



TOORAK BURNSIDE BOWLING CLUB INC

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SOCIAL BOWLS CONDITIONS OF PLAY

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Event: **2025 Social Bowls**

Dates: **Wednesday 2 April – Saturday 31 May**

Venue: **Toorak Burnside Bowling Club**

1. ENTRY CONDITIONS

1.1. Entry Conditions

- 1.1.1. All players must pay \$10 entry fee per day.
- 1.1.2. Players within teams do not have to be affiliated with the same club.
- 1.1.3. Definitions used in this policy not otherwise defined have the same meaning as given in the World Bowls Laws of the Sport of Bowls Crystal Mark 4th Edition, April 2023 ('Laws').

1.2. Team Structure

- 1.2.1. Each team shall comprise of 2 players.
- 1.2.2. Once each game has started, players must remain in their playing positions until the end of the game.

2. COMPETITION FORMAT

2.1. Game Format

- 2.1.1. The game format shall be four-bowl pairs played as 2-4-2.
- 2.1.2. The leads will deliver 2 bowls then the players change ends; the second/third players will deliver 4 bowls then the players change ends; the skips will deliver their last 2 bowls.

2.2. Draw Format

- 2.2.1. A random draw of match cards will determine the teams for both games.
- 2.2.2. For the second game, winners will play winners and losers will play losers.
- 2.2.3. In the event there are an odd number of games, a winning team will be randomly drawn to play a losing team in the second game.

2.3. Format of Play

The event will be played under sets play format as outlined in Law 56, subject to a number of variations as outlined below:

- 2.3.1. Each game will be played over two (2) sets, with each set consisting of five (5) ends.
- 2.3.2. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
- 2.3.3. If the number of shots is tied after the fifth end of a set, the set will be a draw.

2.4. Situations Where Sets Cannot Be Won

All ends of a set shall be completed, even in situations where a team is unable to mathematically tie or win a set or specifically win the second set if it has lost the first set. This is because all set results will be used to determine winners at the end of the day and ladder positions at the end of the season.

2.5. Tie-Breaker

- 2.5.1. If a game is tied after the two sets have been completed (each team having won one set or both sets having been drawn), a one end tie-breaker will be played to decide the winner. The tie-breaker end will be played using the same format as the ends in the prior sets.
- 2.5.2. The winner of the tie-breaker will be awarded the game.
- 2.5.3. If the one end tie-breaker is a tied end, the teams will play further tie-breaker ends until a winner is found.

2.6. First to Play

- 2.6.1. First set: teams will toss and the winner can choose whether their team places the mat, nominates the length of jack, and then delivers the first bowl or tells the opposing team to place the mat, nominate the length of jack, and then deliver the first bowl (the opposing team cannot refuse).
- 2.6.2. Second set: the winner of the first set shall place the mat, nominate the length of jack and then deliver the first bowl. If the first set is a draw, the winner of the last scoring end in that set shall place the mat, advise the marker the length of jack and then deliver the first bowl.
- 2.6.3. The first and any further ends of a tie-breaker: the opposing leads should toss a coin and the winner of the toss has the options as described in 2.6.1 above.
- 2.6.4. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, nominate the length of jack and then deliver the first bowl. If, however, the first end of the first set is a tied end, the first to play in that end shall also play first in the second end of the first set.

2.7. Re-Spotting the Jack

- 2.7.1. If a jack in motion passes completely outside the boundaries of the rink of play (left, right or over the face of the bank), comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 18 metres from the mat line, the end shall be declared dead and the end replayed provided the player has nominated their intention for a dead jack before they deliver their bowl (see 3.3 below).
- 2.7.2. If the player does not nominate their intention for a dead jack before they deliver their bowl and the jack finishes in a position described in 2.7.1 above, then the jack should be placed on the centre 'T' and play should continue.
- 2.7.3. If the spot mentioned in 2.7.2 is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with and between that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

2.8. Scoring and Winners

2.8.1. Daily Winners

After completion of the first game, teams will be split into two groups dependent on if they won or lost the first game. Any teams involved in a necessary winner v loser will hold the status of the result from their first game. Winners will be decided in each group as follows:

- Won the second game,
- Number of sets won in second game,
- Shots up for both sets in second game (this does not include shots from a tie-breaker),
- Total shots for the second game (again, this does not include shots from a tie-breaker),
- Number of set wins for both games,
- Shots up for both games (does not include shots from any tie-breakers),
- Total shots scored over both games (does not include shots from any tie-breakers).

2.8.2. Season Winners

2.8.2.1. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.

