



2023-24 Bowling Arm Tasmania Regional Round Robin

**Conditions of Play – Regional Round Robin Approved
BTAS Board November 2023**

Controlling Body –	Bowling Arm Tasmania Committee. Bowls Tasmania Inc.
Event –	2023-24 Bowling Arm Regional Round Robin
Dates and Venues	Refer 2023-24 Bowling Arm Events Calendar
Attachment 1	Games Schedule

1.Objectives

The objectives of the competition are to provide –

- a genuine regional event for all bowlers in Tasmania using a bowling arm.
- an overall bowling arm region champion across all disciplines.
- an event open to all bowling arm users regardless of ability, if selected.
- an event as a key State representative selection tool.
- a driver for regions to promote and enhance current player development and involvement.

2. 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 4th Edition, as published in April 2023 including amendments (located at www.bowlsaustralia.com.au).

3. Bowls Australia Artificial Devices Policy (December 2020) : All competitors are required to ensure that this policy is adhered to during the course of the competition.

4. Entry Conditions

Regional representatives will select competitors to take part in the Regional Round Robin (RRR) competition from their affiliated members. All competitors must be –

- affiliated with the respective regions and Bowls Tasmania and recognised as a regular bowling arm user.
- not be currently under disqualification or suspension by their regional or State authority.

5. Selection Guidelines

As the RRR competition is a true region versus region competition it is also a major tool used for selecting the State bowling arm representative side. As such, participation will be non-gender and non-age specific. Each region will be represented by two teams of five (5) bowlers, with a minimum of 1 player from either gender in each team. *Note this is a **minimum** 1 female/male and regions are encouraged to pick additional bowlers based on performance/willingness to participate regardless of gender.*

Each region will be responsible for the selection of their respective teams.

Should a region be unable to field a full team in competition, they may borrow a bowler(s) from another region in the following order –

- host region
- remaining region.

Should a region have an excess of players, they may change their teams for the afternoon game to allow these players to play, provided that players who play in both games are not permitted to swap teams for the afternoon game.

6. Competition Structure

The RRR competition will be contested over three (3) rounds by teams from each region as follows –

- each region will provide two (2) teams team of five (5) bowlers with bowling arms, based on the guidelines in section 3 above.
- each team will play two (2) matches per day, as per the schedule at Attachment 1.
- Subject to available bowlers, matches will be played in the following formats –
 - a. Singles – 4 bowls, 21 shots (excess of 21 shots not counted)
 - b. Pairs – 4 bowls per bowler, 2x2x2x2 15 ends
 - c. Triples – 2 bowls per bowler, 15 ends
 - d. Fours – 2 bowls per bowler, 12 ends
- a two-end roll will be permitted prior to the commencement of each game.
- No dead ends. (See Section 10 – Re-spotting of Jack)
- a time limit of 2 hours 15 minutes (not including trial ends) will apply to all matches for all disciplines.
- each player can compete in a maximum of two disciplines per day.

7. Application of Time Limits

The event co-ordinator will signal the start of trial ends 15 minutes before the scheduled start of play. Play will commence when the event co-ordinator announces games to commence.

At the completion of the allotted time, the event co-ordinator will signal the end of play. At this time, players will complete the end they are playing, and should the game not be completed, the result will be determined on the basis of shots for and against at that time.

8. Delaying Play

If the umpire, either by their own observation, or on appeal from a skip, or the opponent in singles, decides that a player is deliberately delaying the delivery of a bowl they will proceed as follows – • On the first occasion the umpire will warn the player.

- If a player continues to delay play, the end will be regarded as complete, and the opponent player(s) will score as many shots as there are bowls in use by such opponents.
- If a player(s) offends a third time the game will be forfeited to the opponent(s).

9. Restricting Movement of Players During Play

Prior to the start of each end, the following players will take their position at the mat end of the green:

- Pairs game: the leads
- Triples game: the leads and seconds
- Fours game: the leads and seconds (the third may elect to stand with the skip at the head).

Players will only be allowed to walk up to the head under the following circumstances:

Singles (each player playing four bowls):

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

Pairs (each player playing four bowls 2 x 2 x 2 x 2):

- the leads: after delivery of their third and fourth bowls.
- the skips: after delivery of their second, third and fourth bowls.

Triples (each player playing two bowls):

- the leads: after the second player in their team has delivered their second bowl.
- the seconds: after delivery of their second bowl.
- the skips: after delivery of each of their bowls.

Fours (each player playing two bowls):

- the leads: after the second player in their team has delivered 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.

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 these terms, Law 36 will apply.

10. Rolling of Jack

The jack can be rolled using either a bowling arm or from the hand.

11. Re-spotting the Jack

Dead ends will not be replayed. If the jack goes out of bounds, it will be re-spotted on the centre tee of the rink.

12. Times

To allow enough time for play and travel for competing regions match timings will be as follows each day –

AM Match

9.45 am Welcome and calling of cards.

