



**CASTLE HILL MEN'S
BOWLING CLUB
(CHMBC)**

**2018
CONDITIONS
OF PLAY**

**FOR MEN'S & MIXED
CLUB CHAMPIONSHIP EVENTS**

Table of Contents

GENERAL CONDITIONS	3
1. Introduction.....	3
2. Club Championship Events to be played under RNSWBA Conditions of Play	3
2.1. RNSWBA -Association Events.....	3
2.2. CHMBC (Non RNSWBA) Events	3
2.3. Player Eligibility	3
To nominate and play in any of the events listed under Clauses 2.1 & 2.2, a player must	3
3. Club Championship Events to be played under CHMBC Conditions of Play	3
3.1. CHMBC Mixed Events	3
3.2. Player Eligibility	3
4. Nominations for All Club Championship Events.....	3
5. Draws	4
6. Scheduling of Club Championship Events.....	4
7. Rescheduling of Games.....	4
8. Order of Precedence.....	4
9. Multiple Club Championship Games on Same Day.....	4
10. Finals	4
11. Late Start Time to Games.....	5
12. Duration of Games	5
13. Substitutes and Replacement Players.....	5
14. Withdrawals and Forfeits	5
15. Variation to Conditions of Play.....	5
16. Appeals - Disputes	5
SPECIAL CONDITIONS	6
17. Singles Championships.....	6
18. Rookies Singles Championship.....	6
19. Major/Minor Pairs Championship.....	7
20. Mixed Singles Set Play Championship.....	7
21. Mixed Pairs & Fours Championships	7
22. Graded Fours.....	7

GENERAL CONDITIONS

1. Introduction

- 1.1. All Club (Mens & Mixed) Championship Events will be played in accordance with
- 1.2. the laws of Bowls Australia (BA) and
- 1.3. the current **Conditions of Play** for **Royal NSW Bowling Association (RNSWBA) Events** ; unless otherwise stated below
- 1.4. The Match Committee is responsible for the conduct of all Club Championship events at Castle Hill Mens Bowling Club (CHMBC), as Controlling Body.

2. Club Championship Events to be played under RNSWBA Conditions of Play

2.1. RNSWBA -Association Events

- 2.1.1. Men's Singles
- 2.1.2. Men's Pairs
- 2.1.3. Men's Triple
- 2.1.4. Men's Fours

2.2. CHMBC (Non RNSWBA) Events

- 2.2.1. Men's Minor Singles
- 2.2.2. Men's Major/Minor Pair
- 2.2.3. Men's Rookies Singles
- 2.2.4. Graded Fours

2.3. Player Eligibility

To nominate and play in any of the events listed under **Clauses 2.1 & 2.2**, a player must

- 2.3.1. Be a registered Bowling Member of, and declared player with, Castle Hill Bowling Club
- 2.3.2. NOT have played in any RNSWBA Association Events for any other Club during the current bowling season,
- 2.3.3. Be cleared to play by CHMBC
- 2.3.4. A **Minor** is defined as a player who has **NOT** previously won a Singles Championship at CHMBC or at an equal or higher level event.
 - 2.3.4.1. A **Rookie** is defined as a player who has been playing bowls for less than 30 months as defined by RNSWBA each year

3. Club Championship Events to be played under CHMBC Conditions of Play

3.1. CHMBC Mixed Events

- 3.1.1. Mixed Pairs
- 3.1.2. Mixed Fours
- 3.1.3. Mixed Singles Set Play and
- 3.1.4. Such other events as may be determined by the CHMBC Management Committee.

3.2. Player Eligibility

To nominate and play in any event listed under **Clause 3.1**, a player must be

- 3.2.1. a Full Bowling Member of Castle Hill Bowling Club
- 3.2.2. Cleared to play by CHMBC and Castle Hill Women's Bowling club (CHWBC)

4. Nominations for All Club Championship Events

- 4.1. Entry for Club Championships is to be made on the entry forms located on the Notice Board. Nominations for Singles and Major/Minor Pairs championships will be by single entry.

