



**bowls victoria**

**2017-18**

**METROPOLITAN PENNANT COMPETITIONS  
CONDITIONS OF PLAY**

**As at 20 September 2017**

## Introduction

### 1. Eligibility of Clubs

Clubs may enter a Side or Sides in the Metropolitan Pennant Competition. Depending on the promotion or relegation requirements applicable from the previous season, each Side will be assigned a Division and Section.

Refer to Schedule One for the Midweek Competition information.

Refer to Schedule Two for the Saturday Competition information.

### 2. Competition format

2.1 Each competition has Divisions and within each Division, there will be Sections.

2.2 The number of Divisions and Sections will depend on the number of entries received.

Refer to Schedule One for the Midweek Competition information.

Refer to Schedule Two for the Saturday Competition information.

### 3. Side entry

3.1 A Club may enter any number of Sides up to the maximum number which can be accommodated on the rinks available for its use.

3.2 Sides of a Club will be numbered 1, 2, 3, 4 etc. in descending order of ability.

### 4. Insufficient players to enter a side

4.1 A Club may seek approval from the BV Metropolitan Pennant Committee to combine with another Club or Clubs to enter a side in the lowest Division available.

4.2 The application must be made by the Club accepting responsibility for the Side and be accompanied by written approval of the other Club or Clubs.

4.3 If a combined side is approved the players are permitted to wear their respective club shirts and hat bands. If bowls discs are used all members of the combined side must use discs that are of the same colour/design.

4.4 If a Club does not have sufficient players to form a Side for the Club's lowest numbered Side, the Side can play with one or more Teams playing in accordance with DR 2.5.

### 5. Penalty for a side withdrawal after the competition draw published

A Club withdrawing a Side will incur a financial penalty of \$450.00 for a 16-a-Side, \$360.00 for 12-a-side and \$270 for 6-8 a side, to remove that side from the competition.

### 6. Bowls identification discs

6.1 Sides are not required to use bowls discs (adhesive labels). If they are used then all players in the Side must use a disc of the same colour/design.

6.2 Where opponents use the same coloured discs, the visiting Side shall remove theirs or use another colour if available.

6.3 Bowls discs may not cover the WB Stamp/Date or the Serial Number of the Bowl and they should be cut or trimmed to comply.

6.4 Only a single layer of disc is permitted on a bowl. All bowls must have discs on both sides of the bowl.

6.5 Alternatively, the dot from the set of discs may be placed over the insignia on the bias side of the Bowl in lieu of the small ring provided it is from the same set of discs used by the Side.

## **7. Controlling body on day of play**

The Controlling Body for the purposes of a Metropolitan Pennant Competition is the Host Club.

## **8. Side manager on day of play**

Wherever under a Law, Rule or Regulation gives a Side a right of decision or choice, it will be exercised by the Side Manager who will act on behalf of the Side.

## **9. Umpires**

9.1 The Club who is designated as the Home Club should appoint an accredited Umpire to officiate.

9.2 If the Home Club does not have an accredited Umpire available then a visiting accredited Umpire may be appointed to officiate. Alternatively, if no accredited Umpire is available then an accredited Measurer may be appointed Umpire.

9.3 If no accredited Umpire or Measurer is available then a competent player from the Home Club should be appointed to act as Umpire.

9.4 An Umpires' decision is final and cannot be contested, disregarded or appealed except for matters relating to the meaning and interpretation of a Law.

## **10. Eligibility of players**

10.1 A player must be a registered financial member of a Club as determined by the Board from time to time and in accordance with Rule 6 of the BV Constitution.

10.2 All players must be selected on ability.

10.3 Gender cannot be used as a selection consideration.

## **11. Pennant permit**

11.1 A player can be approved to play with another Club other than their Nominated Club by submitting a Pennant Permit Request Form to BV prior to Round 4 of Pennant Competition they wish to play in. No application will be considered after Round 4. This Form must be endorsed by both Clubs.

11.2 If approved by BV, a permit remains in place until 30 June of the following year and the player is not eligible to play for their Nominated Club until the permit expires.

11.3 A player may apply for a clearance from their Nominated Club while a permit is in place and the permit automatically expires.

