## $9^{\text {th }}$ NATIONAL BOWLING ARM SIDES CHAMPIONSHIPS 2023

## Host State: Tasmania Host Venue: Devonport Country Club <br> Official Practice Day: Sunday September 3rd <br> Tournament Dates: Monday - Friday September $4^{\text {th }}-8^{\text {th }}$ CONDITIONS OF PLAY

1. Laws, Regulations and Policies: All Bowls Australia policies will be enforced during the competition. All other Laws, Regulations \& Policies other than those stated in these conditions shall conform to the Laws of the Sport of Bowls and Domestic Regulations for Australia, Crystal Mark $4^{\text {th }}$ Edition, as published April 2023, including amendments (located at www.bowlsaustralia.com.au).
2. Bowls Australia Artificial Devices Policy (1st December 2020) : All States are required to ensure that this policy is adhered to during the course of the National Bowling Arm Sides Championships - see paragraphs 8 and 23 below.
3. The Controlling Body shall be Bowls Tasmania, in collaboration with representatives of the six State bowling arm groups competing in these Championships.

SA: Phil Sanders 0427970659
QLD: Cheryl Hutchison 0438712412
VIC: Lee Wesley 0431850882

TAS: Ian Williams 0414488064
NSW: Allan Starrett 0404469669
WA: Laurie Blurton 0427097935
4. The Tournament Director, appointed by the Controlling Body, shall be Mr Warren Groves.
5. Composition of Sides: Each side will comprise 17 players with a minimum of 3 bowlers of each gender. Play is to include at least one bowler of each gender in a match. There are no limits on reserves. Each state shall nominate players and reserves at least 6 weeks prior to the commencement of the Championships.
6. Substitute /Reserve Players: All States have the option to use the substitute players in case of illness at any time that this is required. Additionally, substitutions may be made before the commencement of play. Skippers and/or managers are to alter cards at an appropriate time. The substitutes must play a number of games during the Tournament.
7. Eligibility: Players shall be registered with their respective State associations as a member of an affiliated club which is affiliated with the State for which they are selected. (Reference: Bowls Australia Affiliation \& Eligibility to Play Policy).

## 8. Bowling Arm Approval:

a. Only bowling arm devices that have been approved by Bowls Australia can be used during this competition (Bowling Arm, Bionic Bowler, DHB, Dart Release).
Modifications are not permitted with the exception of the rubber grip on the bottom of the arm that wears out and may need to be replaced as it wears, or a modification submitted and approved by Bowls Australia. This must be confirmed by showing a letter of authority to the Tournament Director prior to commencing play. See also paragraph 2 above.
b. Challenge on appeal to an Umpire regarding an arm device should occur before trial ends or up to 10 minutes after a game (but not during a game) as similar to Law 52.4.
c. If a player is using an arm device that is not approved, the player becomes a defaulting player as per Definition C. 2 and will forfeit the game as per Definition C10. This includes the use of non-approved wheelchairs and walking frames.
9. Bowls Australia Logo: The Bowls Australia logo on bowling arms will not be enforced.
10. Championship Draw: Each state shall play every other state as per the draw conducted at the 2022 Presentation Dinner: $A=W A, B=S A, C=N S W, D=T A S, E=$ VIC, $F=$ QLD.

## 11.Schedule of Play:

The Championship between the 6 competing states is played over a total of 15 rounds. The schedule of rounds in 2023 is as follows

| Round | Draw | Day | Green |
| :---: | :---: | :---: | :---: |
| Round 1 | WA v SA | Monday $4^{\text {TH }}$ Sept. | 1 |
| Round 2 | NSW v TAS | Monday $4^{\text {TH }}$ Sept. | 2 |
| Round 3 | VIC v QLD | Monday $4^{\text {TH }}$ Sept. | 3 |
| Round 4 | WA v NSW | Tuesday $5^{\text {TH }}$ Sept. | 3 |
| Round 5 | VIC v SA | Tuesday $5^{\text {TH }}$ Sept. | 2 |
| Round 6 | QLD v TAS | Tuesday $5^{\text {TH }}$ Sept. | 1 |
| Round 7 | WA v TAS | Wednesday $6^{\text {TH }}$ Sept. | 2 |
| Round 8 | SA v QLD | Wednesday $6^{\text {TH }}$ Sept. | 3 |
| Round 9 | VIC v NSW | Wednesday $6^{\text {TH }}$ Sept. | 1 |
| Round 10 | WA v VIC | Thursday $7^{\text {TH }}$ Sept. | 1 |
| Round 11 | SA v TAS | Thursday $7^{\text {TH }}$ Sept. | 3 |
| Round 12 | NSW v QLD | Thursday $7^{\text {TH }}$ Sept. | 2 |
| Round 13 | WA v QLD | Friday $8^{\text {TH }}$ Sept. | 2 |
| Round 14 | SA v NSW | Friday $8^{\text {TH }}$ Sept. | 1 |
| Round 15 | VIC v TAS | Friday $8^{\text {TH }}$ Sept. | 3 |

