MENS DIVISION

CONDITIONS of PLAY

for

WEDNESDAY AFTERNOON SELF SELECTED OPEN PAIRS EVENT

1 Commencement

This notice will remain in force for 3 years commencing on 1 September 2025.

2 Terms used in this notice

2 bowl pairs game means a game where the leads must play 2 of their bowls, followed by the skips playing 2 of their bowls, followed by the leads playing their final 2 bowls, followed by the skips playing their final 2 bowls.

3 bowl pairs game means a game where the leads must play all their bowls, followed by the skips playing all their bowls in each end.

2 bowl triples game means a game where each player must play singly and in turn with 2 bowls from their set of bowls.

bowls laws means—

(a) the *Laws of the Sport of Bowls*, Crystal Mark Edition, in force at the relevant time as published by World Bowls Limited; and

(b) the Australian Domestic regulations (***DR***) in force at the relevant time as made by Bowls Australia.

controlling body means the men's division of the Manly Bowls Club.

event means the men's division Wednesday afternoon self-selected open pairs event.

games manager means the person appointed by the controlling body to manage the running of this event,

player means a person who is member of a club affiliated with at least 1 of the following—

(a) Bowls Australia;

(b) the International Women's Bowling Board;

(c) the World Bowls Board,

and whose membership has not been suspended or cancelled.

self-selected team means a team of players selected by the players making up the team.

3 Eligibility to play in event

Subject to these conditions, any self-selected team is eligible to nominate for this event.

4 Nomination to be given on nomination sheet

The names of each player in the team intending to participate in this event must be written on the nomination sheet provided for this event.

5 Closing time for nomination to play in event

A nomination may be made not later than 11.30 am on the start day of this event by—

(a) a pairs team; or

(b) a player for inclusion in a pairs team created by the games manager.

6 If uneven number of nominations received

(1) This condition applies if the number of self-selected open pairs teams received create an uneven number of teams.

(2) The games manager may combine 2 pairs teams, subject to the agreement of the players of both pairs teams, into a triples game to provide an opportunity for the players to play in the event.

(3) However, the triples teams mentioned in subcondition (2) will be required to play against each other for both games.

7 Event to be played under the bowls laws

Subject to these conditions, this event will be played under the bowls laws.

8 Conditions of play may be amended

(1) The conditions of play for this event may be amended by the controlling body.

(2) The amendment of the conditions of play includes imposing a condition of play that was not a condition of play before this event started.

9 Controlling body may decide event not to start

The controlling body may decide, before the start of play of this event, that this event should not be played, if the controlling body considers a reason exists for this event not to start.

10 Dress standard for player and marker

During the playing of this event a player may wear—

(a) approved bowls attire; or

(b) casual (mufti) clothing.

11 Practice (Roll up) arrangements

(1) A player who is to participate in this event may practice on a nominated green in the specified direction of play not more than 45 minutes prior to the scheduled start time of the 1st game.

(2) For subcondition (1), the number of bowls to be used for practice is to be decided by the player.

(3) To remove any doubt—

(a) the practice arrangements mentioned in subcondition (1) are instead of the playing of trial ends before the scheduled start of the 1st game; and

(b) the player must be ready to start playing by the scheduled start time of the 1st game; and

(c) the player is not permitted to practice prior to the scheduled start of the 2nd game.

12 Format of event

The event is made up of 2 games as follows—

(a) for the first game—

(i) the scheduled start time is 1pm;

(ii) the duration is 13 ends or the bell at 2.45pm, whichever is the sooner;

(b) for the second game—

(i) the scheduled start time is 3.15pm;

(ii) the duration is 13 ends or the bell at 4.45pm, whichever is the sooner.

13 Order of play

(1) The games manager must notify all the players before the schedule start time of this event whether the order of play for the game is—

(a) a 2 bowls pairs game; or

(b) a 3 bowls pairs game.

(2) If a triples game has been arranged under condition (6)(2)—

(a) the order of play for both the 1st and 2nd game is a 2 bowls triples game; and

(b) the triples teams will be required to play against each other in both games.

14 Re-spotting of jack

(1) This condition applies if the jack is displaced completely outside the side boundaries of the rink of play during the playing of an end.

(2) The jack must be re-spotted on the centre line of the rink with the nearest point of the jack to the mat line being 2m from the front ditch.

(3) If the spot mentioned in subcondition (2) is covered by a bowl, the jack must be placed on the centre line as close as possible to the spot at least 2m from the ditch but not touching the bowl.

15 Completed scorecard to be returned to games manager

(1) The completed scorecard for each team, showing the names of each player, must be returned to the games manager as soon as practicable after the end of each game.

(2) The scorecard must be completed as set out in the bowls laws by each skip.

(3) If both scorecards completed for the game mentioned in subcondition (1) are not returned to the games manager, at the end of each game, the winner of the game will be decided from the scorecard received.

16 Additional playing arrangement for 2nd game

(1) Each winning team from the 1st game will play another pre-determined winning team in the 2nd game.

(2) Each losing team from the 1st game will play another pre-determined losing team in the 2nd game.

(3) If 2 opposing teams were awarded the same number of shots in the 1st game, the team that won the most ends in the game will be taken to be a winning team for the purpose of subcondition (1).

(4) If the opposing teams mentioned in subcondition (3) have won the same number of ends, the winning team will be decided by the toss of a coin for the purpose of subcondition (1).

17 If 2 or more winning teams have the same game score or margin after the 2nd game ends

(1) This condition applies if 2 or more winning teams have the same game score or winning margin for the 2nd game after the game has been played.

(2) The winning team is the team with the highest number of ends won in the 2nd game.

(3) If a winning team is unable to be determined under subcondition (2), the winning team will be decided by the toss of a coin.

18 Arrangement for awarding prizes for event

(1) This condition sets out the arrangements for the awarding of prizes to selected teams who played in both the 1st and 2nd games.

(2) Individual discs each marked with the rink number for each rink that was used by teams for both games will be placed in a draw to decide the awarding of prizes to teams.

(3) The awarding of prizes will be as follows—

(a) for the first game—

(i) the 1st disc drawn (***winner***)—to the winning team on that numbered rink;

(ii) the 2nd disc drawn (***runners-up***)—to the winning team on that numbered rink;

(iii) the 3rd disc drawn (***lucky losers***) —to the losing team on that numbered rink;

(b) for the 2nd game—

(i) the 4th disc drawn (***winner***)—to the winning team on that numbered rink;

(ii) the 5th disc drawn (***runners-up***)—to the winning team on that numbered rink;

(iii) the 6th disc drawn (***lucky losers***)—to the losing team on that numbered rink.

(4) To remove any doubt—

(a) at least 1 member of the pairs team or triples team must be present at the draw to claim the prize; and

(b) if required, a further disc will be drawn to decide the awarding of a prize; and

(c) a team mentioned in subcondition (3) may only be awarded 1 prize for this event.

19 Use of electronic communication devices near greens

(1) The use of any electronic communication device by a player or spectator (other than on-call emergency personnel) is not permitted within 6m of the green during play.

(2) In this condition—

electronic communication device includes a mobile telephone, a radio and a paging device.