose of lifting a bowl or jack and must not be used for any other purpose, or left on the green when not being used, where they could cause damage, interference or injury to other players.

### 13.4 Scoreboards, Flags, Corner Flags, Rink Numbers, Boundary Pegs

During play, all Score Boards, Flags, Corner Flags, Rink Numbers, Boundary Pegs, if in use, must be left in place on all rinks on a green until the completion of play on the last rink in use.

## 14. POLICIES

### 14.1 Fines and Penalties

The MBA may impose fines or penalties on any player, team, side or club for any action or behaviour in breach of the Metropolitan Rules & Conditions of Play or Laws of the Sport of Bowls or where actions are considered to bring the game into disrepute.

### 14.2 Death

In the event of the death or apparent death of a player during a game either on the green or within the club premises, all games shall be abandoned at that club (venue) and results will be treated as in Rule 5.7.

If insufficient ends have been completed to obtain a result, all points for all games abandoned in this manner shall be shared.

### 14.3 Mobile Phones

The use of mobile phones or any similar electronic device (including radios) on the green or immediate surrounds during play is not permitted.

Should a player have a legitimate reason (personal emergency or medical/emergency services personnel) to ANSWER a mobile phone during play they must notify the Umpire of the Day prior to playing. The phone may be carried by the player but must be silent and responded to on the bank away from play.

Refer to BA Policy "The Use of Personal Electronic and Communications Devices" for details of other exemptions and penalties for inappropriate use.

### 14.4 National Competitions

No special arrangements will be made to re-schedule games to accommodate National Events.

### 14.5 Player Code of Conduct

The Bowls SA Member Protection Policy Player Code of Conduct shall apply

### 14.6 Unacceptable Behavior

Players are expected to conduct themselves in a polite and sporting like manner when participating in any Pennant bowls game.

**14.6.1** 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 side Manager.

**14.6.2** 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.

**14.6.3** If the unacceptable behaviour by the player continues, the player shall be excluded from taking any further part in that game:-

**No replacement or substitute player will be allowed for his/her team.** If no further play under Rules 2.4.2 or 2.4.3 is possible for that team, the side will forfeit the game, with points & shots awarded as per Rule 5.5.-

**14.6.4** The Umpire of the Day must forward a detailed written report about any incident involving an instantaneous penalty to the Secretary of the MBA and Bowls SA within seven (7) days of the incident. for the appropriate investigation and possible disciplinary action and or police involvement.

#### **14.7 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 side Manager.

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. Refer to Rule 14.6.4 for further action by the Umpire of the Day.

#### **14.8 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 as per Rule 14.6 shall apply.

#### **14.9 Coach**

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 Spectators**

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 competition. They should not disturb or advise the players in anyway. Law 45.

The Bowls SA Member Protection Policy shall apply.

#### **14.11 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. Member Clubs should ensure that their public liability insurance and professional indemnity insurance are current and do not contain exclusions for pregnant participants.

#### **14.12 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.

#### **14.13 Damage to Greens**

The MBA has adopted the Bowls SA "Damage to Greens" Policy & is developing its own policy in conjunction with Member Clubs.

"Dumping bowls" is defined as the act of dropping a bowl on the green at any time so as to leave a depression on the playing surface. Players who are observed "dumping" bowls during a Pennant game may be approached by a representative of the host club in the presence of the players side Manager and asked to immediately modify their bowling action.

Further observation of dumping by the host club is likely to lead the introduction of a "dump mat" for the offending player, which cannot be refused.

In exceptional circumstances, a player may be banned from the host club greens, with potential consequences for their team & side.

#### **14.14 Bowls – Compliance**

Refer DR 4.8.1 & 4.9.2

For Metropolitan Pennant competitions, the stamp of a current or future year is NOT required.

#### **14.15 Footwear**

Bowls Australia approved footwear should be worn.

