

CONDITIONS OF PLAY

2018 SWWD Open

All games will be played in line with the Laws of the Sport of Bowls, Crystal Mark, 3rd Edition.

Bowler of the Tournament: See Appendix A for points awarded.

Cell Phones and/or Sound-Emitting Devices: Any such devices must be muted or turned down. Violations shall be considered a violation of rink possession. Law 41.7 is not superseded.

Changes in Scheduling: If an event cannot be conducted in accordance with the published schedule or if a special situation arises, the Tournament Committee may make whatever changes it deems appropriate. In these Conditions of Play, Tournament Committee and Tournament Director are synonymous.

Date Stamps on Bowls: Any bowls that have a clearly legible ALBA, IBB, WBB or WB stamp, date, and serial number are approved for use; however, there will be no inspection of bowls.

Determination of Winners: Day 1 of all events, three (3) points for a win, one (1) point for a tie, zero (0) points for a loss. Day 2 of all events, win or lose.

Disputes: The umpire's decision is final in all circumstances except those relating to the meaning or interpretation of a law, in which case there will be a right of appeal to the Controlling Body.

Dress Code: Team members' shirts and below-the-waist attire must be matching. They may be white or colored. Shorts worn by women may be no shorter than three inches above the knee.

Eligibility: All United States citizens must be a member of Bowls USA; all other entrants must be members of a Member National Authority.

Footwear: Shoes must be flat-soled and heel-less. This rule will be enforced.

Format: Day 1 of all events, qualifying rounds, four games after blind draw for opponents. Day 2, teams to be placed into flights based on results of Day 1 qualifying rounds. Top 8 teams go into Championship Flight, teams 9 through 16 go into Third Flight, and descending flights depending on the number of entries. Second Flight is made up of the losers after the first round of the Championship Flight.

Late Arrivals: A penalty of one point and one end played will be assessed for each ten minutes after the official start time. A late arrival time of 30 minutes or more will result in forfeiture of that game. This rule may be waived in extenuating circumstances.

Length of Matches:

Singles: Day 1 - All four games 14 points; Day 2 - All games 18 points
Pairs: Day 1 - All four games 10 ends; Day 2 - All games 16 ends
Fours: Day 1 - All four games 10 ends; Day 2 - All games 16 ends

Movement of Players: Appendix A, A.4, Restricting the movement of players during play, as written in the Laws of the Sport of Bowls, Crystal Mark Third Edition, is invoked for all matches.

Must Play: Day 1. All matches must be played and finished. Day 2. All matches must be played and finished unless mathematically eliminated.

No Dead Ends: A jack in motion that passes completely outside the boundaries of the rink of play must be re-spotted on the 2-meter mark on the center line. If that position is occupied by a bowl, the jack will be placed between the bowl and the mat line without touching the bowl.

Practice Before Tournament: Thursday, April 19, 2018, 6:30 p.m., and Friday, April 20, 2018, 3:00 p.m. to 7:00 p.m.

Practice Before Trial Ends: Practice is allowed between 8:00 a.m. and 8:25 a.m. Attendance during morning announcements, beginning at 8:30 a.m., is mandatory.

Prize Money/Awards: The allocation for prize money/awards will be posted at the venue.

Smoking: Smoking is prohibited on any greens. Designated smoking areas, if any, will be identified during morning announcements.

Substitutes: Substitutes must be approved by the Tournament Director. They may not have played in the same event, nor may they skip. Teams are responsible to find their own substitute and are responsible for distribution of any prize money if a substitute is used.

Starting Times and Time Limits: Unless otherwise specified, each day's announcements will be at 8:30 a.m. In order to ensure that all participants are treated equally, time limits for each day's games are imposed as noted below.

Day 1 - Fours and Pairs (10-end games)

Game 1 starts at 9:00 a.m.

Game 2 starts at 11:00 a.m.

Game 3 starts at 1:30 p.m.

Game 4 starts at 3:30 p.m. (and must finish by 5:30 p.m.)

Day 2 - Fours and Pairs (16-end games)

Game 1 starts at 9:00 a.m.

Game 2 starts at 12:15 p.m.

Game 3 starts at 3:00 p.m.

Note: All games must start at the appointed start time. If, in the Tournament Committee's judgment, the time given to play is too short or too long, the times may be adjusted.

Day 1 - Singles (14-point games)

No time limits*

Day 2 - Singles (18-point games)

No time limits*

* If, in the Tournament Committee's judgment, a Singles player is engaging in slow play, that player will be placed "on the clock" and given 1 minute to deliver each of their bowls throughout the rest of that game.

Tiebreaker: At the end of play on Day 1 in all events, if two or more teams should tie with the same number of wins and plus points, the tiebreaker shall be as follows: head-to-head results, if any; fewest opponent's points allowed; most ends won; one-end roll-off.

Trial Ends: Day 1 and Day 2 - Fours and Pairs, all four games, two bowls in each direction. Day 1 and Day 2 - Singles, players may roll four bowls in each direction. Trial ends are not mandatory in any game. Trial Ends are included within the allotted time limits of each game.

Umpires: Prior to start of play, umpires, as available, will be introduced.

Venue: Santa Anita LBC, 405 South Santa Anita Avenue, Arcadia, California 91006.

Appendix A -- Bowler of the Tournament - points awarded

Championship Flight	Singles	Pairs	Triples/Fours
1st	98	81	68
2nd	47	40	34
3rd	31	27	23
4th	21	14	12

Second Flight	Singles	Pairs	Triples/Fours
1st	19	16	14
2nd	9	8	7

Third Flight	Singles	Pairs	Triples/Fours
1st	16	14	12
2nd	8	7	6