11.4 A player may only apply for one permit for a Pennant Competition.

## **12. Fixed term permit**

- 12.1 A player may play with another Club other than their Nominated Club for a fixed term period by submitting a Fixed Term Permit Form to BV for a Pennant Competition they wish to play in. This Form must be endorsed by both Clubs.
- 12.2 A Fixed Term Permit applies only between Region/Division and Metropolitan Pennant competitions where a player has temporarily relocated their residential address due to work/education commitments.
- 12.3 A player cannot have a Pennant Permit and a Fixed Term Permit simultaneously.
- 12.4 A permit remains in place for the period approved and the player is not eligible to play for their Nominated Club until the permit expires.
- 12.5 When a player has a Fixed Term Permit in place they may only participate in Club Championship events and Region/Division representative competitions of their nominated club.
- 12.6 A player may apply for a clearance from their Nominated Club while a permit is in place and the permit automatically expires.
- 12.7 A player may only apply for one permit per year.
- 12.8 Notwithstanding the permit approved period, a Fixed Term Permit expires on 30 June each year.

## **13. Selection of players on descending order of ability**

- 13.1 Sides will be filled by available players in descending order of ability.
- 13.2 If there are insufficient players available on a day of play to fill all Sides entered by the Club, the lowest numbered Side will be the Side which forfeits.
- 13.3 A Player will not play in more than one Side in the same round of the same Metropolitan Pennant Competition.

## **14. Playing attire**

It is the responsibility of the President of the player's Club to ensure a player is attired in accordance with the BV Regulations for Attire when playing in a Metropolitan Pennant Competition.

## **15. Player conduct & behaviour**

- 15.1 A player is required to conduct themselves in a polite and sportsman like manner when participating in a Metropolitan Pennant Competition and not in any of the following behaviours:
  - 15.1.1 act in an abusive, threatening, or intimidating manner;
  - 15.1.2 use obscene, offensive, abusive, threatening, or intimidating language;
  - 15.1.3 act in an unsportsmanlike manner;
  - 15.1.4 threaten any person with physical violence or assault;
  - 15.1.5 assault any person;
  - 15.1.6 act in a manner likely to bring the sport of bowls into disrepute; or
  - 15.1.7 act in a manner likely to bring Bowls Victoria into disrepute.
- 15.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

## **16. Smoking**

16.1 Smoking on the green (defined as having a lit cigarette, pipe, cigar, electronic nicotine delivery system (ENDS) including e-cigs, e-cigarettes and any other form of smoking device) by a player on the green is not permitted.

16.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

## **17. Personal electronic/communication devices**

17.1 The use of Mobile Phones/MP3 Players/iPods/iPads/Pagers/Communication Devices and/or other similar Sound/Communication Devices on the green by a player is not permitted.

17.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

## **18. Consumption of alcohol**

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

18.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

## **19. Instantaneous penalties**

19.1 On forming the opinion that a player is non-compliant, the Umpire will warn the player and advise his Skip, the Manager and/or the Controlling Body.

19.2 If the Umpire forms an opinion on a second occasion that the same player is non-compliant, they will advise the end is immediately regarded as completed and the player's opponent shall be awarded as many shots as there are bowls in use by the opponent.

19.3 If the Umpire forms an opinion on a third occasion that the same player is non-compliant, the Umpire will immediately suspend the player from play for the remainder of the day. A substitute player is not permitted (DR 2.5.1.1, 2.5.1.2 & 2.5.1.3) and the defaulting team forfeits their game.

19.4 A warning to one player in a Team shall be considered as a warning to all players in that Team.

19.5 The Umpire shall also forward a written report about the incident to the Controlling Body within seven (7) days of the incident.

## **20. Damage to green**

### **21. Delivery of a jack or bowl**

21.1 If the Umpire by his own observation or on appeal by a Greens Director or their Deputy decides a player is causing damage to the green when delivering the jack or a bowl, a warning will be issued to the player's Skip.

21.2 If the Umpire forms the opinion that the player has repeated the same offence a second time, the Umpire will direct that the player must use a "dump mat" if available.