## **Annexure A – EXTREME WEATHER (HEAT) POLICY**

The Metropolitan Bowls Association is conscious of its responsibility to provide direction to its Member Clubs in relation to the conduct of the game of bowls under extreme weather (heat) conditions. The following statements have been developed to enable all members to participate in a safe environment

The intent of this Policy is to enable play to continue wherever possible, empowering side Managers & officials to display leadership, always consult and make decisions in the interests of good sportsmanship and preserving the safety and well-being of players .

Play must not proceed in any capacity if the temperature as measured by the procedures referred to in these Conditions of Play reaches 38 or 36 degrees Celsius or more (as appropriate) on the Bureau of Meteorology website [www.bom.gov.au](http://www.bom.gov.au) for the nominated weather station for the venue.

In all instances the Bureau of Meteorology website [www.bom.gov.au](http://www.bom.gov.au) is to be used to access the forecast temperature, current temperature, or Fire Danger rating for the local area.

When the Bureau of Meteorology or Country Fire Service declare a day of Catastrophic Fire Danger for a Fire Ban District all matches scheduled for Clubs located in that District will be postponed and re-scheduled at the discretion of Match and Program This includes all home and away matches for the affected clubs.

### **Duty of Care**

In all circumstances Member Clubs are urged to ensure a duty of care of participants by exercising caution and regularly monitoring the temperature and any potential extreme weather (Heat) Policy weather conditions before commencing, continuing or terminating Pennant games.

If the forecast maximum temperature is 35 degrees or more it is the responsibility of Member Clubs to monitor, at regular intervals of no longer than 30 minutes, the temperature during all practice and Pennant play and cease play when the temperature reaches 38 or 36 degrees Celsius or more (as appropriate).

### **Responsibility**

In addition to adopting and applying the extreme weather (Heat) Policy before commencing, continuing or terminating any Pennant games, Member Clubs have the responsibility to ensure that they exercise a duty of care to all players by providing adequate breaks, water for player hydration, and shade and sun protection products on all days of play

Players also have a personal responsibility to ensure that they apply sound self-management practices to minimise any likely effects of heat on their health and well-being.

Cancer Council Australia always recommends protecting the eyes from UV when outdoors during daylight hours by wearing close-fitting wraparound sunglasses and a broad-brimmed, bucket or legionnaire style hat to protect the eyes from ultraviolet (UV) radiation.

Any player who considers that the effects of prolonged heat or the forecast temperature for the day of play will have an adverse effect on their health, safety and well-being can withdraw from the game without penalty to the player. Such withdrawal may also occur during play where the temperature on the green is at a level that the player considers places them at risk. The withdrawal of a player from a team under such circumstances be dealt with according to Rule 7.7.

