



# **METROPOLITAN PENNANT CONDITIONS OF PLAY 2023 – 2024**

**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 (Laws) and Domestic Regulations (DRs) Crystal Mark 4th Edition', and these Conditions of Play (Rules).

The MBA may alter the Conditions of Play at any time at its discretion.

In these Conditions of Play, the term "exceptional" is used to indicate "unusual" or "rarely encountered"

### 1. DEFINITIONS

#### 1.1 Side – refer Laws Definitions B.1

Several teams playing concurrently whose combined scores (shots gained) decide the result of a Pennant game.  
(Refer Rule 4.1)

#### 1.2 Team – refer Laws Definitions B.3

A team consists of a "Pair" (2 players), a "Triple" (3 players) or a "Four" (4 players).

#### 1.3 Rink – refer Laws Definitions C.28

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 3.1.

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 3.3.

#### 1.7 Starting Time

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

#### 1.8 Constitution of sides/players

Players in a side will become constituted in a game when the jack is rolled in the first end of any rink of that game. Constituted players are ineligible to act as substitutes in any game in that Round in that competition. The names on completed scorecards are the verification of the constituted status of a player (not the names entered on BowlsLink after selection).

#### 1.9 Counted Games

To be counted as a played game in Rule 3.8 or 3.9 a player will have been selected in a side and published on the online results portal and:

- their game is started and all required ends are completed
- their game is started and is abandoned without completing the required number of ends (refer Rule 5.9)
- their game is forfeited during play
- their game is not started because of local extreme conditions (e.g., greens closure) and is not ever played
- they have been selected to play in a side that is awarded a game by forfeit prior to the game

Full or part rounds that are cancelled by Match & Program Committee do not count unless rescheduled and played later.

### 2. SIDE REGISTRATION

#### 2.1 Member Club Eligibility

A Member Club may compete in a Pennant competition 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 Pennant Side Registration

A club can register 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.

#### 2.3 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.

#### 2.4 Side Ranking

2.4.1 Sides of a club in a Pennant competition will be ranked consecutively as 1, 2, 3, 4 etc. in descending order of capability.

2.4.2 All side names will have a numeral added to signify their ranking within the club (e.g., CLUB SIDE1, CLUB SIDE2 etc).

2.4.3 When a Member Club has more than one side entered in the same Division of a Pennant competition, its higher ranked side for the purpose of these rules will be the side with the lesser number in the side name (i.e., CLUB SIDE2 will be of higher capability than CLUB SIDE3 etc.).

## 2.5 Combined Sides

- 2.5.1** If a club does not have sufficient eligible players to form a single side in a Pennant competition it can seek approval from Match & Program Committee to combine with another club or clubs to enter a Combined side.
- 2.5.2** Where two Member Clubs each have a side or sides entered in a Pennant competition and each have additional players, but insufficient to field another complete side, they may seek permission from Match & Program Committee to enter a Combined side.
- 2.5.3** 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.
- 2.5.4** The title of such a side shall be determined by the Member Clubs concerned but shall NOT be the name of only one of those Member Clubs.
- 2.5.5** A Combined side is a separate entity, independent of any club that contributes players but managed by a single Member Club. A Combined side does not count as either club's bottom side. Match & Program Committee will determine into which playing level a Combined side will be entered.
- 2.5.6** Where a Combined side is entered, members of those Member Clubs, in accordance with Rule 3.1, may be selected to play for the Combined side as original members.
- 2.5.7** The 'Home' venue for Combined sides shall be notified to their opponents and to Match & Program Committee as soon as possible.
- 2.5.8** 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.

## 3. PLAYER ELIGIBILITY

### 3.1 Registration

- 3.1.1** A Member may only play Metropolitan pennants if they have a current Full or Junior/Student registration with Bowls SA, except where it is allowed by Bowls Australia Policies or by these Rules & Conditions of Play.
- 3.1.2** 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 it is allowed by Bowls Australia Policies, or by the issue of a Pennant Permit by the MBA or Bowls SA (refer Rule 3.1.3), or by these Conditions of Play.
- 3.1.3** A registered member of Bowls SA may be selected to 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 Association that their Member Club belongs to in SA does not run a comparable mid-week (Monday – Friday inclusive) or Saturday pennant competition  
OR
  - The Member Club they are registered with has insufficient players of a gender to fill a (single) side in the competition of that gender  
AND
  - both Member Clubs involved give consent

then the member may seek a permit from the MBA or Bowls SA to play in that competition with another Member Club.

A Season Permit form is required to be submitted and approved annually.

### 3.1.4 Unregistered Players

- 3.1.4.1** 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.
- 3.1.4.2** Any Member Club playing an unregistered or ineligible player in any Metropolitan Pennant competition without permission will be penalised in accordance with the Laws of the Sport of Bowls and the Bowls SA & MBA Constitutions and By-Laws. The penalty may include a side forfeit. For scoring of side forfeits refer to Rule 7.11.1
- 3.1.4.3** 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.

### 3.2 Player Permits

#### 3.2.1 Pennant Permits

Any player who receives a pennant permit from the MBA shall be eligible as an original member for selection in any side and in any position for the Member Club that they are issued a permit for.

Players playing under a season permit must wear the uniform of the Member Club that they are playing for.

#### 3.2.2 Game Permits

Players may be issued with a permit by Match & Program Committee for individual games or a series of games.

#### 3.2.3 Permit validation

Where a player permit has been issued, the player concerned must carry permit documentation whenever playing under the permit authorisation.

Side managers must declare their intention to play permit players when the draw of cards for a game is made.

(PER) and the abbreviation of the name of the permit player's Member Club (if applicable) must be recorded on the scorecards alongside the permit player's name.

### 3.3 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 reduce 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.

For Rounds 1 – 3 only, the reference playing level for eligibility as an Opposite Gender Player can be based on recent games from the preceding season. For all subsequent rounds, the Division of games played in the current season will be the reference.

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

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

**3.3.2.1** For Wednesday competition, Opposite Gender Players may be selected from eligible Pennant playing members of that club who play at Division Six level or below on Saturday, or from Division Five if that is the club's lowest ranked side. Members that do not play Saturday pennants may be selected if they play at Division Two level or below on Thursday. Non-Pennant playing members who are assessed at that level may also be selected.

**3.3.2.2** For Thursday competition, Opposite Gender Players may be selected from eligible Pennant playing members of that club who play at Division Six level or below on Saturday, or from Division Five if that is the club's lowest ranked side. Members that do not play Saturday pennants may be selected if they play at Division Four level on Wednesday. Non-Pennant playing members who are assessed at that level may also be selected.

**3.3.2.3** If any club is uncertain of having available sufficient Members who are eligible under Rule 3.3.2.1 or 3.3.2.2 it can apply in writing to Match & Program Committee for permission to play other nominated members, supplying evidence to support their application.

**3.3.3** Opposite Gender players are original members of the side.

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

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

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

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

**3.3.6** In exceptional circumstances a club can apply in writing to Match & Program Committee for permission to play other nominated members regarding Rule 3.3.5, supplying evidence to support their application.

### 3.4 Temporary Players

**3.4.1** In a Member Club's lowest ranked side, when there are insufficient eligible 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 person approved by the Umpire of the Day as a temporary player.

**3.4.2** Temporary players may only play as Lead or Second in a Four or Lead in a Triple.

**3.4.3** The use of unregistered players will be subject to Bowls SA rules related to conversion to Full club membership.

**3.4.4** Temporary (TMP) and the Temporary Player's Member Club abbreviation must be recorded on the scorecards next to the player's name.

### 3.5 Playing with incomplete teams

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 4's or Triples teams playing a player short, with the team playing as though the Second is the missing player in accordance with DR 2.6

### 3.6 Substitutes – refer Law 32.2-32.5; DR 2.1.3, 2.4 & 2.5.3

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.

**3.6.1** The substitute player's name and (SUB) should be added to both scorecards.

### 3.7 Player Selection Guidelines

**3.7.1** Each Member Club shall have a Pennant selection policy that is based on merit & recent performance regardless of gender, and with consideration given for compatibility and opportunities for player development.

**3.7.2** Sides will be selected in highest to lowest rank order from available eligible players according to the requirements of Rule 3.7.1 and in line with the gender requirements of the single gender competitions.

**3.7.3 Sides should be selected to maximise performance and achieve the best possible result, as well as taking into consideration the spirit of the game.**

**3.7.4** Clubs are reminded that the selection of players from a higher ranked Side into a lower ranked Side, towards the end of playing the Minor rounds, to gain a place in the top four of a Section, or to boost a Sides strength to avoid demotion, is against the application of Rule 3.7 and not in the spirit of the game.



### **3.8 Player Eligibility & Movement Between Sides – Minor Rounds (refer Rule 1.9 for games counted as played for this rule)**

#### **3.8.1 Player eligibility criteria for Home & Away Rounds**

- Prior to Round 15 there will be no restriction on the interchange of players between the sides of a club.
- To be eligible to be selected in a side for rounds 15 – 18 a player must have played at least as many games in that side or lower ranked sides as any higher ranked sides in Rounds 1 to 14.

#### **3.8.2 Selection in rounds 15 – 18**

For rounds 15 -18 a side (“the side”) may only be selected from players who are eligible according to Rule 3.8.1, with the addition that up to 3 players who have not gained selection in the next highest ranked side for that round and who have played at least one game in the side or lower ranked sides prior to Round 15 can be selected in the side. Refer flow chart for player eligibility.

**3.8.3** Failure to comply with Rule 3.8.2 will result in the forfeit of the game – (Law 39.2.1)

**3.8.4** In exceptional circumstances a club can apply in writing to Match & Program Committee for permission to play other nominated members regarding g Rule 3.8.2, supplying evidence to support their application.

### **3.9 Player Eligibility & Movement Between Sides – Finals (refer Rule 1.9 for games counted as played for this rule)**

#### **3.9.1 Player Eligibility criteria for Finals**

- To be eligible to be selected in a side for a Finals Round a player must have played in five games or more for that club in that day’s competition (Saturday, Wednesday and Thursday are separate competitions).
- To be eligible to be selected in a side for a Finals Round a player must have played at least as many games in that side or lower ranked sides as any higher ranked sides during Rounds 10 – 18.

#### **3.9.2 Selection in Finals rounds**

**3.9.2.1** For Finals Rounds, a side (“the side”) side may only be selected from players who are eligible according to Rule 3.9.1, with the addition that if a club has two consecutively ranked sides in a Finals round, a player who has not gained selection in the higher ranked of the two sides and has played at least one game in the lower ranked of the two sides during Rounds 10-18 can be selected in the lower ranked side.

**3.9.2.2** Players in a side for a Finals game may be selected to play in subsequent finals for that side (subject to Rules 3.9.2.3 & 3.9.2.4).

**3.9.2.3** Players from a side which has qualified for a Grand Final through the First Semi-Final are not eligible to play in the Preliminary Final in a lower ranked side.

**3.9.2.4** Players from a side eliminated from the Finals are not eligible to play in any subsequent final in a lower ranked side. However, where a player was promoted to a higher ranked side only for a particular Finals round to replace a player who was temporarily unavailable, a club can apply in writing to Match & Program Committee for permission to play the nominated player in a subsequent final in a lower ranked side, supplying evidence to support their application.

**3.9.3** Failure to comply with Rule 3.9.2 will result in the forfeit of the game – (Law 39.2.1)

**3.9.4** In exceptional circumstances a club can apply in writing to Match & Program Committee for permission to play other nominated members regarding Rule 3.9.2, supplying evidence to support their application.

### **3.10 Player Management – Saturday Premier League only**

Following discussions with Saturday Premier League clubs, some changes have been made to the programming of Saturday Premier League games for this season.

Saturday Premier League will mostly play the same Round of matches as all other Divisions on the same weekend, although some Saturday Premier League games will be on Friday night or Sunday instead of Saturday.

There are however some weeks when rounds will not coincide (e.g., Saturday Premier League Round 13 is played 3 weeks before all other Divisions Round 13 matches).

The following rules will apply in these situations:

#### **3.10.1 Saturday Premier League Player Selection for Home & Away Rounds**

Saturday Premier League will be the first side selected for a Round from available players in accordance with Rule 3.7 and added to the online portal in accordance with Rule 7.1 and these rules.

##### **3.10.1.1 Games played prior to the same Round for all other Divisions**

For any Round that Saturday Premier League will play prior to the same Round for all other Divisions, the Saturday Premier League side for the Round will be selected from available players in accordance with Rule 3.10.1 in time to publish the side on the online portal in accordance with Rule 7.1 **as soon as possible after selection has been done, and not later than 6pm of the day prior to the game.**

Prior to the start of the Saturday Premier League game, player changes after selection will be managed in the same way as for sides in other Divisions.

Once play for the Saturday Premier League game has started the selected players will be unavailable for selection in any other side in that Round.

##### **3.10.1.2 Games played after the same Round for all other Divisions Divisions (Round 1 and Round 14 for season 23/24)**

For any Round that Saturday Premier League will play after the same Round for all other Divisions, the Saturday Premier League side will be selected from available players in accordance with Rule 3.10.1 at the same time as other sides are selected for that Round. All sides for the Round should be added to the online portal together.

Prior to the start of play for other sides in that Round, Saturday Premier League player changes after selection will be managed in the same way as for sides in other Divisions.

Once play for other sides in that Round has started, the Saturday Premier League side selected is "frozen" and the selected players will be unavailable for selection in any other side in that Round.

If a player selected in a Saturday Premier League side for a Round scheduled to be played after other Divisions becomes unavailable once the Round has begun for the other Divisions, and all available 2nd ranked side level players have played in that Round, then a club can apply in writing to Match & Program Committee under Rule 3.10.2 for permission to play a 2nd ranked side level player to complete the Premier League side and that player's name will be used in BowlsLink.

**3.10.2** In exceptional circumstances a club can apply in writing to Match & Program Committee for permission to play other nominated members regarding Rule 3.10.1, supplying evidence to support their application.

#### **4. COMPETITION FORMAT & SCHEDULE**

##### **4.1 Player Numbers**

###### **Saturday**

Premier League, Divisions 1 – 5: Four teams of four players

Divisions 6 and lower: Three teams of four players

###### **Wednesday**

Premier League, Divisions 1-3: Five teams – Pairs (1) Triples (2) Fours (2)

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

##### **4.2 Ends to be Played**

###### **4.2.1 Normal conditions**

###### **Wednesday Premier League & Divisions 1, 2 & 3**

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

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

Fours: 21 ends

###### **4.2.2 Early start games**

If a match is declared an early start game under the Extreme Weather Policy as per Rules 9.1 - 9.5, then the number of ends played will be reduced to:

Saturday Premier League: 21 ends (no reduction)

Fours (all other Divisions): 18 ends

Triples: 21 ends

Pairs: 15 ends

with the minimum number of ends completed before a game can be finalised to be altered as per Rule 5.9.

##### **4.3 Side Divisions**

###### **Saturday**

Premier League and Divisions 1 & 2: One Section each of 10 sides

Division 3: Two Sections each of 10 sides

Division 4: Four Sections each of 10 sides

Divisions 5 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.

###### **4.3.1 Divisions & Sections**

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

In exceptional circumstances, Match & Program Committee may make changes to the composition of Divisions to improve balance in the structure.

##### **4.4 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

Division 4 – 2 sides only

Divisions 5 – 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.

#### 4.5 Side Designations

All side names will have a numeral added to signify their ranking within the club (e.g., CLUB SIDE1, CLUB SIDE2, CLUB SIDE3 Etc.)

#### 4.6 Pennant Sides – 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 7.12

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.

#### 4.7 Competition Format

All games shall be played in a 'Home and Away' format as in the 'Order of Draw', followed by a Finals series. The minimum number of completed Home & Away Rounds that will constitute a 'completed season' will be 12.

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

#### 4.8 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.

## 5. GAME PROCEDURES

### 5.1 Start Times

Saturday:	Practice finishes at approximately 12.55pm – Play begins at 1pm
Wednesday:	Practice finishes at approximately 12.10 pm – Play begins at 12.15pm
Thursday:	Practice finishes at approximately 9.55am – Play begins at 10.00am
Friday:	Practice finishes at approximately 5.55pm – Play begins at 6pm
Sunday:	Practice finishes at approximately 12.55pm – Play begins at 1pm
Early start:	Practice finishes at approximately 9.10am – Play begins at 9.15am

**5.1.1** 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 5.8 for restrictions.

### 5.2 Allocation of Rinks

Allocation of rinks to Pennant games shall consist of consecutive adjacent rinks on a single green, or consecutive adjacent rinks across two adjacent greens.

### 5.3 Practice

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

Saturday:	12.30pm
Wednesday:	11.45am
Thursday:	9.30am
Friday:	5:30pm
Sunday:	12.30pm
Early Start:	8.45am

**5.3.2** Practice earlier than these times will be at the discretion of the Home club's greenkeeper or Greens Manager only and must be respected. **No practice will be allowed before 8.30am.**

**5.3.3** 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.

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

Once the draw for rinks has been completed, side Managers should notify players, and players must only practice on the rink they are drawn to play on.

### 5.4 Trial Ends (Roll up)/ Game Start

All games will be conducted without trial ends.

All games at a venue will be started at the indicated time by ringing a bell or by a P/A announcement.

