



CONDITIONS OF PLAY

For Club Competitions

1. Start and Finish Dates and Times

Each round is to be completed by the date indicated on the draw. A player not able to play by the due date shall forfeit.

2. Entry Conditions

Open to Full, Life, Social Affiliated and Junior Members of the Inverleigh Bowls Club

3. Format of play

- Events to be played under knockout format.
- Details for each competition are set out in the online policy documents

4. Trial Ends

One trial end in each direction may be played prior to the commencement of each game only in accordance with Law 5.1. Trial ends must be completed prior to the scheduled start time.

5. Bowls Identification Discs

Players are not required to use bowls discs (adhesive labels). If they are used, all bowls must have disc of the same colour/design.

6. Laws of the game

All games will be played in line with the Laws of the Sport of Bowls Crystal Mark Fourth Edition.

7. Interruptions to Play

If games are interrupted due to weather or other circumstances, the bowls coordinator reserves the right to alter the duration and format of the game.

8. Heat Policy

As per the Geelong Bowls Region policy for pennant.

9. Dead Ends

Dead ends as a result of the jack being declared dead per Law 19, must be replayed.

10. Use of Personal Electronic / Communication Devices

The use of personal electronic / communication devices on the green by a player is not permitted.

11. Availability for Play

A Player not available more than 30 minutes beyond the agreed time for commencing of a game will automatically forfeit the game.

Based on Appendix A of the Laws of the Sport of Bowls Crystal Mark 4th Edition.

12. Restricting Movement of Players

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances:

Singles game the opponents: after delivery of their third and fourth bowls.

Pairs game:

When called up by teammate at the head.

Triples game (each player playing two bowls):

The leads: after delivery of their second bowl; The seconds: after delivery of their second bowl; The skips: after delivery of each of their bowls.

Fours game (each player playing two bowls):

The leads: after delivery of their second bowl; The seconds: after delivery of their second bowl; The Thirds: after delivery of their second bowl; The skips: after delivery of each of their bowls.

At the start of each end, the lead and second in Triples will be at the mat end and on changeovers the Skips (in Pairs and Triples) will move to the mat end together.

In exceptional and limited circumstances, a skip can ask that a player walks up to the head, or a player to the marker in singles, earlier than described above. If a player does not meet the terms of this law, then Law 13 will apply.

13. Smoking

Smoking is not permitted on the green at any time.

14. Consumption of Alcohol

The consumption of alcohol on the green by a player whilst a match is in progress is not permitted.

15. Player Conduct & Behaviour

All players are required to conduct themselves according to the Inverleigh Bowls Club Code of Conduct.

Based on Appendix A of the Laws of the Sport of Bowls Crystal Mark 4th Edition and conditions in use within Bowls Victoria Events in 2018-19