## Annexure B – Weather Station Allocation

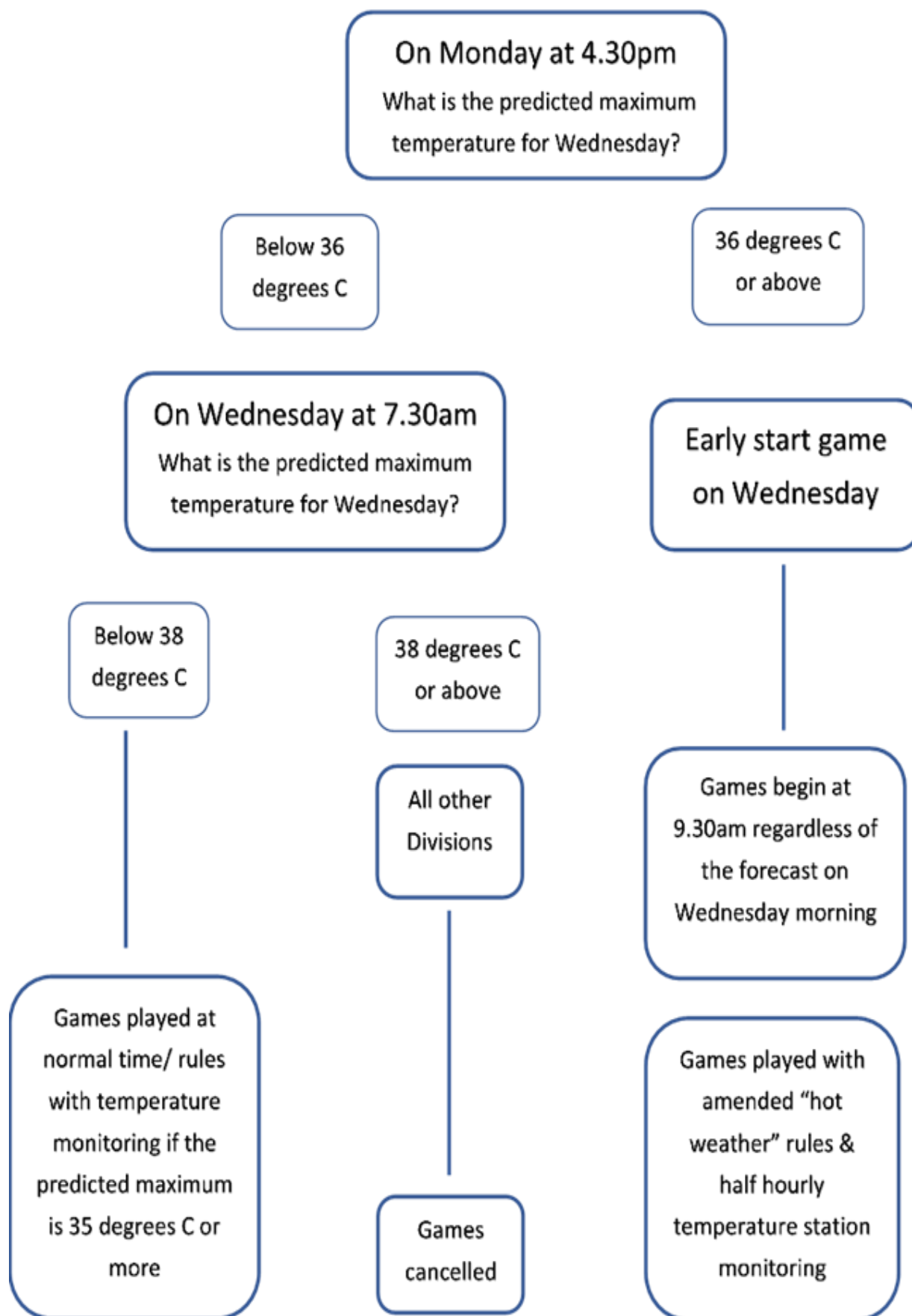
Club	Weather Station	Club	Weather Station
Adelaide	Adelaide (West Terrace)	Modbury	Edinburgh
Adelaide High	Adelaide (West Terrace)	Morphett Vale	Noarlunga
Adelaide Oval	Adelaide (West Terrace)	Novar Gardens	Adelaide Airport
Ascot Park	Adelaide Airport	Para Hills	Edinburgh
Beaumont	Adelaide (West Terrace)	Payneham	Adelaide (West
Blackwood	Noarlunga	Penfield	Edinburgh
Brighton	Adelaide Airport	Playford	Edinburgh
Christies	Noarlunga	Port Adelaide	Adelaide Airport
Clarence	Adelaide (West Terrace)	Port Noarlunga	Noarlunga
Clearview	Adelaide (West Terrace)	Prospect Broadview	Adelaide (West
Colonel Light Gardens	Adelaide (West Terrace)	Reynella	Noarlunga
Croydon	Adelaide (West Terrace)	Rosewater	Adelaide Airport
Edwardstown	Adelaide Airport	Salisbury	Edinburgh
Gawler	Edinburgh	Semaphore	Adelaide Airport
Glenelg	Adelaide Airport	Somerton	Adelaide Airport
Grange	Adelaide Airport	Sturt	Adelaide (West
Happy Valley	Noarlunga	Toorak Burnside	Adelaide (West
Hawthorn	Adelaide (West Terrace)	Torrensville	Adelaide (West
Henley	Adelaide Airport	Tranmere	Adelaide (West
Holdfast Bay	Adelaide Airport	Trinity Gardens	Adelaide (West
Hope Valley	Edinburgh	Two Wells	Edinburgh
Kensington Marrvatville	Adelaide (West Terrace)	Walkerville	Adelaide (West
Lockleys	Adelaide Airport	W C & K RSL	Adelaide (West
Marion	Adelaide Airport	West Lakes	Adelaide Airport
Marion RSL	Adelaide Airport	Woodville	Adelaide Airport
Millswood	Adelaide (West Terrace)		