- 4.2. Complete teams only are to be nominated for all other events. A list for single name nominations will be made available from which members are required to form their own teams, as this is not the responsibility of the Match Committee.
 - 4.3. Upon nomination, a player shall pay a match fee (also known as green fees) prior to each round of competition and in so doing accepts all Conditions of Play.
- 5. Draws**
- 5.1. The Match Committee will make the draw for each event.
 - 5.2. All championship draws are to be made on an open draw basis.
 - 5.3. The draw for each event will be posted on the notice board with the timetable of playing date.
 - 5.4. Notice of not less than six (6) days will be given of the time and date of the 1st round together with the times and dates of remaining rounds on which games will be played.
- 6. Scheduling of Club Championship Events**
- 6.1. Club Championship events may be scheduled for play at any time over weekends.
 - 6.2. No Club Championships will be scheduled to be played on Public holiday weekends or on Mother's Day and Father's Day. If a game is called off for any reason, the game will be re-scheduled to a time/date determined by the Match Committee.
- 7. Rescheduling of Games**
- 7.1. Games should be played on the specified date unless deferment is granted under **Clause 9**.
 - 7.2. Where circumstances warrant and with a desire to include as many members as possible in Club Competition, games may be played prior to the scheduled playing date, or prior to the scheduled date of the next round, by mutual agreement between the players or teams concerned, and subject to the express approval of the Match Committee, who will need to consider green space and other scheduled events, as appropriate.
 - 7.3. Should the deferred playing of the round not be completed by the time of the next scheduled round, the team requesting the deferment will forfeit. The Match Committee reserves the right to grant or refuse the playing of Club Championship games on other than the specified date, in all circumstances, except when State order of precedence applies.
- 8. Order of Precedence**
- 8.1. Upon application to the Match Committee, deferment will be granted to players engaged in Australian, State, Zone or District matches, and to players forming part of a Club team engaged in a major tournament approved by the RNSWBA, provided the tournament has been specifically granted State order of precedence, when such matches conflict with Club Championship games.
 - 8.2. Players who have entered, or have been selected for external events with higher order of precedence, are expected to notify the Match Committee of the dates involved as soon as possible.
- 9. Multiple Club Championship Games on Same Day**
- 9.1. If players are drawn to play two games in either one or two separate Club Championships on the same day, both games should be played.
 - 9.2. Requests for deferment will be considered with reference to **Clauses 7 & 8**.
 - 9.3. A minimum time of thirty (30) minutes will be allowed between each game on the same day.
 - 9.4. Match fees (also known as green fees) are payable for each round of each competition.
 - 9.5. The Match Committee will exercise every effort to ensure there is no clash between Championship games.
- 10. Finals**
- 10.1. Finals should be played on the scheduled date.
 - 10.2. If extenuating circumstances dictate a player or team cannot play on the scheduled date, then the Match Committee, in conjunction with the skips, will set a new date, to mitigate the need for a substitution/replacement or forfeit.
 - 10.3. Any re-scheduled date must not be more than 4 weeks from the original date.

11. Late Start Time to Games

- 11.1. In all Club Championship games, thirty five (35) minutes is allowed after the scheduled and agreed starting time for the game (commencement of roll-ups) for a late player or team to arrive or a substitute found, after which the Controlling Body will award the game to the non-offending player or team.

12. Duration of Games

- 12.1. Major and Minor Singles will be first to thirty one (31).
- 12.2. Men's Pairs & Major / Minor Pairs, will be twenty one (21) ends.
- 12.3. Men's Fours ,Mixed Fours and Graded Fours will be twenty one (21) ends
Each player to play two (2) bowls
- 12.4. Men's Triples will be twenty five (25) ends. Each player to play two (2) bowls
- 12.5. Rookies Singles will be 17 shots up for each game. Each player to play four (4) bowls
- 12.6. Mixed Singles Set Play will comprise of two (2) sets of six (6) ends
- 12.7. For all games each player to play four (4) bowls unless otherwise stated above
- 12.8. If a game is drawn at the end of the allotted number of ends, an additional end will be played to determine the winner. Mat to be determined by coin toss

13. Substitutes and Replacement Players

- 13.1. For all events, requests for substitutes or replacement players require the prior approval of the Match Committee.
- 13.2. A replacement player may only be used AFTER the completion of the first round, for reasons acceptable to the Match Committee.

14. Withdrawals and Forfeits

- 14.1. In the circumstance where a player/team determines they will be unable to continue to compete in a particular Club Championship event, the following rules will apply:
 - 14.1.1. **During a game** – if the game has not reached the target score (for singles) or the scheduled number of ends has not been played, the forfeit will be awarded to the opposing player/team, in that round.
 - 14.1.2. **Post completed game and/or prior to the next scheduled game** – the forfeit will be awarded to the scheduled opposing player/team for the next round.

15. Variation to Conditions of Play

- 15.1. The Match Committee may, under special circumstances, vary these Conditions of Play. They may alter a draw, change the number of ends to be played, change the days and times of play, change greens or make other such adjustments as are deemed necessary to complete an event.

16. Appeals - Disputes

- 16.1. Disputes or appeals arising out of the application of these Conditions of Play should be resolved by the relevant Controlling Body. A decision taken by a Controlling Body shall be binding in all respects if any immediate result is required.
- 16.2. If an immediate result is not required, an appeal accompanied by all relevant information may be made to the Controlling Body.

SPECIAL CONDITIONS

17. Singles Championships

- 17.1. If the Match Committee does not allocate markers for the first round, then Players must find their own marker in the first round of a singles championship.
- 17.2. A defeated player must mark a match in the next subsequent round scheduled, if so required by the Controlling Body/Match Committee.
- 17.3. The Club President or his delegate shall be the marker for Major Singles final and the Senior Vice President or his delegate shall be the marker for Minor Singles final.
- 17.4. Any player not fulfilling his obligation as a marker in any Club Singles Championship may be fined, payable to the Club, as stipulated in within the RNSWBA Conditions of Play. & disqualified from participation in any subsequent Club Championship Events for a maximum period of twelve (12) months
- 17.5. The CHMBC Management Committee will determine the extent of any penalty to be applied

18. Rookies Singles Championship

18.1 Eligibility

To be eligible to enter and play Rookies, players must be a bowling member of CHBC and have been a bowling member of any club for less than 30 months as measured from 1st April two years prior of the year the event being held (*eg; 2018 Rookies measured from 1 April 2016*).