21.3 If a "dump mat" is not be available or the player refuse to use it, they will be a defaulting player and be removed from the match (Laws of the Sport Definition C.2). 21.4 A substitute player is not permitted (DR 2.5.1.1, 2.5.1.2 & 2.5.1.3).

21.5 A "dump mat" may only be used on a green to address an identified issue as defined above.

### **22. Use of a wheelchair or walking frame**

If an Umpire by his own observation decides a player using a wheelchair or walking frame is causing damage to the green, that player must retire from the green when requested to do so by the Umpire. If a player retires from the match a substitute player is permitted. If a player refuses to leave the green, they will be a defaulting player and be removed from the match (Definition C.2) and no substitute player is permitted.

## **23. Interchanging of a player between sides prior to finals**

- 23.1 Prior to Round 15 of a Metropolitan Pennant Competition, (except for Womens Only Division 1) there will be no restrictions on the interchange of players between the sides of a club.
- 23.2 For the last four rounds of a Metropolitan Pennant Competition, (except for Womens Only Division 1) no Side will include more than three players who have played a majority of their games, prior to the fourth last game, in a higher numbered Side.
- 23.3 For Midweek Womens Only Division 1, there will be no restrictions on the interchange of players between sides prior to Round 11.
- 23.4 For the last four rounds of Midweek Womens Only Division 1, a side will include no more than two players who have played the majority of their games in Premier Division

## **24. Interchanging of a player between sides in finals**

- 24.1 A Side may not include any player who during the current season has played less than four games for the Club in that Metropolitan Pennant Competition.
- 24.2 A Side may not include any player who, during the current season has played more than four games in any higher numbered Sides unless the player has also played in four or more games in the Side concerned and/or a lower numbered Side.
- 24.3 A Club who has insufficient eligible players for any finals of a Metropolitan Pennant Competition may apply to the BV Metropolitan Pennant Committee for approval to play other players from the Club. If this approval is granted then such players may play in any position other than Skip.

## **25. Replacement players or substitutes during the season including finals**

Refer to Schedule One for the Midweek Competition information.  
Refer to Schedule Two for the Saturday Competition information.

## **26. Incomplete team at commencement of a match**

- 26.1 If at the time a match is due to commence, a player is absent then play may commence without a second for that team (DR 2.5).
- 26.2 The Skip of both teams will carry the scorecard and update the score at the completion of each end.
- 26.3 The opponents with a complete team will have their second play consecutive bowls (DR 2.5.1.1, 2.5.1.2 & 2.5.1.3).
- 26.4 If the absent player arrives late, they must take their original place in the team and enter the match at the completion of the end in progress.

## **27. Incomplete side after a match has commenced**

- 27.1 If a player who has commenced the match cannot continue and there is no eligible substitute available, a team may play with an absent player. The absent player is deemed to be the second.
- 27.2 The Skips of both teams carry the scorecard and updates the score at completion of each end.
- 27.3 The opponents with a complete team will have their second play consecutive bowls (DR 2.5.1.1, 2.5.1.2 & 2.5.1.3).
- 27.4 If a player who leaves the match subsequently becomes available they must re-join the team in their original place in the team at the completion of the end in progress.
- 27.5 If a substitute player is available, the Controlling Body may allow them to enter the match at the completion of the end in progress.

## **28. Points allocated for a match**

Side Win	Ten points
Side receiving forfeit or walkover	Ten points + 15 shots
Side giving forfeit or walkover	No points & minus 15 shots
Side tie	Five points
Team win or forfeit	Two points
Team tie	One point
Bye	No points unless the BV Metropolitan Pennant Committee abandons all play on the day

28.1 Walkovers resulting from a Side withdrawal (including the withdrawal of a Side from a Metropolitan Pennant Competition after the season has commenced) will be awarded 10 points + 15 shots.

## **29. Additional penalty for a side forfeit or walkover**

As well as loss of shots, a Club who has had a Side forfeit will incur a financial penalty of \$25.00 for a 16-a-Side, \$20.00 for a 12-a-Side and \$15.00 for a 6 a-Side.