## Annexure C – Adelaide Metropolitan Pennant Bowls Clubs

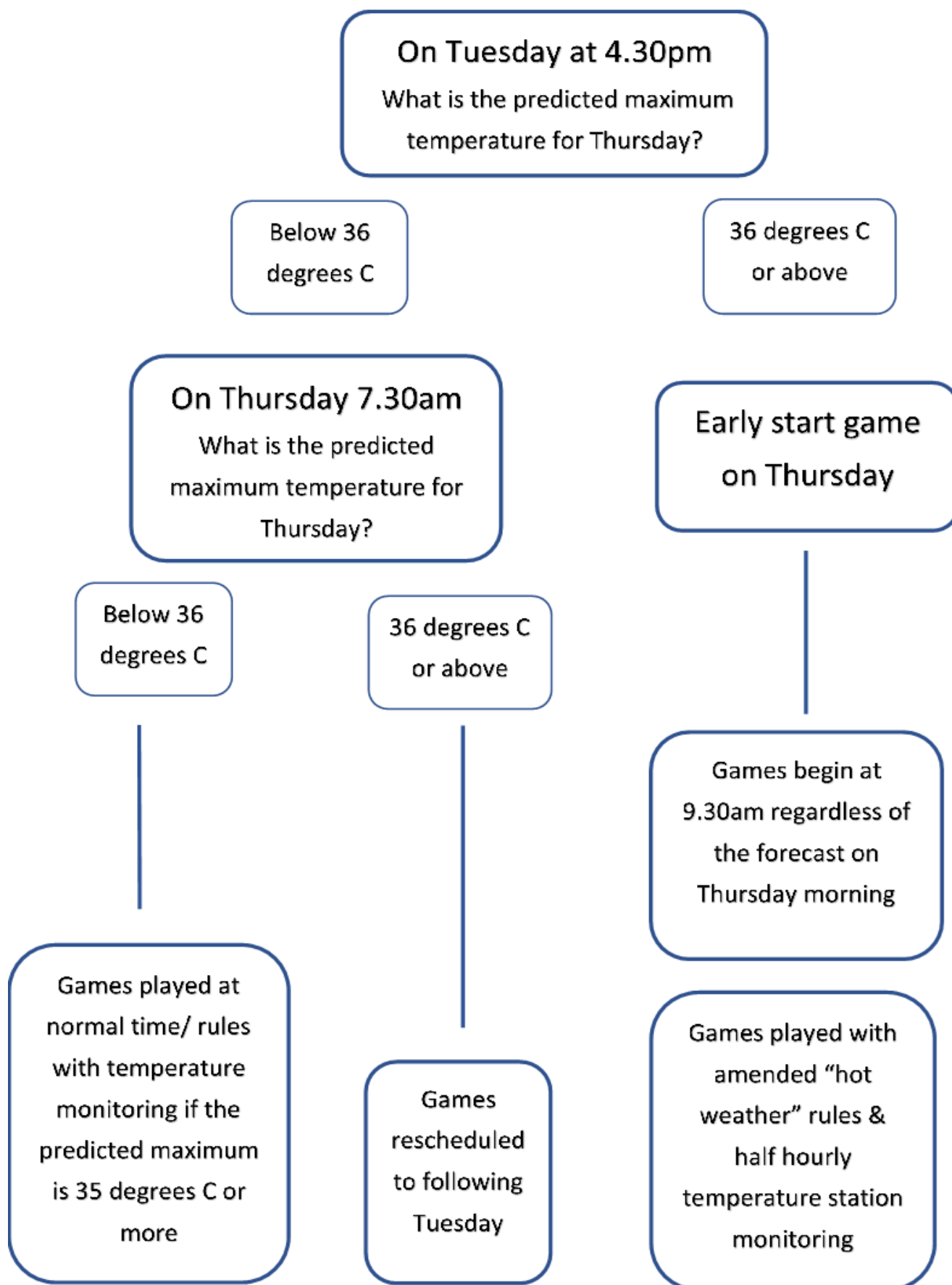
ABB	CLUB	PHONE	LOCATION
ADL	ADELAIDE	8223 5516	58 Dequetteville Terrace, Kent Town
AHO	ADELAIDE HIGH O.S	8223 5516	See Adelaide
ADO	ADELAIDE OVAL	8223 5516	See Adelaide
APK	ASCOT PARK	8276 5539	Davidson Avenue, Parkholme
BAU	BEAUMONT	8379 3132	71 Devereux Road, Linden Park
BLK	BLACKWOOD	8278 1937	10 Simla Parade, Blackwood
BRI	BRIGHTON	8296 6818	13 Keelara Street, Brighton
CBE	CHRISTIES BEACH	8382 8311	Smith Avenue, Christies Beach
CGD	CLARENCE GARDENS	8293 2134	6 Winona Avenue, Clarence Gardens
CLE	CLEARVIEW	8262 3242	Gordon Avenue, Clearview
CLG	COLONEL LIGHT GARDENS	8276 3532	Flinders Avenue, Colonel Light Gardens
CRO	CROYDON	8346 3242	64 Blight Street, Ridleyton
EDW	EDWARDSTOWN	8293 7549	Raglan Avenue, South Plympton
GAW	GAWLER	8522 1306	Victoria Terrace, Gawler
GLG	GLENELG	8295 2112	23 Partridge Street (off Jetty Road), Glenelg
GRA	GRANGE	8356 8389	11 Wilson Court (off Grange Road), Grange
HAP	HAPPY VALLEY	8270 5162	Taylors Road West, Aberfoyle Park
HAW	HAWTHORN	8357 8250	86a Monmouth Road (cnr Price Oval) Hawthorn
HEN	HENLEY	8356 8506	104 East Terrace (off Henley Beach Road), Henley Beach
HOL	HOLDFAST BAY	8295 1444	583 Anzac Highway, Glenelg North
HOV	HOPE VALLEY	8396 2277	1225 Grand Junction Road, Hope Valley
KEM	KENSINGTON MARRYATVILLE	8431 4102	Cnr Parade & East Terrace, Kensington Gardens
LOC	LOCKLEYS	8443 6798	46 Rutland Avenue, Lockleys
MAR	MARION	8296 9435	262 Sturt Road, Marion