18.1. Game Format

18.1.1. For Sections of three (3) players

- 18.1.1.1. Each player will play two (2) games
- 18.1.1.2. The 3rd non playing member to mark game

18.1.2. For Sections of two (2) or four (4) players

- 18.1.2.1. Each player will play all other players in the Section
- 18.1.2.2. Match Committee to arrange marker

18.2. Duration of Games

- 18.2.1. Each game 17 shots up with the winner to be awarded two (2) points, and the loser nil (0) points.
- 18.2.2. For a drawn game, one (1) point each

18.3. Determination of Section Winner

- 18.3.1. The winner of the section shall be determined in the following order of precedence;:
 - 18.3.1.1. The player scoring the highest number of points shall be declared the winner
 - 18.3.1.2. If two or more players are equal on points the player with the largest difference between "total shots for" and "total shots against" shall be the winner
 - 18.3.1.3. If still equal the player with the lowest "total shots against"
 - 18.3.1.4. If two teams remain equal, the winner of the game between the players shall be declared the winner.
 - 18.3.1.5. Coin Toss

18.4. Re-spotting the Jack

- 18.4.1. If a jack passes completely outside the boundaries of the rink OR rebounds to a distance of less than eighteen (18) metres from the mat line, the end shall not be declared dead, and the jack re-spotted on the centre line two (2) metres from the front ditch (ie, at the 'T')

19. Major/Minor Pairs Championship

- 19.1. The Selectors will classify single name entries as either major players or minor players.
- 19.2. Some players maybe re-classified to balance numbers for the competition.
- 19.3. Requests for Substitutes / Replacements will require approval from the Selection Committee as to the classification of the intended substitute/ replacement.
- 19.4. Classification of any player as a minor (or major) allows the player to substitute for any other minor (or major) player, irrespective of any perceived difference in bowling capability.
- 19.5. As in all other events, request for a Substitute / Replacement requires approval of the Match Committee.
- 19.6. Substitutes are not allowed to skip. Refer **Clause 13**.

20. Mixed Singles Set Play Championship

- 20.1. One (1) roll up end for each new game
- 20.2. No dead ends - the jack to be re-spotted on the "T"
- 20.3. Person winning 1st set has mat at the start of the 2nd set

20.4. For Sections of Three (3) Players

- 20.4.1. Two (2) sets of six (6) ends, with a 1 end tie breaker, if required.
- 20.4.2. For the tie breaker mat to be determined by coin toss
- 20.4.3. The first two (2) players listed play each other with 3rd player marking.
- 20.4.4. Winner of 1st match marks the 2nd match
- 20.4.5. The 3rd match marked by the person who has not marked previously.
- 20.4.6. The winner of the section shall be determined in the following order of precedence;
 - 20.4.6.1. The player scoring the most wins shall be declared the winner
 - 20.4.6.2. The player winning the most number of Ends (Tie breakers NOT included)
 - 20.4.6.3. The player with the largest shot margin
 - 20.4.6.4. Coin Toss (Three (3) coins toss – winner with the odd outcome)

20.5. For Sections of Two (2) Players

- 20.5.1. Two (2) sets of thirteen (13) ends, with a one (1) end tie breaker, if required.
- 20.5.2. For the tie breaker mat to be determined by coin toss
- 20.5.3. Match Committee to arrange marker.

21. Mixed Pairs & Fours Championships

- 21.1. The composition of teams will be:
- 21.2. **Pairs:** one (1) male, one (1) female
- 21.3. **Fours:** two (2) males, two (2) females
- 21.4. Each member of a team may play in any position.
- 21.5. The introduction of a substitute or replacement must not alter the composition of the team i.e. the substitute/replacement must be of the same gender as the player being replaced.
- 21.6. Substitutes are not allowed to skip. Refer **Clause 13**.

22. Graded Fours

- 22.1. Nominations to be single entries.
- 22.2. Selectors to select sides based on
 - 22.2.1. minimum team grading of 21 points
 - 22.2.2. only one Grade 2 player per team
 - 22.2.3. Selector discretion to be applied to accommodate all nominations
- 22.3. Player grading based on pennant grading as at closing date of nominations.
- 22.4. Requests for Substitutes / Replacements will require approval from the Selection Committee as to the classification of the intended substitute/ replacement.
- 22.5. As in all other events, request for a Substitute / Replacement requires approval of the Match Committee.
- 22.6. Substitutes are not allowed to skip. Refer **Clause 13**.

These Conditions of Play were approved by the Management Committee of Castle Hill Men's Bowling Club on 30 July 2018

DAVID BREMNER
PRESIDENT
CASTLE HILL MEN'S BOWLING CLUB