## **30. Pennant check form submitted to Bowls Victoria within 48 hours of match being completed**

The Home Club must provide a completed Pennant Check Forms via post - addressed to Bowls Victoria, Suite 7, 32-34 Camberwell Road, Hawthorn East 3123 or by electronic submission to [bowlsvic@bowlsvic.org.au](mailto:bowlsvic@bowlsvic.org.au)

## **31. Pennant check form for a side forfeit of walkover**

31.1 Both Sides must complete a Form showing which Side has given the walkover.

31.2 A Side receiving a walkover must also enter the intended players names to enable players who would have played in the match to qualify for Finals.

## **32. Pennant check form for a side with a BYE**

A Form must be completed showing a Bye with the intended player's names entered to enable players who would have played in the match to qualify for Finals.

## **33. Alterations to a pennant check form**

Clubs may seek a correction to the Pennant Check Form if an alteration is received in writing endorsed by both Clubs within 14 days of the match being completed.

## **34. Advice of abandonment of play by Bowls Victoria**

34.1 Region Secretaries will be contacted as soon as it is practicable.

34.2 Updates will be provided on the Bowls Victoria Website and a recorded announcement will be available on the Bowls Victoria landline 9861 7100.

34.3 Individual Clubs may be contacted if time permits.

## **35. Points when play is abandoned**

Points will be shared by Sides when all matches scheduled for that day are abandoned.

## **36. Points when play is abandoned and less than half the section matches are completed**

36.1 All matches in that Section are deemed a tie.

36.2 A forfeit or walkover in that Section will count as a completed match.

## **37. Match abandoned by side manager agreement before play or during play before a result is obtained**

Each Side will share equally the maximum points available.

**38. Match abandoned by side manager agreement during play and a result is possible**

It will be a tie unless the scores are such that one Side must win the match if all the remaining ends were played.

**39. Post sectional knock-out match abandoned inclement weather heat/other**

After a match is abandoned, it will be rescheduled and completed under such conditions as the BV Metropolitan Pennant Committee decides.

**40. Section results by round**

40.1 The order of Sides in each section will be determined by the total points gained.

40.2 If two or more Sides have the same number of points their order will be determined by net margin of shots 'for' minus shots 'against' each Side.

40.3 If net margins be equal the order will be determined by the higher proportion of 'total shots for' divided by 'total shots against'.

40.4 If there is still a tie for a position to qualify for finals play, the Sides concerned will play a deciding match.

**41. Notification of results on day of play**

41.1 Home Clubs are responsible for advising BV of the results of matches via Bowls Connect online IT system or by phoning Bowls Victoria on 9861 7100.

41.2 When phoning in results, information is to be provided in the following order:

1. Division
2. Section
3. Home Side Name & Side Number
4. Points
5. Score/shots
6. Visiting Side Name & Side Number
7. Points
8. Score/shots

41.3 Results must be submitted for all scheduled matches in a Round whether completed or not. Refer to Schedule One for the Midweek Competition information. Refer to Schedule Two for the Saturday Competition information.

**42. Rescheduling of matches**

42.1 Clubs with the approval of the Metropolitan Pennant Committee may negotiate to play a match at a time or day other than the scheduled time on the understanding that the match must be completed prior to the next round of that Metropolitan Pennant Competition being scheduled.

Refer to Schedule One for the Midweek Competition information.  
Refer to Schedule Two for the Saturday Competition information.

**43. Use of a neutral venue**

Clubs may negotiate to play a match at neutral venue on the understanding that the match must be completed prior to the next round of that Metropolitan Pennant Competition being scheduled.

**44. No matches to be played on a Sunday**

Clubs may not play on a Sunday unless approval is granted by BV.

**45. Location of matches**

A Club with the agreement of their opponents may play any match other than a Final at the scheduled location or at an alternative location.

#### **46. Pre-match pennant practice**

Refer to Schedule One for the Midweek Competition information.  
Refer to Schedule Two for the Saturday Competition information.

#### **47. Draw for rinks**

47.1 The rink draw will be conducted prior to the commencement of the match by the Side Managers.

47.2 The cards will be shuffled and exchanged with the cards of one Side being placed name face down by one Manager then the other Manager will place a card face down on each card.