MAS	MARION RSL	8296 4535	31-39 Norfolk Road, Marion
MIL	MILLSWOOD	8271 3172	20 Millswood Crescent, Millswood
MOD	MODBURY	8396 0113	Jack High Lane, Ridgehaven
MOV	MORPHETT VALE	8382 4738	Cnr South & Wheatsheaf Roads, Morphett Vale
NOV	NOVAR GARDENS	8295 4803	489 Anzac Highway, Novar Gardens
PAH	PARA HILLS	8285 6744	92 Bridge Road, Para Hills
PAY	PAYNEHAM	8337 1251	402 Payneham Road, Glynde
PEN	PENFIELD	8258 1546	Woomera Road, Salisbury
PLA	PLAYFORD	8254 1892	Goodman Rd, Elizabeth SA 5112
PAB	PORT ADELAIDE	8447 5096	Fifth Avenue, Cheltenham
PNO	PORT NOARLUNGA	8382 4160	River Road, Port Noarlunga
PRB	PROSPECT BROADVIEW	8344 4836	Collingrove Avenue, Broadview
REY	REYNELLA	8322 4535	Oval Road, Reynella
ROS	ROSEWATER	8341 0706	134 Grand Junction Road, Rosewater
SAL	SALISBURY	8258 1551	Orange Avenue, Salisbury
SEM	SEMAPHORE	8449 6337	Woolnough Road, Largs Bay
SOM	SOMERTON	8296 8849	King George Avenue, Somerton Park
STU	STURT	8271 4362	Cnr Trimmer Terrace & Edmund Avenue, Unley
TOB	TOORAK BURNSIDE	8331 0062	25 Giles Street, Toorak Gardens
TOR	TORRENSVILLE	8443 7104	80 South Road, Torrensvile
TRA	TRANMERE	8431 6197	Cnr Magill Road and Kings Grove, Tranmere
TRG	TRINITY GARDENS	8431 2003	Canterbury Avenue, Trinity Gardens
TWE	TWO WELLS	8520 2316	Old Port Wakefield Road, Two Wells
WAK	WALKERVILLE	8344 2064	Smith Street & Church Street, Walkerville
WCK	W C & K RSL	8346 4855	19 Rosetta Street, West Croydon
WLK	WEST LAKES	8242 1286	21 Edwin Street, West Lakes Shore
WOD	WOODVILLE	8445 2244	Oval Avenue, Woodville South