10.00 am Trial ends to commence.

10.15 am Commencement of games.

PM Match

1.00 pm Trial ends to commence.

1.15 pm Commencement of games

Games will be under the control of the Event Supervisor who can modify the times if required.

13. Scoring and Determination of Winners

Points will be allocated for each game of a RRR match as follows –

- 3 points per team for a win
- 1 point per team for a draw
- 0 points for a loss

The winner of the competition will be the Region with the highest number of accumulated points after completion of all three (3) rounds of the competition. If at this time teams are tied, the winner will be decided on a countback of the ends won over the three (3) rounds. If a draw still results, the competition will then be decided on a countback of shots scored over the 3 rounds. If the result still remains tied, the drawn teams will be awarded the competition as 'joint' winners.

14. Trophy

A suitable perpetual trophy will be provided by the Bowling Arm Committee of Bowls Tasmania for presentation to the winner(s) of the competition.

15. Attire

Bowls attire must be worn for all matches. If at all possible, Region uniforms should be worn.

16. Costs

Costs incurred in competing in the competition will be borne by individual players. It will be a matter for individual Regions to consider whether to contribute towards such costs.

17. Unforeseen Circumstances and Inclement Weather

The Event Supervisor reserves the right to alter the format, times of play and greens to suit unforeseen circumstances, giving as much notice as possible.

Where a game or match is interrupted or cannot be completed due to inclement weather or local conditions, the Event Supervisor may amend the format and length of games to achieve a result (minimum 10 ends must be played for a game result) or abandon the event where an outcome cannot be achieved, and points will be shared.

18. Jury of Appeal

A jury of appeal shall be appointed for the purpose of deciding upon any points not provided in the conditions of play, for dealing with any appeals from decisions made by umpires and/or the Event Supervisor, and generally for the purpose of exercising overall authority on behalf of the Bowling Arm Committee of Bowls Tasmania.

Appeals in respect of an event, or within 30 minutes of the completion of a game during an event, shall be made in accordance with the Laws of the Sport of Bowls, and shall be directed to a Jury of Appeal which shall consist of –

- Bowls Tasmania President or Nominee
- Bowls Tasmania Director for the RRR or nominee.

19. Completion of Competition The Bowling Arm Committee of Bowls Tasmania reserves the right to alter the program, the conditions and/or the structure of the competition as deemed necessary to complete the competition satisfactorily.

20. Photographs Bowls Tasmania reserves the right to use any photographs taken during the competition for further promotional requirements.

21. Team Managers Each Region shall appoint a Team Manager responsible for preparation of scorecards, game draws and, if possible, recording of team details and results on the Bowls Portal. If the Bowls Portal is not available for the event the recording of team details and results will be undertaken by the event statistician.

22. Host Region Requirements

- Appoint an Event Supervisor.
- Arrange and appoint an appropriate umpire for the event.
- Arrange markers for singles games played during the event.
- In collaboration with Team Managers, the Event Supervisor is to complete an official scoresheet at the completion of play and convey it to the Secretary of the Bowling Arm Committee.
- Regions to advise the Secretary of the Bowling Arm Committee of their total numbers for catering purposes 6 days prior to the event.
- This information will be passed to the host Club by the Bowling Arm Committee.

23. Host Club Requirements

- Provide an appropriate number of rinks.
- Supply an appropriate quality and number of jacks and mats.
- Provide appropriate lunch catering at reasonable cost for competition players. The Bowling Arm Committee will notify the Host Club of catering numbers 5 days prior to the event.
- Ensure that all Covid 19 requirements and precautions specified by Bowls Australia, Bowls Tasmania, regional controlling bodies and participating venues are adhered to.

ATTACHMENT 1

2023-24 Bowling Arm Regional Round Robin Games Draw

Round 1 – 26 November 2023, Devonport

N1 vs NW1

S1 vs N2

S2 vs NW2

Round 2 – 25 February 2024, Kingborough

N1 vs S1

S2 vs NW1

NW2 vs N2

Round 3 – 28 April 2024, Kings Meadows

NW1 vs S1

N1 vs NW2

S2 vs N2

Games per Regions

North 1

North1 v N/West1 @ Round 1

North1 v South 1 @ Round 2

North1 v N/West 2 @ Round 3

N/West 1

N/West 1 v North 1 @Round 1

N/West 1 v South 2 @Round 2

N/West 1 v South 1 @Round 3

South 1

South 1 v North 2 @Round 1

South 1 v North 1 @Round 2

South 1 v N/West 1 @Round 3

North 2

North 2 v South 1 @ Round 1
North 2 v N/West 2 @ Round 2 North
2 v North 1 @ Round 3

N/West 2

N/West 2 v South 1 @ Round 1
N/West 2 v North 2 @ Round 2
N/West 2 v North 1 @ Round 3

South 2

South 2 v N/West 2 @ Round 1
South 2 v N/West 1 @ Round 2
South 2 v N 2 @ Round 3