For the purposes of entering results into the BOWLSLINK result system, the $1^{\text {st }}$ named state will be considered as the "HOME" team.

Each round will consist of the following :
Morning Matches : 3 games of singles ( 4 bowls), played as 21 up, plus 3 games of fours (2 bowls) played over 15 ends.

Afternoon Matches : 3 games of " $2 \times 2 \times 2 \times 2$ " pairs, played over 15 ends, plus 3 games of 2 bowls triples played over 17 ends.

All matches to be played in accordance with Laws of the Sport of Bowls - Crystal Mark Edition 4 April 2023 - see also paragraphs 1 and 2 above
The attached schedule at the end of this COP further details which games will be played on which green using which rink numbers

## 12. Draw for Opponents

Opposing Match Managers will meet $1 / 2$ hour before the starting time of each round, in conjunction with the Tournament Director as needed, to randomly draw opponents and rink numbers using pre-prepared cards, and to adjust team entries on BOWLSLINK (as required). All singles on all greens will be played on rinks 1,2,3, fours on rinks $4,5,6$, and then the afternoon match pairs on rinks $1,2,3$ and triples on rinks $4,5,6$. The rinks will be moved $1 / 2$ peg during the lunch break.
13. Trial Ends: . Two trial ends shall be permitted at the commencement of each day's play, using 2 bowls only. Trial ends will commence 15 minutes before the official 9.30am starting time. A player having their first game later in the day may have 2 trial ends using 2 bowls, which MUST be completed before the afternoon games start time.
14. The bowls expiry date will not be enforced.

## 15. Match Scoring

Singles : in each game, the $1^{\text {st }}$ player to reach 21 total shots will be declared the winner and be awarded 3 points for their state. The loser receives 0 points.
Fours/pairs/triples : in each game, at the completion of the ends to be played (as per section 11 above), the team with the highest total shots will be declared the winner and will be awarded 3 points for their state. The loser receives 0 points. In the event of a tie (equal total shots), each team will be awarded 1 point.

At the completion of all 12 games in each round, the state with the highest total points will be the winner of that individual shield, and also be awarded an extra 20 points for the round win for the overall Championship ladder totals.

If 2 states are tied on equal points after the 12 games are completed, a count back system as below will be used to determine the winner of that round :

- the State with the highest margin of shots for and against shall be declared the winner (ie. total shots for minus total shots against)
- If a tie still exists, the State with the highest percentage shall be declared the winner. (percentage $=$ total shots for divided by total shots against, x 100).
- If a tie still exists, the State winning the most number of ends over all 12 games shall be declared the winner.
- If a tie still exists, the round will be declared a dead heat - the shield will be declared as having 2 winners, and each state will receive 10 points towards the overall ladder.

At the completion of each round the match manager from each state will enter the results onto BOWLSLINK after checking that all cards agree and are correct. All cards should then be handed to the Tournament Director.

## 16. INCLEMENT WEATHER

### 16.1 PLAY ABANDONED AFTER STARTING

A game will be declared as finished, and points awarded, if the following shots or ends have been completed:

Singles - if players in at least 2 of the 3 games have reached a total of 11 shots or more, the players leading at the point of play being abandoned shall be declared the winners and receive 3 points. Equal scores of 11 and upwards will constitute a draw with each player receiving 1 point. Games where neither player has reached 11 shots, each player will also receive 1 point.

Pairs, Triples, Fours - If a match is not completed in entirety, a minimum of half the total ends (pairs and fours 23/45 ends, triples 26/51 ends) shall constitute a result. Teams leading in each game at the time of abandonment will receive 3 points, or if shots are equal each team is awarded 1 point.

