

## 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, 3<sup>rd</sup> 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 most points shall be declared the winners. Should the points be tied the shot difference shall decide the outcome. If a tie still exists, **Law 27.4** will apply “If the points are equal the Controlling Body will divide the total of shots scored against each side into the total shots it has scored. The side with the highest results will be declared the winner”.

### 2. Late Arrivals

- a. A period of 20 minutes will be allowed for late arrivals.
- b. Should a team arrive within a reasonable time (having communicated with the host club that they will be late) after the prescribed allotted time (an additional 10 minutes), the points for the first set will be given to the opposing side and the game will start.
- c. The shots however will count towards the overall result of the game.
- d. In the event of a side arriving later then the total time allocated (30 mins) then 60% of the points available will be allocated to the team that was ready to play on time.
- e. If a team does not arrive at all, full points will be allocated to the opposing team.

### 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 that side will forfeit points as per 2(d) above (late arrivals).

### 4. FORMAT AND SCORING

#### SUPER SEVENS:

**POINTS – The fours played over 21 ends with 3 sets of 7 ends each; the trips 3 sets of 6 ends each.**

- a. Scoring, 1 point per set, 2 points for a win, bonus of 3 points for shot aggregate. This gives **13 points in total per fixture**. In the event of a tie, points are shared. The amount of shots determine the set, e.g. if team A has 5 points and team B has 4, then team A gets 1 point. Should both teams have 5 points, then they share the set (1/2 point each). The set is **NOT** determined by the amount of ends won.
- b. In addition to the normal score card the District Competition Secretary will issue the Super Seven League sides with summary score cards. The results of both teams in the side must be transferred to the **summary score cards** issued to both sides.

#### SUPER FOURS:

**POINTS – The fours played over 21 ends will be 3 sets of 7 ends**

- a. Scoring, 1 point per set, 2 points for a win, **NO bonus points**. This gives 5 points per fixture. In the event of a tie, points are shared.
- b. In addition to the normal score card the District Competition Secretary will issue the Super Fours League sides with a summary score cards. The results of both games must be transferred to the **summary score cards** issued to both sides.

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### 5. RESULTS

- a. Captains shall ensure that properly completed score cards, containing the names of all players in the side. 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).
- b. Failure to comply will result in the defaulting club / team forfeiting all points earned during the game.
- c. Where **summary score cards** are incomplete, i.e. failure to record players names and/or BSA numbers, a penalty of five points will be deducted from the defaulting side /club total points earned.

### 6. 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)

### 7. 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 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.

### 8. INCLEMENT WEATHER

- a. A minimum of one 'set' must be completed to constitute a game. The uncontested set points are to be shared, but 'game' points and the bonus points can still be won.  
Minimum ends to be played
  - i. In fours a minimum of one 7 ends must be completed to constitute a game.
  - ii. In trips a minimum of 6 ends must be completed to constitute a game.
  - iii. The uncontested ends - points are to be shared, but "game points" can still be won.Each match to be assessed individually to achieve a result (no common denominator). Therefore if sides A & B completed two sets, they will only share the final sets' 1 point (the rest are earned), whereas sides C & D have only completed one set, they will share the 2 points of the last two sets. (The rest also earned).  
Play shall not be abandoned until 4pm (if no games have started), 4-30 pm if one set has been completed, and 5 pm if two sets have been completed.
- 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. Where a lightning meter is not available, for any reason, **Law 50.1 to 50.3** will apply.
- c. Any decision to suspend play due to waterlogged greens shall be done by the Host Green keeper or in his absence by the Host Captain.
- d. 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. They will be disciplined by the District Executive.

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### **9. BURNT ENDS / TRIAL ENDS**

- a. In any competition involving set plays burnt ends will be re-spotted on the 2 meter mark (**Law 56**). In Knockout play each team or player will be allowed one burnt end thereafter the jack will be spotted on the centre.
- b. Two trial ends per Game.

### **10. PROMOTION / RELEGATION**

- a. The winning side in each division of the super sevens league shall be promoted.
- b. The side with the least number of points in each division of the super sevens league shall be relegated.

### **11. 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. 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. A player who remains in the head before playing their first bowl will be CONTRAVENING the CONDITIONS OF PLAY.

### **12. DISCIPLINE**

- a. Players are advised 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:**

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

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