### 5.5 Player Position

No changes to player positions shall be permitted 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
- the absence of a Skip (refer Rule 5.12)
- the inclusion of a substitute (refer Rule 3.6)

Any club failing to adhere to this rule shall forfeit the game to the opposing side, scored in accordance with Rule 7.11.

## 5.6 Player Movement during an End (Refer Laws Appendix A.4)

Players must play without undue delay (Refer Laws Appendix A.5)

**5.6.1** After delivering their first bowl, 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 second 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.

**5.6.2** Restricting the movement of players as described above does not prohibit a player being called to the head by a Skip; however, care must be taken to limit this action and to not delay play unnecessarily.

## 5.7 Mid-Game Break

### **Saturday Competition**

Premier League - There will not be a mid-game break.

All other Divisions - A mid-game break shall be taken at 2.30pm.

**Wednesday Competition.** A mid-game break shall be taken at 1.45pm.

### **Thursday Competition**

Premier League - There will not be a mid-game break.

All other Divisions - 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 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.

**Mid-game Break duration.** Every attempt should be made to limit the mid-game break to 15 minutes or less from the time the last team leaves the green.

## 5.8 Time Limit / Finishing Time

**All games will be played to a time limit of 4½ hours.** Reaching the time limit will be indicated, if required, by ringing a bell or by a P/A announcement. At this time, any started ends shall be completed but not replayed if the end becomes dead.

In any competition, the result of the game curtailed by the time limit will stand provided that sufficient ends have been completed to obtain a result in accordance with Rule 5.9

**All night games must cease with the completion of the end in play at 10:30 pm, regardless of the start time.**

## 5.9 Ends to be completed to finalise a game – Minor Rounds (Refer Law 33) .

If Match & Program Committee has not determined that all play in a Round shall be cancelled and a game is started but does not complete the full number of ends, the game shall be deemed to have been finalised with the scores at the time of abandonment if:

**Saturday Premier League:** at least 56 ends have been completed (early start game at least 56 ends)

**Saturday Divisions 1 - 5:** at least 56 ends have been completed (early start game at least 48 ends)

**Saturday Division 6 & 7:** at least 42 ends have been completed (early start game at least 36 ends)

**Wednesday Premier League and Divisions 1 - 3:** at least 74 ends have been completed (early start game at least 62 ends)

**Wednesday Division 4:** at least 42 ends have been completed (early start game at least 36 ends)

**Thursday Premier League and Divisions 1 - 3:** at least 42 ends have been completed (early start game at least 36 ends)

**Thursday Division 4:** at least 28 ends have been completed (early start game at least 24 ends)

If a Round has been declared as an “early start”, then the numbers of ends required to consider the game to have been deemed as finalised are reduced as indicated above.

## 5.10 Arrangements for completing unstarted / incomplete Minor Round games [Replays] (refer Rules 5.1, 5.3, 5.4, 5.7 & 5.8 (Refer Law 33)) .

### **5.10.1 Saturday Premier League and Saturday Divisions 1-3**

Any game from a postponed Round, not started or not deemed as finalised as per Rule 5.9 will be started or resumed on the following Friday night, or on a day and time determined by Match & Program Committee. Clubs may negotiate to change that day/time, with the written agreement of Match & Program Committee.

**Saturday Premier League only.** Starting or completing unfinished games will take precedence over scheduled Friday night games which will be held over to a date to be advised by Match & Program Committee.

### **5.10.2 Saturday Divisions 4 and below, all Wednesday Divisions and all Thursday Divisions**

Any game not started or deemed as finalised as per Rule 5.9 will be treated as a draw with game points shared equally and two shots awarded to each team.

**5.10.3 Unstarted games** will be played under the same game procedures as the original game. Selection of teams can be from all unconstituted players.– refer Rules 3.10, 4.2 & 5.9.

**5.10.4 Suspended games** will continue from the point at which play was abandoned under the same game procedures as the original game, with the **same players in the same teams in the same positions within the sides.** except as allowed by the Laws/these Conditions of Play (Substitutes– refer Rule 1.8, Rule 3.6, Rule 3.10, DR 2.4 & 2.5.3 ).

**5.10.5** Where completion of an unstarted or suspended game is not possible (such as due to extreme weather conditions at the time of resumption), the game will be held over and Match & Program Committee will advise as to the date of resumption or declare the game finalised as a draw with game points shared equally and two shots awarded to each team.

**5.10.6** If a full round of games, or games for a Section or Division are cancelled by Match & Program Committee, no points or shots will be awarded for those games and the game will not count as a “played game” (refer Rule 1.9).

#### **5.11 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 as a forfeit with points and shots as set out in Rule 7.11.

#### **5.12 Player Absence**

##### **5.12.1 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 games must begin on affected rinks and the following shall apply (refer DR 2.6):

**5.12.1.1** 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.

**5.12.1.2** 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 5.12.1.1.

**5.12.1.3** 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.

**5.12.1.4** 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 3.6).

##### **5.12.2 Wednesday Premier League and Divisions 1, 2 & 3:**

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.

**5.12.2.1** 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 7.11.

**5.12.2.2** 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 7.11.

## **6. OFFICIALS**

### **6.1 Umpire of the Day**

**6.1.1** 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 noticeboard.

If no qualified Umpire can be present at the club on game day, the visiting side is to be approached and asked to supply an Umpire of the Day. If 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.

**6.1.2** The person appointed as Umpire of the Day is responsible for the operation of all the Pennant games at the venue and shall not have any other role (such as side Manager, coach etc.)

**6.1.3** The Umpire of the Day will act as the representative of the Metropolitan Bowls Association to impartially resolve any issues brought to their attention in accordance with the Laws of the sport and these Conditions of Play. All decisions relating to the conduct of the game are subject to the agreement of the Umpire of the Day. (Refer Law 43 for Umpire Authority)

- The Umpire of the Day shall have sole responsibility for decisions in all aspects of pauses, deferments, or cancellation of play due to extreme weather conditions, after consulting with side Managers / Greens Manager if required.
- The Umpire of the Day will supervise the drawing of the teams & rinks at the allocated time and will start the games at the venue by means of a bell or p/a announcement.

### **6.2 Side Manager**

The side Manager is the club representative for the side at the venue.

The side Manager is responsible for carrying out decisions made by the side.

The Umpire of the Day may make decisions affecting the side independently of the side Manager.

#### **6.2.1 Pre-Game Procedures**

**6.2.1.1** Side Managers must ensure that they are present at the venue 45 minutes prior to the scheduled starting time of the game to ensure that rinks will be drawn & teams entered on to scorecards according to the procedures below by 30 minutes prior to the scheduled starting time of the game.

**6.2.1.2** If only one side Manager is at the venue **30** minutes before the scheduled starting time for the game, that side Manager will allocate the rinks and record them on their scorecards to enable practice to begin but will retain the scorecards to complete the draw when the other side Manager arrives.

**6.2.1.3** 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, Opposite Gender (OG), Pennant permit/ game permit (PER) Temporary Player (TMP) & Player's Member Club Abbreviation if applicable before commencing the draw.

**6.2.1.4 The Draw**

Home side Manager – Obtain rink allocation.

**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 6.2.1.3, 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)

**Wednesday Premier League & Division 1, 2 & 3 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 6.2.1.3, 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)

**6.2.2 Game Completed**

After the game has been finalised:

Scorecard keepers are to ensure that scores, player names and finishing time on the scorecards agree, then sign both cards.

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 finishing time has been recorded on all cards.

**Do not complete scorecards for games that will be resumed (see Rules 5.9 & 5.10)**

**7. TEAM ENTRY, SCORING AND RESULTS**

**7.1 Entry of Teams On Line**

**7.1.1** Players names must be entered into the online results portal as soon as possible after selection is made and at the latest by the following times:

Friday pennant games	Thursday 6pm
Saturday & Sunday pennant games	Friday 6pm
Wednesday pennant competition	Tuesday 6pm
Thursday pennant competition	Wednesday 6pm

Refer Rule 1.9, and Rule 3.10 (Saturday Premier League only)

**7.1.2 Late team entry**

Failure by a Member Club to submit pennant player names within the time frame, as set down in Rule 7.1.1 without an acceptable explanation to the MBA, may incur a fine from the MBA.

**7.1.3** Second and subsequent failures to submit pennant player names within the time frame, as set down in Rule 7.1.1 without an acceptable explanation to the MBA, shall incur a fine from the MBA.

**7.2 Scorecards**

**7.2.1** Scorecards for each game shall be the responsibility of the Skip from each team, except as described in Rule 7.2.2.

**7.2.2** In a fours game the second of each team shall be responsible for the scorecard as in DR 3.2.4

**7.2.3** At the end of the game, players who are responsible for maintaining the scorecards must record the time of completion, confirm that number of shots and player names & positions agree, and sign both cards.