All efforts shall be made to complete matches in their entirety on the grass greens.
If the above minimum shots/ends has not been achieved when play is abandoned with no further play considered possible, all games in progress will be moved to the DCC indoor facility, and completed in their entirety, as directed by the Tournament Director.

### 16.2 PLAY ABANDONED BEFORE STARTING

If play on any day is declared not possible to start, the decision to follow the revised schedule using the DCC indoor green( as follows) will be made by the Tournament Director, in consultation with the DCC greens keeper and the state match managers, as early as possible, preferably the evening before.

Each game will be played for a maximum of 2 hours as per the following schedule.

| Start Time | Finish time | Games from |  | Rinks |
| :--- | :--- | :--- | :--- | :--- |
| $8.30 \mathrm{am}(8.15$ roll up) | 10.30 am | Green 1 match 1 | S \& F's | $1-3,4-6$ |
| $11.00(10.45$ roll up) | 1 pm | Green 2 match 1 | S \& F's | $1-3,4-6$ |
| $1.15 \mathrm{pm}(1 \mathrm{pm}$ roll up) | 3.15 pm | Green 3 match 1 | S \& F's | $1-3,4-6$ |
| $3.30 \mathrm{pm}($ no roll up) | 5.30 pm | Green 1 match 2 | P \& T's | $1-3,4-6$ |
| 5.45 pm (no roll up) | 7.45 pm | Green 2 match 2 | P \& T's | $1-3,4-6$ |
| $8 \mathrm{pm}($ no roll up) | 10 pm | Green 3 match 2 | P \& T's | $1-3,4-6$ |

If play is possible and matches finished in the morning, but declared not possible in the afternoon, then a similar schedule will be adopted at the direction of the Tournament Director. Alternatively a reverse situation may occur where play in the morning is abandoned but the afternoon is possible.

## 17. CHAMPIONSHIP WINNER

The winner of the National Championship Trophy will be the state with the highest TOTAL points at the conclusion of the 15 rounds.

If there is a tie for total points, the State with the highest margin of total shots for and against shall be declared the winner (shots for minus shots against).
If a tie still exists, the State with the highest percentage shall be declared the winner. (percentage $=$ total shots for divided by total shots against, $\times 100$ ).
If a tie still exists, the State winning the most number of ends over all matches contested in the entire competition shall be declared the winner.
If a tie still exists, joint winners will be declared.
18. Appeals: In the event of an appeal in accordance with the Laws of the Sport by any competing side, a jury of appeal shall be formed to hear the appeal. The jury of appeal shall consist of the Bowls Tasmania President (or nominee), the Senior Umpire, the Tournament Director (if not directly involved in the appeal) and a nominee from States not involved in the dispute.
19. Variations to Conditions of Play: The Tournament Director in consultation with State Co-ordinators shall have the authority to vary conditions of play, times, and format if necessary to bring the Championships to a conclusion. The Tournament Director's decision shall be final.
20. Scoring and Recording System: Scorecards will be provided by the host State and be distributed at the Co-ordinator's meeting on the Practice Day. Team managers will be responsible for entering players names on scorecards prior to each game, distributing cards to the appropriate players, gathering cards on completion of play and submitting them to the Tournament Director after entering all game results onto the BOWLSLINK portal.
21. State magnetic names for rink score boards will be supplied by host State.
22. Toss For Mat: Prior to the issue of cards, team managers will toss a coin to determine order of play between each State.
23. Rolling the Jack: The jack can be rolled using either a bowling arm or from the hand.
24. Dead ends will not count and will be replayed.
25. Smoking is permitted in designated areas of the Devonport Country Club. These areas will be outlined on Practice Day.
26. Alcohol is not to be consumed by team members while they are playing in a game.
27.Storage of bowls and arms: All States will have access to a secure storage facility for overnight storage. Storage will be at players OWN RISK.
28. Photographs : Arrangements and timings to be advised. An area will be set for this activity to take place.
29. State flags, shields and trophies are to be handed to the Tournament Director on Sunday during the practise sessions.
30. State Coordinators shall meet on Sunday 3rd September at 3.00pm during the last practice session.
31. Draw for the 2024 Championships will be conducted and announced at the Presentation Dinner along with the announcement of the venue.
32. Lunches for players will be catered for at the players' expense. Light snacks and drinks will be available for partners, spectators and other visitors each day.
33. Presentation Dinner: Arrangements to be advised.

## SCHEDULE:



