

PERSONAL TRUST ALL CAPE TOURNAMENT 2020

CONDITIONS OF PLAY

The Tournament shall be played in accordance with; THE LAWS OF THE SPORT OF BOWLS, CRYSTAL MARK, 3rd EDITION, THE DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA and the CONDITIONS OF PLAY set out hereunder.

1 CONTROLLING BODY

The Tournament shall be under the control of WP Bowls through the Tournament Committee and in association with the Jury of Appeal. Should any point arise which is not covered by the foregoing, the decision of the Controlling Body shall be final and binding.

2 JURY OF APPEAL

The Jury of Appeal shall consist of one member from each of the following:

2.1 The 2020 All Cape Tournament Committee

2.2 The WP Bowls Executive

2.3 The Convenor of WP Bowls Technical Officials Standing Committee

3 TEAM DECLARATION

The skip of each team shall declare the members of his/her team before the first game is played (including the names of any reserves, if applicable). Thereafter no alterations or additions will be permitted. Correct names and full initials in CAPITAL letters as well as BSA membership numbers shall be recorded.

4 REPORTING FOR PLAY & GREEN FEES

On arrival at the venue of play each day (for the entire duration of the Tournament), skips shall report immediately to the Club Tournament Official and pay the compulsory green fee of R30.00 per player. This fee includes midmorning tea/sandwiches and is payable irrespective of whether or not a team has a bye in the morning/afternoon session.

5 WARMING UP

Players may, before commencement of play, obtain permission of the Club Tournament Official to warm-up on the same green of play but not in the same direction of play. Playing to a jack or use of a mat is not permitted during warming-up sessions; all warming up must cease 10 minutes before the official start of play.

6 PRACTICE

A team awarded a walkover or having a bye may, at the discretion of the Club Tournament Official, play or practice on a rink on the green allocated to the Section concerned. (Playing to a jack and using a mat is permitted).

7 TRIAL ENDS

One trial end in each direction may be played prior to the commencement of a game.

8 START OF PLAY

8.1 At the start of the game, the winner of the toss shall decide whether to take the mat and deliver the jack or let the opposing team play first.

8.2 At the start of the second and subsequent ends, the winner of the previous end must take the mat and deliver the jack. If the end is drawn, the winner of the last scoring end must take the mat and deliver the jack.

9 FORMAT OF PLAY

9.1 The Tournaments are played separately according to gender and shall be played on a league basis, in sections of not more than 10 teams, 21 ends per game, with all teams in a section playing each other.

9.2 Section winners will proceed to play on a knock-out basis in the Championship event, the runners-up in each section shall compete on a knock-out basis in the Plate event and the 3rd placed in the Bowl event.

9.3 Games during sectional play not to exceed three and a half (3 ½) hours in total, calculated from the official starting time (09h00) for the morning session and 14H00 for the afternoon session).

9.3.1 In order to allow for the tea interval, an additional fifteen (15) minutes will be added to the morning session. A warning bell will be sounded ten (10) minutes prior to the expiry time and any games still in progress when the final bell is sounded are to cease at the completion of the end in progress.

9.3.2 The score at the completion of the end in question will be taken as the final result.

9.3.3 Should an end be made dead after the final bell has been sounded, the jack must be re-spotted on the 2m mark and the end played to its completion.

9.4 Should a game be stopped due to inclement weather, the time will be extended by the equivalent amount of time for the delay, subject to the availability of time and at the discretion of the Tournament Committee.

9.5 No time limit will apply during the knock-out stages of the Tournament.

10 SCORING

In sectional play -

10.1 In sectional play two points shall be awarded for a win and one for a draw.

10.2 Should play be abandoned for any reason, a minimum of 15 ends must be played to constitute a game and the score at the completion of the 15th end shall be the final score for that game. **If more than 15 ends have been completed, the score at the greater number of ends will count.**

10.3 There shall be one winner and one runner-up per section. In the event of there being teams with equal number of points, then the winner shall be decided by the following sequential criteria.

10.3.1 Net score

10.3.2 Shot percentage (i.e. shots for, divided by shots against)

10.3.3 The game played between the two teams during sectional play.

10.3.4 If that game was drawn, the winner will be decided by the spin of a coin.

10.4 In knock-out play, an extra end/s shall, where necessary be played to achieve a result.

10.5 In knock-out play should play be abandoned the winning team shall be the team leading at the time of abandonment irrespective of the number of ends completed. Should no ends be completed at the time of abandonment then the winners shall be determined by the toss of a coin.