**7.2.4** The scorecard is the official record of the scores and names and positions played of the participants. **Scorecards should be retained until the pennant season has been completed for audit and dispute purposes.**

**7.2.5** Where scorecards have been amended in any way (e.g., where a substitution has been allowed, or a player change has occurred for a resumed game), BOTH participating clubs must send an electronic copy of the scorecard showing player names to MBAmatchcommittee@metrobowls.com.au within 24 hours of the game.

### 7.3 Scoreboards

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

### 7.4 Results – Advice of Results

**Do not enter scores into the online results portal until a game is finalised.**

Results must be entered by the Home side on the on-line results portal by 6 pm on the day of play. The Away side should try to confirm the results by the same time, but at the latest by 6.30 pm on the day of play. In the case of evening games, results need to be entered & saved by 12 noon the following day and confirmed as soon as possible after.

Forfeits – the Home side needs to enter the forfeit and the Away side needs to confirm. (Refer Rule 7.6.6)

### 7.5 Late Results

**7.5.1** Failure by a Member Club to submit/confirm pennant results within the time frame, as set down in Rule 7.4, without an acceptable explanation to the MBA, may incur a fine from the MBA.

**7.5.2** Second and subsequent failures to submit/confirm pennant results within the time frame, as set down in Rule 7.4, without an acceptable explanation to the MBA, shall incur a fine from the MBA.

### 7.6 Recording and confirming results

**7.6.1** 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 7.4)

**7.6.2** 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 on the online results portal before the prescribed time limits for results entry (refer Rule 7.4) unless there is a dispute over the on-line entry of the scores.

**7.6.3** **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, Match & Program Committee must be contacted via email (MBAmatchcommittee@metrobowls.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.

**7.6.4** If a protest is foreshadowed by either side, scores should still be entered and confirmed, pending the outcome. For protest procedures refer to Section 11.

**7.6.5** If a game has been abandoned for the day but has reached the minimum number of completed ends (refer Rule 5.9), the game is finalised and scores are to be recorded & confirmed as per Rules 7.6.1 & 7.6.2.

If a game could not be started or has been abandoned for the day but not enough ends have been completed to finalise a game (refer Rule 5.9), the game shall be treated as a draw with scores recorded & confirmed as per Rules 7.6.1 & 7.6.2 using the scoring in Rule 7.10 except for those Divisions that have a scheduled completion option (Saturday Division 3 and above - refer Rule 5.10).

**7.6.6** In the event of a side forfeit, scores are to be recorded & confirmed as per Rules 7.6.1 & 7.6.2 using the scoring in Rule 7.11. The Member Club receiving the forfeit must ensure that player names for that side are recorded on the online results portal.

**7.6.7** In the event of a Bye, scores are to be recorded & confirmed as per Rules 7.6.1 & 7.6.2 using the scoring in Rule 7.12.

**7.6.8** Where changes to player names have been made on scorecards, (e.g., where a substitution has been allowed or a player change has occurred for a resumed game), the original player's name should be retained in the online results portal.

### 7.7 Forfeits - Advice

**7.7.1** If a Member Club finds it cannot fill its lowest ranked side after using the three players per team rule (Rule 3.6) and/or Temporary players, it must forfeit its lowest ranked side.

**7.7.2** 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.

**7.7.3** 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.

**7.7.4** 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 8.00am

**7.7.5** Where a Member club forfeits a side more than 30 minutes later than 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.

**7.7.6** The Member Club forfeiting a side **must** also notify Match and Program Committee by email (MBAmatchcommittee@metrobowls.com.au), including the date and time the forfeit was notified to the opposition club.

### 7.8 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.

## 7.9 Scoring of Completed Games

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

## 7.10 Scoring of Unplayed / Incomplete Games

If a game was unable to be started or if the required minimum number of ends, as per Rule 5.9, are not completed, and there is no scheduled completion option (refer Rule 5.10) the game shall be deemed as finalised and treated as a draw with game points shared equally and two shots awarded to each team.

## 7.11 Scoring of Forfeits

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

Five Team (Wednesday Premier League & Division 1 - 3) – 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

**7.11.1** However, if a side forfeit penalty is imposed after a game has started, the side receiving the forfeit will not be penalised shots up if they have scored greater than those allocated for a forfeit above.

## 7.12 Scoring of Byes

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

Five Team (Wednesday Premier League & Division 1 - 3) – 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

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

### Wet Weather – Management of extreme weather (Wet) conditions

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.

### 8.1 Cancellation for the Day at a Venue

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

### 8.2 Cancellation Prior to Commencement of Play at a Venue

If weather conditions deteriorate at a Member Club which did not declare its greens unsuitable for play for the whole day, as described above, the decision whether play shall start due to the condition of the greens shall be the sole responsibility of the venue Greens Manager or their proxy and announced by the Umpire of the Day.

### 8.3 Suspension of Games Prior to / during Play

Umpires must only take into consideration the conditions of greens (in conjunction with the venue /Member Club Greens Manager), the safety & well-being of players, and the likely weather conditions moving forward in deciding if play should be started, suspended or abandoned for the day.

In all cases, the Umpire of the day should ensure that all available strategies to enable the game to continue to reach a conclusion are considered before abandoning play for the day. However, to play through inclement weather conditions to achieve a result and avoid resuming the game at a later date SHOULD NOT be a consideration.

A player can withdraw from playing if they consider that it is a detriment to their wellbeing (Rule 8.5).



- 8.3.1** The Umpire of the Day may suspend play for a maximum of 1 hour (each occurrence) because of poor weather conditions either at the starting time for play if weather conditions are unsuited to play, or when play has commenced and weather conditions deteriorate:
- at his/her own discretion without appeal from either side Manager if it is felt that the conditions warrant it.
  - 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.
  - 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.
- 8.3.2** Play shall not be resumed without the permission of the Umpire of the Day, after agreement from the venue / Member Club Greens Manager or their proxy
- 8.3.3** Play should resume as per Law 33 (Game stoppages)
- 8.3.4** Play will be abandoned for the day if play cannot resume after one hour from the start of the most recent stoppage.
- 8.3.5** Resumptions of play will be held for some Saturday incomplete Pennant games. Refer Rule 5.10.
- 8.3.6** For scoring of unstarted or incomplete games refer to Rule 7.10.

#### **8.4 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

- 8.4.1** 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.
- 8.4.2** 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 33.(Game stoppages).

#### **8.5 Player Withdrawal**

Any player who considers that the effects of prolonged wet weather will have an adverse effect on their safety and well-being can withdraw from the game without penalty to the player.

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

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

### **9. DISRUPTION TO PLAY – EXTREME WEATHER (HEAT)**

#### **Refer to Annexure A – EXTREME WEATHER POLICY**

##### **Hot Weather – 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 9.1 to 9.5 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 games scheduled for clubs located in that District will be postponed and re-scheduled at the discretion of Match and Program Committee. This includes all home and away games 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 may attract a penalty.**

#### **9.1 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 5.1.1).

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 until all ends are completed (or the time limit is reached) or until 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 generally be reduced – refer Rules 4.2 and 5.9**

#### **9.2 Management of Temperature Readings (Member Clubs)**

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

- 9.2.1** 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 or above (Saturday & Wednesday) or 36 degrees Celsius or above (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).

- 9.2.2** 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.
- 9.2.3** 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. **Other weather monitoring applications MUST NOT be used.**
- 9.2.4** 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.).
- 9.2.5** 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 9.3, 9.4 and 9.5 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 if a game is abandoned for the day as per Rule 9.2.5.**

### **9.3 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 Pennant games scheduled for Saturday afternoon will be started at 9.15am (refer to Rules 9.1 & 9.2). 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 scheduled for that afternoon will be played on the following Friday night, starting at 6:00 pm.

Games for Saturday Division 4 and below 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 no play is possible due to the temperature reaching the required 38 degrees prior to the commencement of play, games will be re-scheduled if possible by Match & Program committee.

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

If it becomes necessary to abandon play for the day due to extreme heat, the game will be deemed as finalised with the scores at the time of abandonment if at least the required minimum number of ends have been completed as per Rule 5.9. If the required number of ends are not completed, the game will be resumed from its previous state on the following Friday night, with the game starting at 6.00pm, as in Law 33 & Rule 5.10.

If it becomes necessary to abandon play in a Friday evening game due to inclement weather, the game will be deemed as finalised with the scores at the time of abandonment if at least the required minimum number of ends have been completed as per Rule 5.9. If the required minimum 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 & deemed as finalised and treated as a draw. For scoring, refer to Rule 7.10.