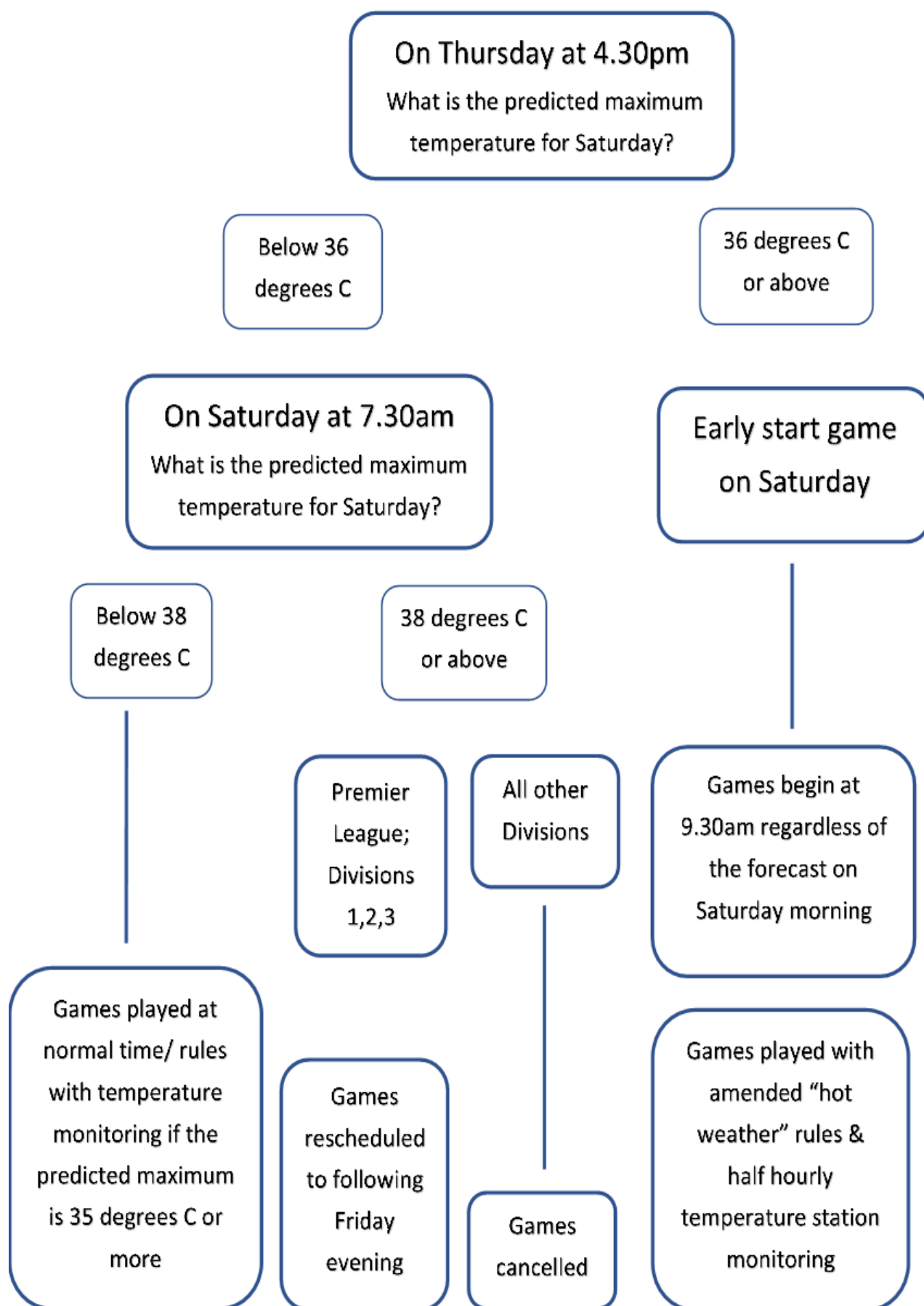
## FLOW CHART FOR DETERMINATION OF WEDNESDAY PENNANT PLAY



