

Games played at other times:

Where a game has been re-scheduled with approval of the Match and Program Committee to a different start time, the game will cease with the completion of the end in play 4 ½ hours after the start time.

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

4. OFFICIALS

4.1 Umpire of the Day

- 4.1.1** 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 notice board. In the event that no qualified Umpire is able to be present at the Club on game day, the visiting side is to be approached and asked to supply an Umpire of the Day. In the event that 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.
- 4.1.2** The Umpire of the Day will supervise the drawing of the teams & rinks at the allocated time and will ensure that all practice ceases once the draw has been completed.

4.2 Side Manager Responsibilities

Prior to the game

4.2.1 Players names must be entered into the online results portal by the following times:

- | | |
|-------------------------------|-----------------------|
| Saturday pennant competition | – Friday 10:00 am; |
| Wednesday pennant competition | – Tuesday 10:00 am. |
| Thursday pennant competition | – Wednesday 10:00 am; |

On game day

- 4.2.2** Managers must be present at the venue at least fifteen (15) minutes prior to the scheduled starting time for trial ends, to enable the teams & rinks to be drawn at that time.
- 4.2.3** If only one side Manager is at the venue 5 minutes before the starting time for trial ends, that side Manager will allocate the rinks so that their side can begin their trial ends at the scheduled time.
- 4.2.4** 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, Substitute (SUB), Opposite Gender (OG) or Permit (Player's Member Club Abbreviation) before commencing the draw.

The Draw

Home side Manager – Obtain rink allocation.

4.2.5 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 4.2.4, 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)

4.2.6 Wednesday Premier League & Division 1 & 2 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 4.2.4, 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)

4.3 Recording and confirming results

- 4.3.1** After the game has been completed both side Managers are to ensure that the Scorecards have been completed correctly, are signed in accordance with the Laws of the Sport of Bowls and the Completion Time is recorded.
- 4.3.2** The Home side club must ensure that player names & positions are adjusted correctly, and game scores are entered into the online results portal before the prescribed time limits for results entry (refer to the On-line Results Entry document published separately).
- 4.3.3** If there is a query concerning the accuracy of the results entered on-line, the Away side Club should contact the Home side Club by the end of the next business day following the game. If this fails to resolve the issue the MBA Secretary must be contacted via email (metrobowls@bigpond.com) by the end of the second business day following the game giving details of any discrepancy.
- 4.3.4** If a protest is pending by either side, scores should be entered as normal. For protest procedures refer to Rule 10.
- 4.3.5** If a game is abandoned, scores are to be recorded & confirmed as per Rules 4.3.2 & 4.3.3.