#### **9.3.2 Division 4 and below**

If it becomes necessary to abandon a game due to extreme heat, the game will be deemed as finalised with the scores at the time of abandonment if at least the required minimum number of ends have been completed as per Rule 5.9. If the required minimum number of ends are not completed, the game shall be finalised and treated as a draw. For scoring, refer to Rule 7.10.

### **9.4 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 Wednesday games will be started at 9.15am (refer to Rules 9.1 & 9.2). 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 play for the day due to extreme heat, the game will be deemed as finalised with the scores at the time of abandonment if at least the required minimum number of ends have been completed as per Rule 5.9. If the required minimum number of ends are not completed, the game shall be finalised and treated as a draw. For scoring, refer to Rule 7.10.

### **9.5 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 Thursday games will be started at 9.15am (refer to Rules 9.1 & 9.2). 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 cancelled. Refer to the attached Flow Chart.

If it becomes necessary to abandon play for the day due to extreme heat, the game will be deemed as finalised with the scores at the time of abandonment if at least the required minimum number of ends have been completed as per Rule 5.9. If the required minimum number of ends are not completed, the game shall be finalised and treated as a draw. For scoring, refer to Rule 7.10.

## 9.6 Stoppages of Play

When play has commenced and the weather conditions deteriorate, play may be abandoned for the day 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 9.2, 9.3 & 9.4 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 abandoning play.

## 9.7 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 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 the effects of extreme weather during the game can be dealt with by the affected side Manager in any of the following ways:

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

## 10. FINALS

### 10.1 The sides finishing 1st, 2nd, 3rd, and 4th in their Section at the end of the Minor rounds will qualify for the Finals. Finals rounds will be held for all Divisions in all competitions.

#### 10.1.1 Finals Schedule

The first Finals Round will be the First Semi-final between the sides finishing 1<sup>st</sup> & 2<sup>nd</sup> in each Section, and the Elimination Final between the sides finishing 3<sup>rd</sup> & 4<sup>th</sup>

The winner of the First Semi-final will be the first Grand Finalist.

The loser of the Elimination Final is placed fourth.

The second Finals Round will be the Preliminary Final between the winner of the Elimination final and the loser of the First Semi-final.

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

The loser of the Preliminary Final is placed third.

The third Finals Round will be Grand Finals.

#### 10.1.2 Finals dates:

Saturday Elimination and First Semi Finals	Saturday 9 <sup>th</sup> March 2024
Saturday Preliminary Final	Saturday 16 <sup>th</sup> March 2024
Saturday Grand Final (except Premier League)	Saturday 23 <sup>rd</sup> March 2024
Saturday Premier League Grand Final	Sunday 24 <sup>th</sup> March 2024
Wednesday Elimination and First Semi Finals	Wednesday 20 <sup>th</sup> March 2024
Wednesday Preliminary Final	Wednesday 27 <sup>th</sup> March 2024
Wednesday Grand Final	Wednesday 3 <sup>rd</sup> April 2024
Thursday Elimination and First Semi Finals	Thursday 14 <sup>th</sup> March 2024
Thursday Preliminary Final	Thursday 21 <sup>st</sup> March 2024
Thursday Grand Final	Thursday 28 <sup>th</sup> March 2024

### 10.2 Finals – Arrangements of Play

**10.2.1** Finals games will be played without time limits.

**10.2.2** Finals series for Saturday Division 6 & 7 and Wednesday Division 4 will include a brief mid-game break (refer Rule 5.7). Players will be responsible for their own lunch. All other Finals will be played without a mid-game break.

**10.2.3** In the event of a draw (combined shots gained after the full allotment of ends are equal), side Managers will toss for the mat and all teams shall complete one end from the end of the rink at which the previous end was completed (refer to Law 28). In the event of there still being a draw, the procedure will be repeated until a winner is obtained.

**10.2.4** If play cannot be completed due to extreme weather conditions, Rule 5.9 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 10.6.1.

### 10.3 Finals – Venues

Elimination and Semi Finals will be played at the venue of the Minor Premier. If the venue has insufficient rinks available, alternate venues will be organised by Match & Program Committee.

Preliminary Finals will be played at the venue of the highest placed participant side.

Grand Finals will be played at venues as decided by the MBA

### 10.4 Finals – Officials

Host venues must provide non-playing Umpires for Semi, Elimination & Preliminary Finals. Clubs anticipating difficulty regarding this requirement must contact the MBA Secretary.

### 10.6 Finals – Completing Games

**10.6.1** In the event of final games being abandoned for the day due to extreme weather conditions, games will be rescheduled at the discretion of Match & Program Committee.

**10.6.2** Resumed games will continue 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 2.4 & 2.5.3.

**10.6.3** The number of ends to be played will be the number as set at the start of the original game – refer Rules 4.2 & 5.9.

## 11. PROTESTS/APEALS

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

### 11.1 Protests – Minor Rounds

- 11.1.1 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.
- 11.1.2 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.
- 11.1.3 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.
- 11.1.4 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.

### 11.2 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 11.1 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)**

- 11.2.1 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 11.1.1.
- 11.2.2 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.
- 11.2.3 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.

### 11.3 Appeals – Minor Rounds

- 11.3.1 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.
- 11.3.2 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.
- 11.3.3 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.

### 11.4 Appeals – Finals

The decision of the Hearing Panel may be appealed in writing to the MBA in accordance with Rule 11.3 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)**

- 11.4.1 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 11.3.1.
- 11.4.2 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.
- 11.4.3 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.

### 11.5 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.

## 12. PROMOTIONS & DEMOTIONS

- 12.1 Section Minor Premiers and rankings will be determined after the completion of the Home & Away round according to the total points scored. 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. :

### 12.2 Promotions & Demotions – Saturday:

#### **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.  
9th & 10th sides demoted if eligible sides can be promoted from Division 2.

#### **Division 2**

Grand Final winner and Runner Up promoted if eligible.  
9th & 10th 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.  
9th & 10th 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.  
9th & 10th sides of each Section demoted if eligible sides can be promoted from Division 5.

#### **Division 5**

Grand Final winner and Grand Final 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**

Grand Final winner of each Section to be promoted if eligible.  
Plus, required number of Grand Final Runners Up who were Minor Premiers promoted if eligible, & then the required number of remaining Grand Final Runners Up (based on a comparison of points obtained from the Home & Away season) promoted if eligible.  
Bottom two sides of each Section demoted if eligible sides can be promoted from Division 7

#### **Division 7**

Grand Final winner of each Section to be promoted if eligible.  
Plus, required number of Grand Final Runners Up who were Minor Premiers promoted if eligible, & then the required number of remaining Grand Final Runners Up (based on a comparison of points obtained from the Home & Away season) promoted if eligible.

### **12.3 Promotions & Demotions – Wednesday:**

#### **Premier league.**

9th & 10th sides demoted if eligible sides can be promoted from Division 1.

#### **Division 1**

Grand Final winner and Runner Up promoted if eligible.  
9th & 10th 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.  
9th & 10th 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**

Grand Final winner of each Section to be promoted if eligible.  
Plus, required number of Grand Final Runners Up who were Minor Premiers promoted if eligible, & then the required number of remaining Grand Final Runners Up (based on a comparison of points obtained from the Home & Away season) promoted if eligible.

### **12.4 Promotions & Demotions – Thursday**

#### **Premier League**

9th & 10th sides demoted if eligible sides can be promoted from Division 1.

#### **Division 1**

Grand Final winner and Runner Up promoted if eligible.  
9th & 10th 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.  
9th & 10th 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.

### **12.5 Promotions & Demotions Procedure**

**12.5.1** All demotions are first applied, followed by promotions, and finally adjustments related to eligibility. (Refer Rule 12.2, 12.3 & 12.4)

**12.5.2** No side shall be promoted if it would result in Rule 4.4 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.

- 12.5.3** If demotion of a side would result in Rule 4.4 being broken, a side in the next lower Division from the same Member Club shall also be demoted and an eligible demoted club will be reinstated from the Division below based on rankings from Home & Away games.
- 12.5.4** Any side that has earned promotion from Wednesday Division 4 (12-a-side) to Division 3 (16-a-side) or Saturday Division 6 (12-a-side) to Division 5 (16-a-side), and would prefer not to be promoted, may seek approval for exemption in writing from Match and Program Committee prior to 31 July.

### 13. ATTIRE/DRESS CODE

#### 13.1 Uniforms

In accordance with the Bowls SA Uniform Policy, all players in a side must be dressed in the Pennant uniform of their Member club and have the Bowls Australia logo on shirts, pants/skirts/hats in accordance with the Bowls Australia Logo Policy, except as described below in Rule 13.2 & 13.3. Bowls Australia approved footwear should be worn.

Some Member Club uniforms differ between women and men. It is 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.