#### **48. Allocation of rinks**

48.1 Rinks must be consecutively numbered. A Side will play on consecutively numbered rinks preferably on the same green.

48.2 The separation of teams that are part of a Side is not permitted on the same green.

48.3 Where more than one green is required, a Side will be play on those rinks which have been consecutively numbered for both greens.

#### **49. Condition of green**

49.1 A green must be suitable for play. If a green is found to be unsuitable, a Club may be directed to make alternative arrangements.

49.2 If a satisfactory alternative green cannot be found, the Club may be directed by BV to forfeit games.

49.3 BV recommends the speed for greens for the conduct of a Metropolitan Pennant Competition range between 13 and 17 seconds.

#### **50. Timing of greens at home club discretion**

50.1 A green may be timed 30 minutes prior to the scheduled commencement of play by the appointed Umpire in conjunction with the senior visiting Side Manager or their nominee.

50.2 There is no requirement that BV be informed about the speed of a green on the day of play.

#### **51. Use of alternative venue for home games on day of play**

51.1 A Club may use another venue when they have insufficient available for the number of games scheduled to be played at home.

51.2 Where the home green is available, a Side will be allocated to play at the home green in order of seniority of the Sides drawn to play at home.

51.3 If an alternative venue is to be used, a Side who cannot be accommodated at the home green will be allocated in order of seniority.

51.4 It will always be the Sides in the lower Divisions who should play at the alternative venue.

51.4 If a game is transferred to an alternative venue that has not been nominated as the home green for that Side at the start of the season, the agreement of the opposing side must be obtained.

#### **52. Duration of match**

Refer to Schedule One for the Midweek Competition information.  
Refer to Schedule Two for the Saturday Competition information.

#### **53. Scheduled break**

Refer to Schedule One for the Midweek Competition information.  
Refer to Schedule Two for the Saturday Competition information.

#### **54. Delaying play**

54.1 If an Umpire by his own observation or on appeal by a Side Manager decides a player is deliberately delaying the delivery of their bowl or a Skip is acting or issuing instructions designed to delay play, a warning will be issued to a Skip.

54.2 If an Umpire forms the opinion that the player or Skip has repeated the same offence a second time, the end will be regarded as completed, and their Opponent will be awarded as many shots as there are bowls in use by their Opponent.

#### **55. Inclement weather/heat**

#### **56. 'Code red' fire day scheduled on day of play**

If a 'Code Red' Fire Day is announced for the Central Fire District on a day of play, all Metropolitan Pennant Competitions will be abandoned and no results will be required to be submitted.

#### **57. Play cannot commence**

57.1 If the temperature at the Club's Designated BOM Weather Station (refer to Schedule Three) has reached the 36 degrees Celsius or above at the scheduled commencement time of the match, play may be suspended for up to 1 hour.

57.2 If the temperature fails to fall below 36 degrees Celsius within 1 hour of play being suspended, the match is abandoned.

#### **58. Play cannot continue after match has commenced**

58.1 If the temperature at the Club's Designated BOM Weather Station (refer to Schedule Three) has reached the 36 degrees Celsius or above at any time after play commences, play will be suspended for up to 1 hour.

58.2 If the temperature fails to fall below 36 degrees Celsius after play has been suspended for 1 hour, the match will be abandoned.

58.3 Every effort must be made to complete any ends in progress prior to leaving the green.

58.4 If play has been interrupted and the game has not been completed by 4.00pm it will be abandoned.

#### **59. Forfeit/walkover offered by a side manager for reason of inclement weather/heat**

A forfeit or a walkover offered for this reason will count as a completed game.

#### **60. Inclement weather/other**

If BV decides to abandon play for reasons of inclement weather/other, no results will be required to be submitted.

#### **61. Club discretion to determine whether play will commence**

The Green Director or their Deputy at the Club where the match is scheduled to be played has the sole authority to determine whether the match will commence.