## FLOW CHART FOR DETERMINATION OF THURSDAY PENNANT PLAY



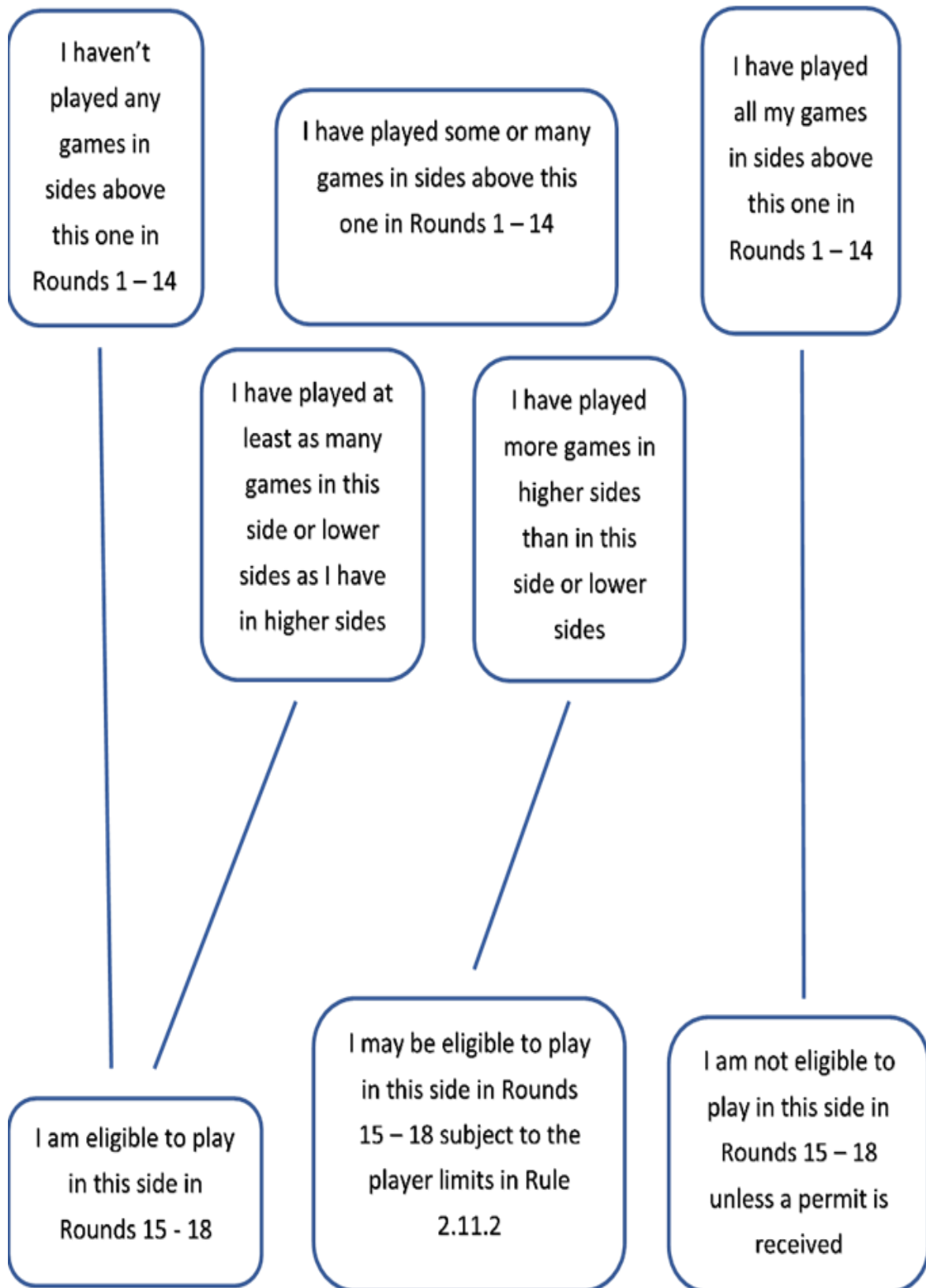
## FLOW CHART FOR DETERMINATION OF SATURDAY PENNANT PLAY