#### 13.2 Lowest ranked Side

In a club's lowest ranked side, the Dress Code is satisfied if an Opposite Gender or Temporary player is wearing a plain white or pale coloured shirt or their own club approved uniform.

### 14. EQUIPMENT

#### 14.1 Wheelchairs & Walkers

Refer to Bowls Australia Artificial Devices Policy.

#### 14.2 Bowling Arms

Refer to Bowls Australia Artificial Devices Policy.

Players using a bowling "arm" have a duty of care to avoid injury to other players. Bowling arms are for the sole purpose of delivering a bowl or jack and must not be used for any other purpose where they could cause damage, interference, or injury to other players.

#### 14.3 Bowls Lifters

Players using a bowls lifter have a duty of care to avoid injury to other players. Bowls 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.

#### 14.4 Bowls Discs (Club Stickers)

In all games where bowls 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

#### 14.5 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.

### 15. POLICIES

#### 15.1 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 Pennant Conditions of Play or Laws of the Sport of Bowls or where actions are considered to bring the game into disrepute.

If a Member Club believes that a club has deliberately undertaken a non-sporting action, they can protest to the MBA. The MBA Executive Committee or MBA Match & Program Committee may also instigate a protest for the same reason.

#### 15.2 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 game results will be treated as in Rule 5.9.

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

#### 15.3 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 on "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.

#### 15.4 National Competitions

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

#### 15.5 Player Code of Conduct

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

#### 15.6 Unacceptable Behaviour

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

- 15.6.1** 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.
- 15.6.2** Refer to Bowls Australia Instantaneous Penalties Policy (Laws book page 121-123)  
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.
- 15.6.3** 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 Rule 5.12 is possible for that team, the side will forfeit the game, with points & shots awarded as per Rule 7.11.
- 15.6.4** 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.

**15.7 Umpire Abuse**

If a player abuses or threatens an Umpire whilst they are 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 of the Day shall immediately apply the contents of Bowls Australia Instantaneous Penalties Policy & send the player from the green.  
Refer to Rule 15.6.4 for further action by the Umpire of the Day.

**15.8 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 15.6 shall apply.

**15.9 Coach (refer Law 44)**

Either the coach of a side, or in their absence, the coach's delegated deputy, can give advice to a player during play as long as:

- The Umpire of the Day is given the name of the coach prior to the game.
- Only one person is present at the rink to give advice at any one time
- Advice must only be given when team is in possession of the rink
- Advice must be given from outside the boundaries of the green
- Interaction between coach & player must not interfere with play on the rink or other rinks.
- If, after observation, the umpire's opinion is that rule has been broken, the umpire must ask the coach to follow the rule. If the Coach does not stay within the rule, the umpire must ask the MBA to take immediate action to make sure the offender stops breaking the rule.

**15.10 Spectators (Refer Law 45).**

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.  
The Bowls SA Member Protection Policy shall apply.

**15.11 Pregnancy**

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.

**15.12 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.

**15.13 Damage to Greens**

The MBA has adopted the Bowls SA "Damage to Greens" Policy. Individual Member Clubs may have their own policies.  
"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.

**15.14 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.

**15.15 Carers**

Carers should be identified to players on the rink.  
Carers are spectators (Rule 15.10) and should not interfere with the conduct of the game, or coach players.  
Carers should wear approved footwear and remain off the green except when assisting their bowler to deliver their bowl or when moving between the ends of the rink with their bowler.



## **ANNEXURE A – EXTREME WEATHER 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 or bad weather) 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 & the Umpire of the Day to display leadership, always consult and make decisions in the interests of good sportsmanship and preserving the, safety and well-being of players.**

### **EXTREME HEAT**

Play must not continue for the day 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 games scheduled for clubs located in that District will be postponed and re-scheduled at the discretion of Match & Program Committee. This includes all home and away games 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 Policy weather conditions before commencing, continuing, or terminating Pennant games.

If the forecast maximum temperature is 35 degrees or more (or 32 degrees for Thursday competition) 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 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 safety 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 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 9.7.

### **WET WEATHER**

Play must be suspended if rain at the venue interferes with player safety & well-being; or the greens are unplayable or are liable to be damaged.

Resumption of play will be according to the procedures referred to in these Conditions of Play (Section 8).

### **Duty of Care**

In all circumstances Member Clubs are urged to ensure a duty of care of participants by regularly monitoring any potential extreme weather conditions before commencing, suspending, or continuing Pennant games.

### **Responsibility**

In addition to adopting and applying the Extreme Weather Policy before commencing, suspending, or continuing any Pennant games, Member Clubs have the responsibility to ensure that they exercise a duty of care to all players by providing adequate protection from extreme weather 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 extreme bad weather on their safety and well-being.

Any player who considers that the effects of prolonged bad weather for the day of play will have an adverse effect on their safety and well-being can withdraw from the game without penalty to the player. Such withdrawal may also occur during play if player considers themselves at risk. The withdrawal of a player from a team under such circumstances be dealt with according to Rule 8.5.

### **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. (Refer Section 8). When lightning is sighted all players should leave the green IMMEDIATELY and move to a safe structure.



**ANNEXURE B – WEATHER STATION ALLOCATION**

<b>Club</b>	<b>Weather Station</b>	<b>Club</b>	<b>Weather Station</b>
Adelaide	Adelaide (West Terrace)	Modbury	Edinburgh
Adelaide High O/S	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 Terrace)
Blackwood	Noarlunga	Penfield	Edinburgh
Brighton	Adelaide Airport	Playford	Edinburgh
Christies Beach	Noarlunga	Port Adelaide	Adelaide Airport
Clarence Gardens	Adelaide (West Terrace)	Port Noarlunga	Noarlunga
Club Holdfast	Adelaide Airport	Prospect Broadview	Adelaide (West Terrace)
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 Terrace)
Happy Valley	Noarlunga	Toorak Burnside	Adelaide (West Terrace)
Hawthorn	Adelaide (West Terrace)	Torrensville	Adelaide (West Terrace)
Henley	Adelaide Airport	Tranmere	Adelaide (West Terrace)
Hope Valley	Edinburgh	Trinity Gardens	Adelaide (West Terrace)
Kensington Marryatville	Adelaide (West Terrace)	Two Wells	Edinburgh
Lockleys	Adelaide Airport	Walkerville	Adelaide (West Terrace)
Marion	Adelaide Airport	West Lakes	Adelaide Airport
Marion RSL	Adelaide Airport	Woodville	Adelaide Airport
Millswood	Adelaide (West Terrace)		

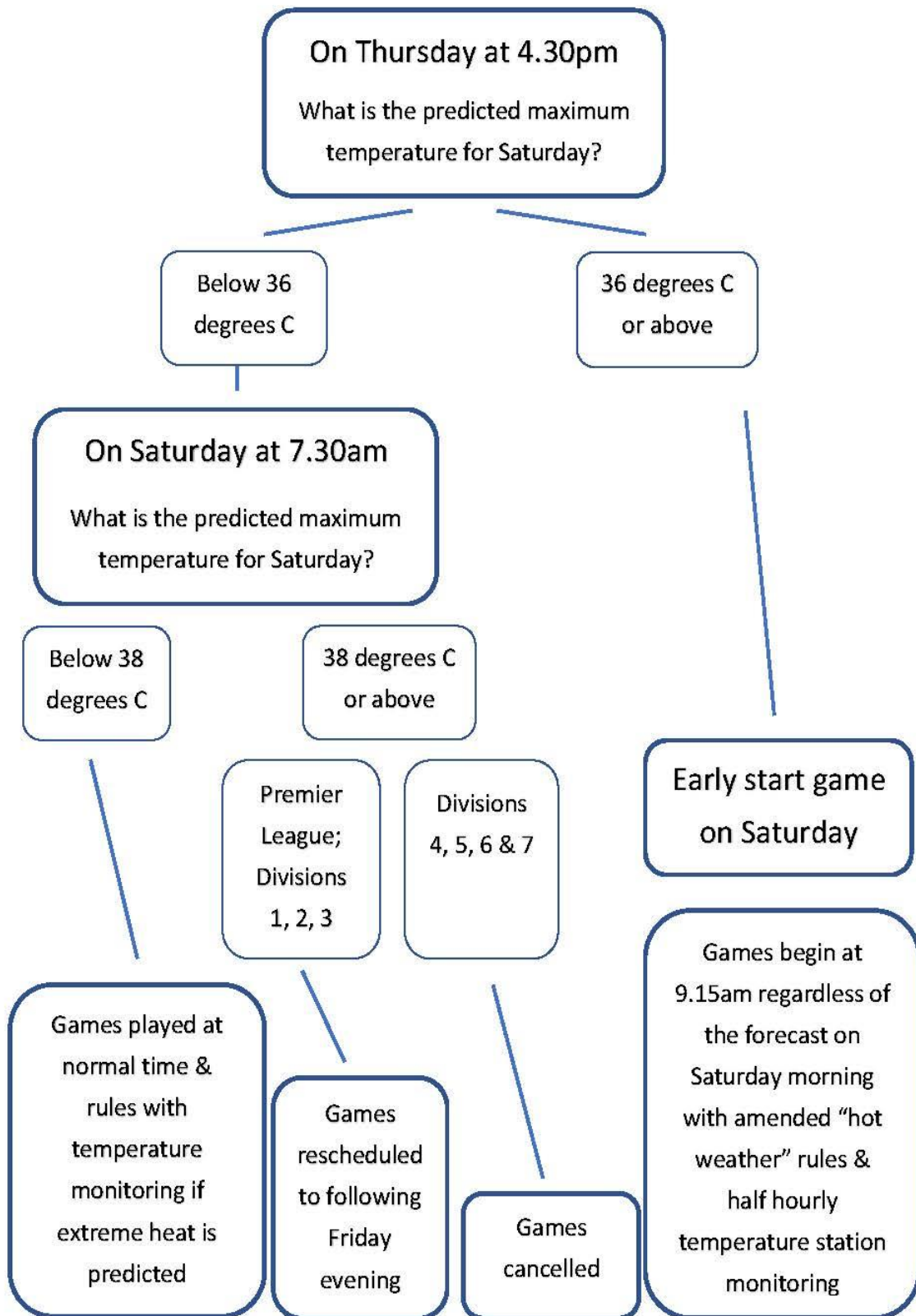
**ANNEXURE C – ADELAIDE METROPOLITAN PENNANT BOWLS CLUBS**