#### **62. Play cannot commence**

62.1 If play cannot commence at the scheduled commencement time of the match, play may be suspended for up to 1 hour.

62.2 If after 1 hour of play being suspended the match cannot commence, the match is abandoned.

#### **63. Play cannot continue after the match has commenced**

63.1 If at any time after play commences, play cannot continue, play may be suspended for up to 1 hour.

63.2 Every effort must be made to complete any ends in progress prior to leaving the green.

63.3 If after 1 hour of play being suspended play cannot recommence, the match is abandoned.

#### **64. Death of a player**

- 64.1 If a match including a Final has commenced and a participating player passes away all games in progress at the Club will be abandoned.
- 64.2 Matches other than a Final abandoned for this reason because of a death of a player will count as a tie unless the scores are such that one Side must win the match if all the remaining ends were played.
- 64.3 In that case, the Side will be awarded the match with the scores as at the abandonment.
- 64.4 Final matches abandoned for this reason will be resumed under such conditions as the BV



**bowls victoria**  
**2017-18**  
**SCHEDULE ONE**  
**MIDWEEK COMPETITION**

**1. Promotion & Relegation**

Clubs may enter a Side or Sides in the Midweek Metropolitan Pennant Competition. Depending on the promotion or relegation requirements applicable from the previous season, each Side will be assigned a Division and Section.

**2. Midweek Premier & Division One (Womens only)**

2.1 No Club will have more than one Side in Premier Division.

2.2 Based on the previous seasons results in Premier Division, the bottom two Sides will be relegated to Division 1 and the two finalists in Division 1 Post-sectional play will be promoted to Premier Division.

2.3 If a Club already has a Side in Premier Division, the loser of the Semi-Final in which that Club played will be promoted.

2.4 If each of the Semi-Finalists already has a Side in Premier Division then the Clubs who lost both Semi-Finals will be promoted.

2.5 If there are in sufficient Sides in the Section winners eligible for promotion then best performed second Side in any section of Division 1 which does not already have a Side in Premier will be promoted.

**3. Midweek Division One (Womens only)**

Based on the previous seasons results, the bottom two Sides will be relegated to Division 2.

**3.1. Division 2 Open**

Based on the previous seasons results for Division 2, the winners of each Section Final will be promoted to Division 1 and the bottom two Sides in each Section will be relegated to Division 3.

**4. Other Divisions**

Based on the previous seasons results, the two finalists of each Section will be promoted and the bottom two Sides in each Section (other than for the last Division) will be relegated between adjacent Divisions.

**5. Result where a side withdraws after the draw has been published**

This Side will be deemed to have finished in last position in the Section and will be a Side relegated to the next lower Division at the end of the season.

**6. More than one side in a Division**

Each Side will be placed in a different Section unless the BV Metropolitan Pennant Committee determines otherwise.

**7. New side entry**

A new Side entry may be placed in the lowest Division unless otherwise determined by the BV Metropolitan Pennant Committee. If this discretion is exercised, the Committee may also relegate a Side or Sides to enable this to occur.

**8. Replacement players/substitutes**

- 8.1 Prior to 9:30am on the day of the match, a Club may only introduce a replacement player into its lowest numbered Side (DR 2.4)
- 8.2 After the commencement of play in a match, a substitute player can take the place of any member of a Side (Law 33.2 & DR 2.3).
- 8.3 If a player becomes unable to play in the match for reasons arising after the commencement of the match, a substitute is permitted. Only one substitute may be allowed in each Team.

**9. Pre-match practice**

Pre-match practice is not permitted other than the two trial ends.

**10. Commencement time**

The commencement time will be 10:30am with two trial ends completed before that time.

**11. Premier Division commencement time**

The commencement time may be up to 11.00am with two trial ends completed before that time.

**12. Scheduled break**

**12.1 Premier Division**

If the commencement time of a match is 11.00am, a 30-minute break is to be taken at 12.30pm. A bell will be rung at 12.25pm and no new ends are to be commenced after the bell including ends declared 'dead'.

Otherwise the commencement time and break arrangements will be the same as all other Divisions.

**12.2 Other Divisions**

A 30-minute break is to be taken at 12 noon. A bell will be rung at 11:55am and no new ends are to be commenced after the bell including ends declared 'dead'.