2.8.2.2. One (1) set point will be awarded for each set won. A half set point (0.5) will be awarded for each set drawn. No set points are awarded for any set lost. The tie-breaker is not a set.

2.8.2.3. Each person will retain their weekly score (games won, sets won and lost and shots for and against) so players are not bound to have the same partner each week.

2.8.2.4. At the end of the season the best six (6) scores for each player will be retained and accumulated.

2.8.2.5. A ladder will be prepared showing all players and their accumulated totals for those six (6) games, which will be sorted as follows:

- Game points,
- Net set points (set points won minus set points lost),
- Set points won,
- Shots up (total shots won minus total shots lost, does not include tie-breaker ends)),
- Shots won (does not include tie-breaker ends).

3. GAME VARIATIONS

3.1. PowerPlay

Not applicable.

3.2. Placing the Mat and Jack

3.2.1. The skip for the end shall place the jack at:

- centre 'T' on the mat line;
- centre 'T' on the 21 yard line; or,
- a position half way (between the flags).

3.2.2. The lead to play first in the end will place the front of the mat at:

- centre 'T' on the mat line;
- centre 'T' on the 21 yard line; or,
- a position half way (between the flags).

3.2.3. The mat and jack must be placed at such position to ensure the length is of a legal distance of 21 metres or greater as per the Domestic Regulations of Bowls Australia.

3.3. Nomination of a 'Dead Jack'

- 3.3.1. It is permissible for a player to nominate that their intention is to make the jack dead before they deliver their bowl. By nominating and becoming successful as described above in clause 2.7.1 the end is declared dead and the end is replayed.
- 3.3.2. If a player does not nominate their intention to make the jack dead before they deliver their bowl and the jack subsequently goes dead, then the jack shall be placed on an appropriate spot as described above in clause 2.7.2 and play should continue.
- 3.3.3. Players will nominate to their opponents by holding their hands in a 'X' position in the air when a player wishes to play a shot that may make the jack leave the rink of play and render the end dead. It is the responsibility of the team nominating the dead jack to ensure that their opponents are aware that they have nominated the shot.
- 3.3.4. Any end declared dead, the end will be replayed from the end that it was declared dead (i.e. the end will not be replayed in the same direction at the time the end was declared dead – any remaining bowls will be carried to the opposite end).
- 3.3.5. A 'dead jack' may only be nominated once per set by each team, and once per team during any 'tie-breaker' end.

4. RESTRICTING MOVEMENT OF PLAYERS DURING PLAY

4.1. During Sets 1 and 2

- 4.1.1. Players will be able to follow their bowls up to the head under the following circumstances:
 - Lead: after delivery of their second bowl.
 - Second/Third: after delivery of their fourth bowl.
 - Skips: after delivery of each of their bowls.
- 4.1.2. In exceptional and limited circumstances, the second/third player can ask their skip for permission to walk up to the head, or a skip can ask that a player walks up to the head earlier than described.
- 4.1.3. When a player at the head walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their own first bowl.

4.2. During Tie-Breaker

- 4.2.1. Players will be able to follow their bowls up to the head under the following circumstances:
 - Lead: after delivery of their second bowl.
 - Second/Third: after delivery of their fourth bowl.
 - Skips: after delivery of each of their bowls.
- 4.2.2. In exceptional and limited circumstances, the second/third player can ask their skip for permission to walk up to the head, or a skip can ask that a player walks up to the head earlier than described.
- 4.2.3. When a player at the head walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their own first bowl.

5. TRIAL ENDS

There will be one four-bowl per player trial end prior to the commencement of the first game. The two leads will alternately bowl each of their four ends and then their team-mate will do the same.

6. DECISION MAKING

6.1. Measuring & Scoring

The second/third player (who will carry a box string measure) will act as the measurer for deciding the number of shots. An independent person can be called upon for assistance if the two seconds/thirds require. The skip will act as the keeper of the scorecard, which must show the names of both players in the team.

6.2. Jury of Appeal

- 6.2.1. The Tournament Director will make decisions upon any points not provided in the conditions of play and for dealing with any issues during the games.
- 6.2.2. If the Tournament Director is actively involved in the dispute a senior player can be called in to assist with the issue.

7. ALTERATIONS TO THE FORMAT AND LENGTH OF GAMES

The Tournament Director reserves the right to alter the format, times of play and allocated rinks and greens to suit local unforeseen circumstances, giving as much notice as practical. Where a program is interrupted or cannot be completed due to inclement weather or local conditions, the Tournament Director may amend the format and length of games in order to achieve a result or abandon the event where an outcome cannot be achieved. Such a decision may not be appealed.