10.5 A team may concede in knock-out play once their losing margin either in points or shots is greater than the total number of possible points or shots in the ends still to be played.

10.6 Should a team withdraw for any reason after commencement of the Tournament, all their completed results up to the point of withdrawal shall stand. That game and the remainder of the games shall be forfeited and the opposing team/s for that and the remaining un-played games shall be allocated two (2) points and the net total shots equal to the average net shots scored by the winners of all the other games played in the same round/s of the same section.

11 RE-SPOTTING THE JACK (one re-spot position)

ENDS MADE DEAD SHALL NOT BE REPLAYED. In the event of an end being made dead the jack will be re-spotted on the two (2) meter mark.

(If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 meters from the mat line, the end must not be declared dead. Instead, the jack must be placed with the nearest point of the jack to the mat line and the spot which is two (2) meters from the ditch and on the centre line. Play must continue. Should this spot be partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with that spot and the corresponding spot on the opposite end of the rink, without touching a bowl).

12 RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY

12.1 The provisions of Appendix A.4 of the Laws of the Sport of Bowls, Crystal Mark, 3rd Edition, specifying the circumstances under which players are allowed to walk up to the head, shall apply. (There is no restriction in the laws as to when players must move to the mat end except to play his/her bowl).

12.2 A lead, second and third player may only visit the head after they have both played both of their bowls. The skip may visit the head after each bowl has been played. 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 first bowl.

13 INTERRUPTION OF PLAY

A game in progress may be stopped by the Tournament Committee or upon appeal by the players to the Umpire, on account of darkness, adverse weather conditions, or any other valid reason. The Technical Official shall submit the appeal to the Club Tournament Official who shall immediately seek the instruction of the Tournament Committee. All play must cease immediately upon the bell being rung, incomplete ends shall be restarted should the game be resumed. In the event of adverse weather conditions or for any other valid reason, the Tournament Committee shall have the right to curtail the number of rounds or ends as well as to determine the winners/runners-up of each section on a lesser number of rounds.

14 DISTINCTIVE MARKING OF BOWLS AND LEGALITY

Bowls in a set of four must have distinctive and similar markings on each side and shall not have been tampered with.

15 STICKERS

Stickers are allowed provided that all members of the team have them affixed to their bowls.

16 INTERCHANGE OF PLAYERS

No interchange of players will be allowed during the course of a game.

17 RESERVES AND SUBSTITUTES

Two reserves that are bona fide members of the same Club may be registered with the team prior to the commencement of the Tournament. Should a registered reserve act as a substitute for a different team, such reserve shall forfeit the right to be the 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 Committee, is compelled to withdraw during the course of a game.

18 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. Players may not wear branded clothing which includes caps/peaks representing opposition companies of Personal Trust.

19 ALCOHOL, TOBACCO AND CELLULAR TELEPHONES

Smoking (including artificial devices or e-cigarettes such as Twisp), Alcohol, Cell phones and hand held TV devices will not be permitted within 2 meters of the green while play is in progress. The use of "two-way" radios is strictly prohibited. The penalty for transgressing is as follows: upon the first offence the Technical Official will warn the player via the Skip and record the players name and Club/District. Upon any subsequent offence by the same player, the Technical Official 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. If the offence is committed in the last round, the penalty will be carried forward to the relevant Tournament for the following year. A registered reserve may be used, or a draw for a substitute will be allowed. The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body. The player has the right of appeal to the Jury of Appeal. Should a player commit a third offence he/she will be banned from taking part in the Tournament and be suspended from playing in the Personal Trust All Cape until after the completion of the Tournament the following year.

20 DEFAULTERS

All teams are expected to fulfil their obligations to play all rounds of sectional play. Should a team withdraw before the conclusion of sectional play without a reason acceptable to the Tournament Committee or be part of a "rigged" game, the members of such a team render themselves liable to disciplinary action by their respective Districts.

21 COACHING

Coaching during a game is permitted; subject to the requirement of Law 44 on page 86 of The Laws of the Sport of Bowls, Crystal Mark, 3rd Edition, being met.

22 PRIZES AND CERTIFICATES

Prizes will be awarded to the winners and runners up, in the Championship, Plate and Bowl events. Prize winners, attired in bowling dress, are requested to be in attendance at the Prize Giving which will be held immediately after close of play at Headquarters.

Certificates will be awarded to all teams reaching the knock-out stages of the Championship, Plate and Bowl events. All certificates will be forwarded to their Districts and the prize monies will be paid out on receipt of the banking detail forms which will be presented at the prize giving.