**13. Scheduling of matches for Sectional Play**

- 13.1 Play is usually scheduled Tuesday.
- 13.2 With prior approval of the Metropolitan Pennant Committee and the agreement of the opposing Club Sectional games in all Divisions can be rescheduled to a Wednesday or Thursday. There is no provision to commence or complete a rescheduled game on another day.

## 14. Womens only Midweek Competition 1

12 players per Side, 2 bowls per player, 21 ends

### 14.1 Premier Division

One Section of 8 Sides

Finals

Week 1	Qualifying Match 1 v 2 Elimination Match 3 v 4
Week 2	Preliminary Final Loser of Qualifying Match to play Winner of Elimination Match
Week 3	Final Winner of Qualifying Match to play Winner of Preliminary Final

### 14.2 Division 1

Two Sections of 8 Sides

Finals same as Open Midweek Competition 2.

## 15. Open Midweek Competition 2

12 players per Side 2 bowls per player, 21 ends

**15.1 Division 1** Four Sections of 10 Sides

**15.2 Divisions 2 – 4** Eight Sections of 10 Sides

Finals Section Winners decided as follows:

Day 1 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

Day 2 Winner of 1 v 4 will play Winner of 2 v 3 at a venue advised by Bowls Victoria.

Winner of Day 2 progresses to the Division Knockout Matches. Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

### 15.3 Division 5

Six Sections of 10 Sides.

Finals Section Winners decided as follows:

Day 1 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

Day 2 Winner of 1 v 4 will play Winner of 2 v 3 at a venue advised by Bowls Victoria.

15.3.1 Winner of Day 2 progresses to the Division Knockout Matches. Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

#### 15.3.2 Division Knockout Matches

Day 1 Random draw to select four teams to play and two byes

Day 2 Winners (2) and byes (2) from Day 1

Division Final Two winners from Day 2 of knockout matches.

## 16. Open Midweek Competition 3

6 players per Side, 2 bowls per player, 21 ends

### 16.1 Division 1 Five Sections of 10 Sides

Finals Section Winners decided as follows:

Day 1 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

Day 2 Winner of 1 v 4 will play Winner of 2 v 3 at a venue advised by Bowls Victoria.

Winner of Day 2 progresses to the Division Knockout Matches. Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

Division Knockout Matches:

Day 1 Random draw to select two teams to play and three byes

Day 2 Winner (1) and byes (3) from Day 1

Division Final Two winners from Day 2 of knockout matches.

## 17. Notification of results on day of play

Home Clubs are responsible for advising BV of the results of matches via Bowls Connect online IT system or by phoning BV on 9861 7100. Three lines will be open from 2:00pm to 4:00pm.

When phoning in results, information is to be provided in the following order:

1. Division
2. Section
3. Home Side Name & Side Number
4. Points
5. Score/shots
6. Visiting Side Name & Side Number
7. Points
8. Score/shots

### 17.1 Premier Division requirements

Results must also include the Skip details with home Side Skips named first.



**bowls victoria**  
**2017-18**  
**SCHEDULE TWO**  
**SATURDAY COMPETITION**

**1. Promotion & Relegation**

Clubs may enter a Side or Sides in the Saturday Metropolitan Pennant Competition. Depending on the promotion or relegation requirements applicable from the previous season, each Side will be assigned a Division and Section.

**2. Saturday Premier & Division One**

2.1 No Club will have more than one Side in Premier Division.

2.2 Based on the previous seasons results in Premier Division, the bottom two Sides will be relegated to Division 1 and the two finalists in Division 1 Post-sectional play will be promoted to Premier Division.

2.3 If a Club already has a Side in Premier Division, the defeated Semi-Finalists will play off for the remaining position.

2.4 If each of the Semi-Finalists already has a Side in Premier Division then the Clubs who lost both Semi-Finals will be promoted.

2.5 If there are in sufficient Sides in the Section winners eligible for promotion then best performed second Side in any section of Division 1 which does not already have a Side in Premier will be promoted.

**3. Division Two**

Based on the previous seasons results for Division 2, the winners of each Section Final will be promoted to Division 1 and the bottom two Sides in each Section will be relegated to Division 3.

