

2025 JEFFREYS BAY BOWLING CLUB MIXED 4's SUMMERFEST COMPETITION
SPONSORED BY INVESTEC

CONDITIONS OF PLAY

All games shall be played in accordance with:

THE LAWS OF THE SPORT OF BOWLS CRYSTAL MARK 4th EDITION and

DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA; and the following:

CONDITIONS OF PLAY

CONTROLLING BODY

The Tournament shall be under control of the Tournament Coordinator, the Chairperson of the Technical Committee and the President of Jeffreys Bowling Club or his appointed representative. Should any point arise which is not covered by the foregoing, the decision of the Controlling Body shall be final and binding.

COMPOSITION OF TEAMS

Each team will consist of 4 male, female or mixed players who do not need to be from the same club.

FORMAT OF PLAY

6 games of 15 and 2 games of 18 ends will be played: 3 on Friday, 3 on Saturday and 2 on Sunday. Teams will be pre-drawn in sections of 6. The first 5 games will be pre-drawn sectional games of 15 ends. Game 6 will be played strength vs strength. After game 6 the top 12 teams will be playing for the Cup and the remaining teams will play for the Plate. The total points scored for the first 6 games and the shot profit will be used to determine which teams play for the Cup or Plate. Games 7 and 8 will be played strength vs strength within the allocated Cup or Plate sections. Points and Shot Profit will be carried forward from the previous rounds. Apart from the final round, no side shall play each other twice in rounds 6 & 7. If teams that have already played each other are being matched up again, the tournament officials have the right to shuffle the opposition team to the next best opponent.

The Controlling Body will retain the right to change the Format of Play dependent on the number of entries received.

TRIAL ENDS

One trial end per game will be allowed.

BURNT ENDS

Burnt ends shall be re-played in the same direction, unless both skips agree to play in the opposite direction. One burnt end per team per game shall be allowed. At all subsequent burnt ends, the jack shall be placed on the centre 2m mark.

SLOW PLAY

Due to time constraints teams should avoid actions that might slow downplay. Therefore, leads and seconds will not be allowed to walk to the head until they have completed bowling all their bowls. Thirds may walk to the head after delivery of their first bowl upon invitation by their skip. Skips may inspect the head after delivery of their first bowl.

SCORING SYSTEM

Games 1 – 6: 15 ends. 1 point per skin (5 ends), $\frac{1}{2}$ each if peeled, and 2 for the win, 1 each if peeled. Total points per game = 5.

Game 7 and 8: 18 ends. 1 point per skin (6 ends), $\frac{1}{2}$ each if peeled, and 2 for the win, 1 each if peeled. Total points per game = 5. If teams are tied on points, the side with the highest shot profit will be deemed the winner. If shot profit is also identical, the highest shot average will be used to determine the winner. Shot average = total shots for divided by total against.

SCORE CARDS

The scoreboard will be completed by the skip winning the toss. The scorecard must be completed by the opposing skip and both skips must sign off the card. The winning skip must return the card to the scorekeeper directly after the completion of each game.

RESERVES AND SUBSTITUTES

One reserve may be registered with the team prior to the start of the Tournament. Should a registered reserve act as a substitute for a different team, such reserve shall forfeit the right to be a reserve for the team he/she was originally registered for. A substitute shall be permitted to replace a player who fails to appear within the maximum waiting period of 30 minutes after the scheduled commencement or restart of a game. A substitute shall also be permitted for a player who, for any valid reason acceptable to both skips and the Tournament Coordinator, is compelled to withdraw during the game.

INCLEMENT WEATHER

Inclement weather is defined as darkness, wet weather conditions, excessive wind or excessive heat which may cause a match not to be commenced or to be stopped. If, due to inclement weather, play is disrupted and no further play is possible, the following shall apply: -

- (a) The decision to not commence play or suspend play in any match because of inclement weather may be taken by the Club Tournament Official, the Greenkeeper or other presiding official, independently, or on appeal by a Skip or Skips. Such decision shall be final.
- (b) If ten (10) ends or more have been completed, the results of the match shall be decided on the score at the end of the conclusion of the last completed end and only completed skins will be included in the score.
- (c) If inclement weather causes the delay of the start or the cancellation of any game and ten ends cannot be completed then all games will be deemed to have been cancelled and no points will be allocated.

DRESS

All players must be dressed (including correct footwear) in compliance with the Laws of the Sport of Bowls. Coloured clothing may be worn subject to all members of the team being uniformly dressed.

ALCOHOL, TOBACCO AND CELLULAR TELEPHONES

Smoking (including artificial devices or e-cigarettes, such as Twisp), Alcohol, Cell phones and hand held TV devices shall not be permitted within 2 metres of the green while play is in progress. The penalty for transgressing is as follows: upon the the first offence the Technical Ofiicial will warn the player via the Skip and record the player's name. Upon any subsequent offence by the same player, the T/O shall report the player to the Controlling Body, who shall take suitable action, which may include suspending the player from playing in the next round. A registered reserve may be used, or a draw for a substitute may be allowed. The reserve/substitute may not play as skip. The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body. Should the player commit a third offence he/she will be banned from taking part for the rest of the Tournament.

Elles Staas
Tournament Coordinator
20th August 2024