## FLOW CHART FOR DETERMINATION OF PLAYER ELIGIBILITY

Can I play in “this” side in Rounds 15 – 18??

I need to remember which sides I have played in up to Round 14



## Annexure D – Pennant Practice and Game Times

	Rule 4.2 Side Managers Responsibilities	Rule 3.11 Practice		Rule 3.9 Start Times			Rule 3.15 Mid Game Break	Rule 3.2 Ends to be played	Rule 5.7 Incomplete games	Rule 3.16 Finishing Time	Rule 5.9 Advice of Results
	Player names entered on-line by:	Practice rinks available by: *	Rink draw begins at: **	Trial ends begin by:	Begin play by:	Division	Mid game break at:	Number of ends:	Minimum number of ends for a completed game:	Finish by:	Enter results on-line by:
Saturday	10:00am Friday	12:15pm	12:45pm	1:00pm	1:15pm	Premier League Div 1 & 2 Div 3 – 5 Div 6 & 7	None 2:45pm 2:45pm 2:45pm	25 (18) ends 21 (18) ends 21 (18) ends 21 (18) ends	67 (48) ends 56 (48) ends 56 (48) ends 42 (36) ends	5:45pm	6.30pm game day
	10:00am Tuesday	11:30am	12:00md	12:15pm	12:30pm	Premier League Div 1 & 2 Div 3 Div 4	2:00pm 2:00pm 2:00pm 2:00pm	Pairs – 18 (15) ends Triples – 25 (21) ends Fours – 21 (18) ends Pairs – 18 (15) ends Triples – 25 (21) ends Fours – 21 (18) ends 21 (18) ends 21 (18) ends	74 (61) ends 74 (61) ends 56 (48) ends 42 (36) ends	5:00pm	6.30pm game day
	10:00am Wednesday	9:00am	9:30am	9:45am	10:00am	Premier League Div 1 & 2 Div 3 Div 4	After 11 ends After 11 ends After 11 ends After 11 ends	21(18) ends 21 (18) ends 21 (18) ends 21 (18) ends	42 (36) ends 42 (36) ends 42 (36) ends 28 (24) ends	2:30pm	6.30pm game day
	N/A	5:15pm	5:45pm	6:00pm	6:15pm		None			10:30pm	12:00 noon Saturday
Early Start	N/A	N/A	9:00am	9:15am	9:30am		None (or by negotiation)	(in brackets) above	(in brackets) above	2:00pm	6.30pm game day

\* Practice may commence earlier if greens are available

\*\* Rinks will be drawn AT THE INDICATED TIME in the presence of the Umpire of the day

Players CAN practice until draw is completed

Once the draw for rinks has been completed, players should be notified and practice MUST cease.