<b>ABB</b>		<b>PHONE</b>	<b>LOCATION</b>
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
HOL	CLUB HOLDFAST	8295 1444	583 Anzac Highway, Glenelg North
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
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

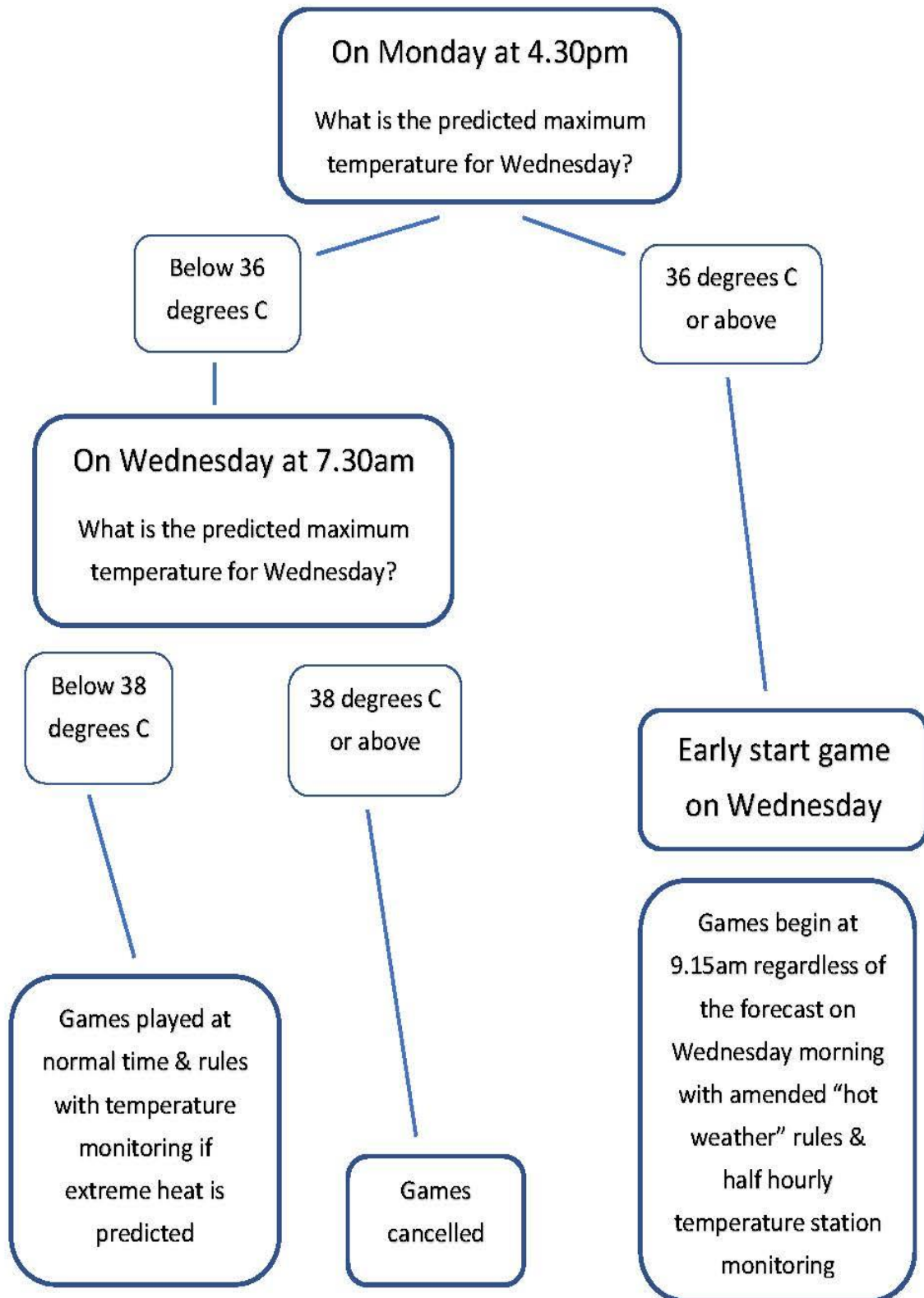
ABB		PHONE	LOCATION
PLA	PLAYFORD	8254 1892	Goodman Rd, Elizabeth SA 5112
PAB	PORT ADELAIDE	8447 5096	Fifth Avenue, Cheltenham
PNO	PORT NOARLUNGA	8382 4160	River Road, Port Noarlunga
PRB	PROSPECT BROADVIEW	8344 4836	Collingrove Avenue, Broadview
REY	REYNELLA	8322 4535	Oval Road, Reynella
ROS	ROSEWATER	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, Torrensville
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
WLK	WEST LAKES	8242 1286	21 Edwin Street, West Lakes Shore
WOD	WOODVILLE	8445 2244	Oval Avenue, Woodville South



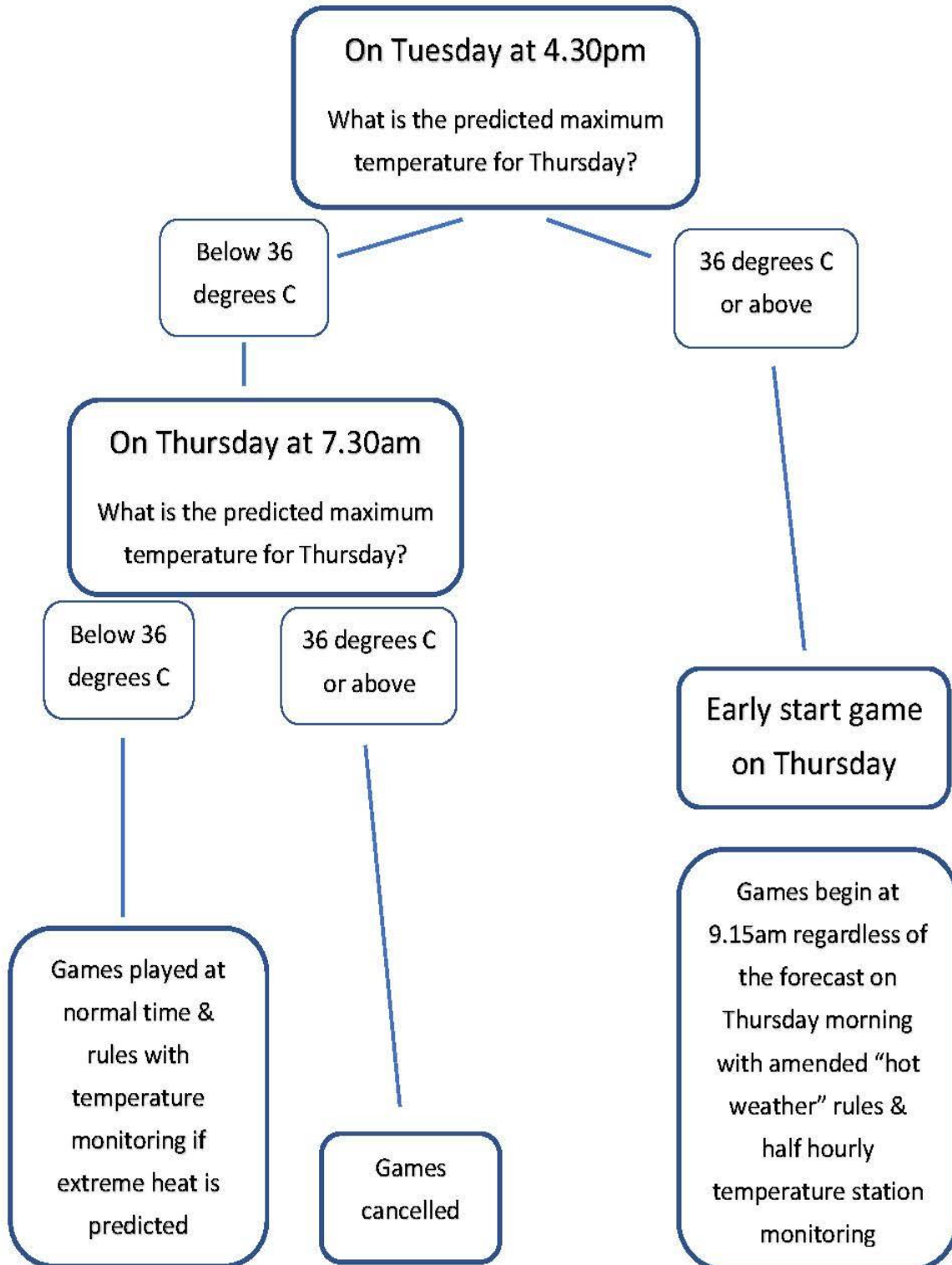
### FLOW CHART FOR DETERMINATION OF SATURDAY PENNANT PLAY



