

CONDITIONS OF PLAY FOR LEAGUE CHAMPIONSHIPS (SUPER SEVENS AND SUPER FOURS)

Unless otherwise stated, all matches shall be played in compliance with the "Laws of the Sport of Bowls", South African edition, 3rd edition (October 2014).

1. STARTING TIMES: MEN AND WOMAN 13H30

- a. Super 7'S being Trips & Fours, and Super 4's – played over 10 rounds.
- b. The trips game will be played over 18 ends.
- c. The fours game will be played over 21 ends.
- d. Clubs are limited to two sides (of 7 players each) per division.
- e. All Saturday Super Seven League sides shall be allocated two rinks at the designated club per league per division.
- f. Greens will be strung for 6 rinks only.
- g. On completion of the Saturday Super Sevens and Fours League the sides (respectively) with the highest shot aggregate shall be declared the winners. In the event of a tie, the results of the teams that tie shall be checked and the team with the highest aggregate in those games shall be declared the winner.

2. Late Arrivals

- a. A period of 20 minutes will be allowed for late arrivals. Should a team communicate to the Hosting club that they are delayed a further 10 minutes will be allowed. However should the opposing team agree the game may be played after the 30 minutes has elapsed
- b. In the event of a game not being played due to the late or non arrival of a team or side no score will be allocated to either team or side as applicable. HOWEVER the defaulting team will have 5 shots deducted from their Competition overall scored shot of "shots for"

3. Missing a Player

- a. Should a team be short of a player then they must arrange their side so that both games can be played (fours will be a player short) they must then apply **Law 39.2 to 39.2.2**
- b. Should this not be possible due to equipment issues then the game shall be cancelled and no score allocated to either side or team. HOWEVER the defaulting team will have 5 shots deducted from their Competition overall scored of "shots for"

Score cards

Team Captains shall ensure that properly completed score cards, containing the names of all players in the side are completed.. All names and BSA numbers are to be recorded on the **summary score card**. The score card and **summary score card must be returned** to the District Competition Secretary by Monday after game was played. The scorecards and summary results can be scanned and e-mailed (see end of document for e-mail address and contact numbers).

- a. Failure to comply will result in the defaulting club / team forfeiting their shots for earned during the game.
- b. Where **summary score cards** are incomplete, i.e. failure to record players names and/or BSA numbers, a penalty of five shots will be deducted from the defaulting side /club total shots for.

4. DRESS CODE

- a. Club Shirts to be worn by the whole team, if a player does not have club colours the whole team to wear white (Uniformity)

5. VENUES AND UMPIRES

- a. Venues are allocated at the time of the draw. Please ensure that you are aware of these venues.
- b. Any club hosting League games shall ensure that an **Umpire** is available. If one cannot be provided by the club the Technical Officials Standing Committee shall be asked to assist in obtaining one. **THE ONUS BEING ON THE HOST CLUB TO SUPPLY ONE.** Where the services of an Umpire cannot be provided, the team requiring the services of an Umpire should call upon a capable player from an

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adjacent rink to assist in arriving at a decision. As in the case of an Umpire, the decision of the player assisting is final.

- c. The Visiting Captains shall do the draw for rinks under the supervision of the Host Captain and when available, the Umpire.
- d. The Captains shall toss and the winner shall decide who plays first.

6. INCLEMENT WEATHER

Minimum ends to be played to constitute a game

- i. In fours a minimum of one 11 ends must be completed to constitute a game.
- ii. In trips a minimum of 9 ends must be completed to constitute a game.
- ii. In the event that a game is not completed no scores will be recorded.

Abandonment of a game or games

Play shall not be abandoned unless both Team Captains agree to abandon the game

Any decision to suspend play due to waterlogged greens shall be made by the Host Green keeper or in his absence by the Host Captain.

All players to remain at the club until this decision is taken. Action will be taken against teams who do not adhere to this condition. 10 shots will be deducted from their overall "shots for"

- b. The Hosting Club of a league game must ensure that a lightning meter is available and in good working condition. The Host Captain will take responsibility for the lightning meter. When the lightning meter is activated by an electrical storm, play should be suspended when the meter is between the yellow and red indicators being 12 and 20 km. All players should leave the green immediately and proceed to a sheltered area and not remain in the open. Remember lightning moves faster than thunder and travels along the ground which is a conductor for electricity. Play may be resumed 15 minutes after all activity on the lightning meter has stopped.
- c. In the absence of a working lightning meter the players must decide if they are prepared to play at their own risk (**Law 32**)

7. DEAD JACK (BURNT ENDS)

- a. The jack will be will be re-spotted on the 2 meter mark
- TRIAL ENDS**
- a. Two trial ends per Game.

8. PROMOTION / RELEGATION

- a. The winning side in each division of the super sevens league shall be promoted.
- b. The side with the lowest shot aggregate in each division of the super sevens league shall be relegated.

9. RESTRICTION OF MOVEMENT FOURS AND TRIPS

- a. Thirds may visit the head before playing their last bowl, if invited to by the Skip and approved by the opposing Skip. Skips may visit the head before playing their last bowl.
- b. Both players should proceed to the mat simultaneously to play their first bowl and thereafter may visit the head as stipulated in the conditions of play.
- c. A player who remains in the head before playing their first bowl will be CONTRAVENING the CONDITIONS OF PLAY.

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10. DISCIPLINE

- a. Players are required to adhere to the following Laws of the Sport of Bowls.
- b. Laws 7 and 8 Position on the mat and Foot-faulting respectively.
- c. Law 12 Position of players:
- d. Law 12.1 In relation to the rink of play.
- e. Law 12.2 In relation to a neighbouring rink.
- f. Law 13 Possession of the rink.
- g. Law 40.1.7 Players' Duties: The Skip must be responsible for the score card supplied by the Controlling Body. However at the discretion of and with the agreement of both skips Law 40.1.0 may be applied (skips may delegate duties to other members of the team)
- h. Umpires are required of their own accord to pay special attention to any infringement of the above mentioned laws and take the appropriate action in terms of Law 7 and 13.3 to 13.3.2.3 and not wait until the opposition players lodge a complaint.

NOTE: THE UMPIRE'S DUTIES LAW 43.2.5 INCLUDES "THE UMPIRE SHOULD MAKE SURE THAT ALL ASPECTS OF PLAY ARE IN LINE WITH THE LAWS OF THE SPORT OF BOWLS"

CONSUMPTION OF ALCOHOL.

The consumption of alcohol during a playing session in any district organised event is totally prohibited.

Any player to be found transgressing this rule shall be reported to his/her club who will duly deal with the transgression and notify the Executive of such outcome. Should a further transgression take place this will be reported to the Executive who will deal with it and duly notify the member's club of the outcome.

Competition Secretary's contacts are:

Marianne Spamer

Cell phone: 082 787 8434

e-mail: msbelectric@gmail.com