## FLOW CHART FOR DETERMINATION OF WEDNESDAY PENNANT PLAY



## FLOW CHART FOR DETERMINATION OF THURSDAY PENNANT PLAY

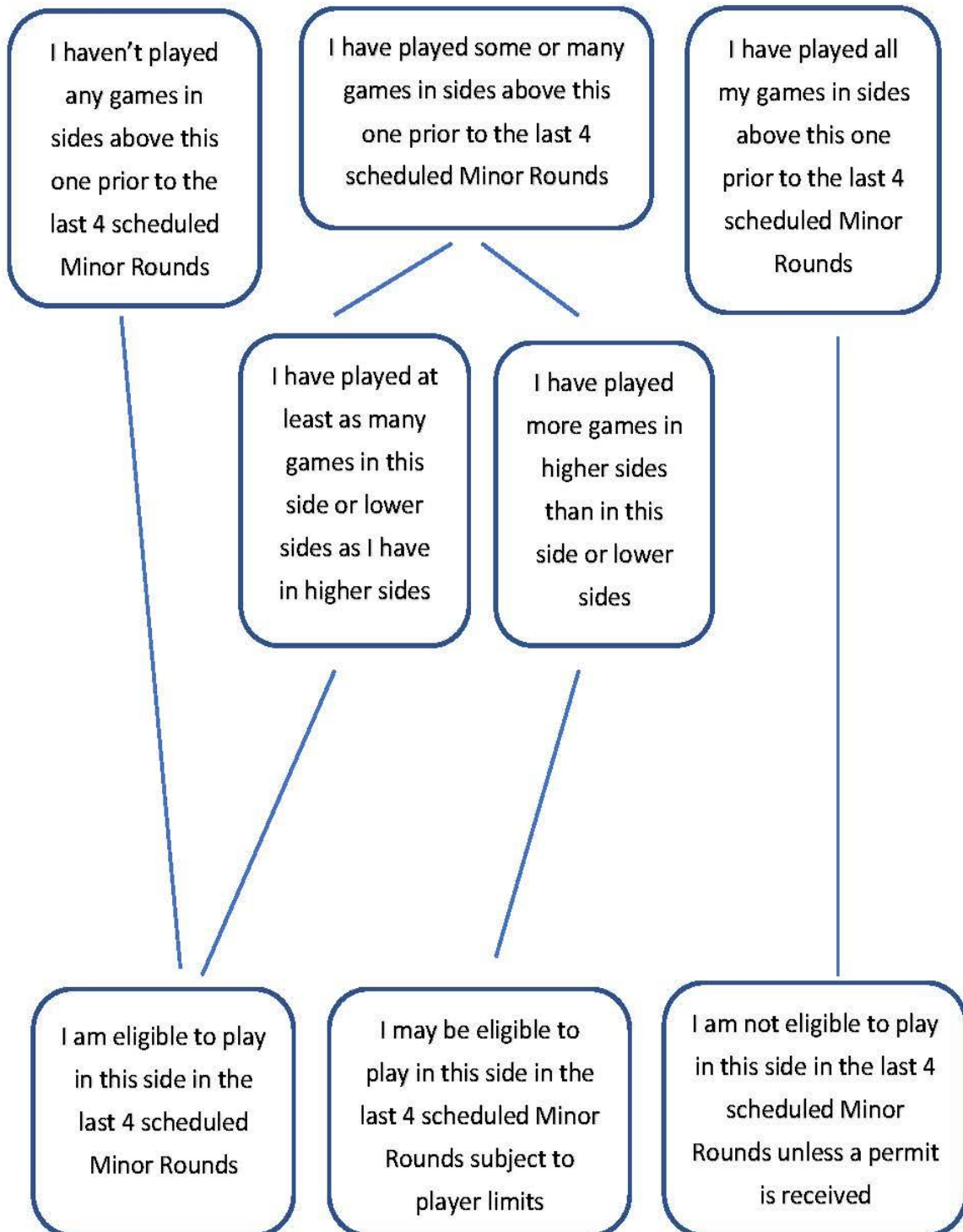




## FLOW CHART FOR PLAYER ELIGIBILITY in LAST 4 ROUNDS

Can I play in “this” side in the last 4 scheduled Minor Rounds??

Which sides I have played in before the last 4 scheduled Minor Rounds??





	<b>Rule 7.1</b> Entry of Teams	<b>Rule 5.3</b> Practice	<b>Rule 6.2.1</b> Draw For Rinks (in the presence of the Umpire)	<b>Rule 5.1</b> Start Times		<b>Rule 5.7</b> Mid Game Break	<b>Rule 4.2</b> Ends to be played	<b>Rule 5.9</b> Completing games	<b>Rule 5.8</b> Finishing Time	<b>Rule 7.4</b> Advice of Results
	Player names entered on-line by:	Practice rinks available by:	Rink draw completed by:	Begin play at (signal):	Division	Mid game break at:	Number of ends:	Minimum number of ends for a completed game:	Finish by:	Enter results on-line by:
<b>Saturday/Sunday</b>	6pm Friday	12:30pm*	12:30pm**	1:00pm	<b>Premier League</b>	None	21 (21) ends	56 (56) ends	5:30pm	6.00pm/6:30pm game day
<b>Friday</b> (Saturday PL only)	6pm Thursday	5:30pm*	5:30pm**	6:00pm	<b>Div 1 &amp; 2</b> <b>Div 3 – 5</b> <b>Div 6 &amp; 7</b>	2.30pm 2:30pm 2:30pm	21 (18) ends 21 (18) ends 21 (18) ends	56 (48) ends 56 (48) ends 42 (36) ends		
<b>Wednesday</b>	6pm Tuesday	11:45am*	11:45am**	12:15pm	<b>Premier League</b>  <b>Div 1, 2 &amp; 3</b>  <b>Div 4</b>	1:45pm  1:45pm  1:45pm	Pairs – 18 (15) Triples – 25 (21) Fours – 21 (18)  Pairs – 18 (15) Triples – 25 (21) Fours – 21 (18)  21 (18) ends	74 (62) ends    74 (62) ends   42 (36) ends	4:45pm	6.00pm/6:30pm game day
<b>Thursday</b>	6pm Wednesday	9:30am*	9:30am**	10:00am	<b>Premier League</b> <b>Div 1 &amp; 2</b> <b>Div 3</b> <b>Div 4</b>	None 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	6.00pm/6:30pm game day
<b>Friday</b> (resumed game)	N/A	5:30pm*	5:30pm**	6:00pm		None			10:30pm	12:00 noon Saturday
<b>Early Start</b>	N/A	8.45am *** <b>No practice before 8:30am</b>	8:45am**	9:15am		None (or as required)	(In brackets) above	(In brackets) above	1:45pm	6.00pm/6:30pm game day

\* Players can practice on any available rink until the draw is completed – **respect the greenkeeper and club officials.**

\*\* Rinks will be drawn by the indicated time. Once the draw for rinks has been completed, players should be notified and **MUST** only practice on the rink they will play on.

\*\*\* **Rinks may not be available – respect the greenkeeper.**