**4. Other Divisions**

Based on the previous seasons results, the two finalists of each Section will be promoted and the bottom two Sides in each Section (other than for the last Division) will be relegated between adjacent Divisions.

**5. Result where a side withdraws after the draw has been published**

This Side will be deemed to have finished in last position in the Section and will be a Side relegated to the next lower Division at the end of the season.

**6. More than one side in a Division**

Each Side will be placed in a different Section unless the BV Metropolitan Pennant Committee determines otherwise.

**7. New side entry**

A new Side entry may be placed in the lowest Division unless otherwise determined by the BV Metropolitan Pennant Committee. If this discretion is exercised, the Committee may also relegate a Side or Sides to enable this to occur.

**8. Replacement players/substitutes**

- 8.1 Prior to 12.00pm on the day of the match, a Club may only introduce a replacement player into its lowest numbered Side (DR 2.4)
- 8.2 After the commencement of play in a match, a substitute player can take the place of any member of a Side (Law 33.2 & DR 2.3).
- 8.3 If a player becomes unable to play in the match for reasons arising after the commencement of the match, a substitute is permitted. Only one substitute may be allowed in each Team.

**9. Pre-match practice**

Prior to a half an hour before the commencement time, the home team may practice on any rink other than the rinks or part of the rinks allocated to them for the match including east west or on the pegs if the match is to be played north south and vice versa if the game is played east west.

**10. Commencement time**

Matches are scheduled to commence at 1.00pm on a Saturday with two trial ends completed before that time.

**11. Scheduled break**

**11.1 Premier Division**

There will be no break taken irrespective of the day of play or the commencement time

**11.2 Other Divisions**

A 15-minute break is to be taken at 2.45pm. A bell will be rung at 2.40pm and no new ends are to be commenced after the bell including ends declared 'dead'.

- 11.3 Side Managers may agree to waive the break. If there is no agreement then a break will be taken.

**12. Scheduling of matches for Sectional Play**

12.1 With prior approval of the Metropolitan Pennant Committee and the agreement of the opposing Club Sectional games in all Divisions can be played on a Friday evening or Saturday at other than the scheduled 1.00pm start time.

12.2 A Friday match not commenced and completed on the Friday must be commenced and completed on the Saturday. A Saturday match must be commenced and completed on the Saturday.

12.3 There is no provision to commence or complete a rescheduled game on another day.

### 13. Competition 1

16 players per Side 2 bowls per player, 21 ends

#### 13.1 Premier Division

One Section of 10 Sides

Finals

Week 1 Qualifying Match 1 v 2  
Elimination Match 3 v 4

Week 2 Preliminary Final  
Loser of Qualifying Match to play Winner of Elimination Match

Week 3 Final  
Winner of Qualifying Match to play Winner of Preliminary Final

#### 13.2 Division 1

Four Sections of 10 Sides

Finals Section Winners decided as follows:

Day 1 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

Day 2 Winner of 1 v 4 will play Winner of 2 v 3 at a venue advised by Bowls Victoria.

Winner of Day 2 progresses to the Division Knockout Matches. Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

#### 13.3 Division 2-6

Eight Sections of 10 Sides

Finals Same as Division 1.

#### 13.4 Division 7

Six Sections of 10 Sides

Finals Section Winners decided as follows:

Day 1 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.

Day 2 Winner of 1 v 4 will play Winner of 2 v 3 at a venue advised by Bowls Victoria.

Winner of Day 2 progresses to the Division Knockout Matches. Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

#### 13.5 Division Knockout Matches

Day 1 Random draw to select four teams to play and two byes

Day 2 Winners (2) and byes (2) from Day 1

Division Final Two winners from Day 2 of knockout matches.

**14. Competition 2**

12 players per Side    2 bowls per player, 21 ends

**14.1 Division 1**    Four Sections of 10 Sides

Finals                    Section Winners decided as follows:  
 Day 1                    1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.  
 Day 2                    Winner of 1 v 4 will play Winner of 2 v 3 at a venue advised by Bowls Victoria.

Winner of Day 2 progresses to the Division Knockout Matches. Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

**14.2 Division 5**    Six Sections of 10 Sides.

Finals    Section Winners decided as follows:  
 Day 1    1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.  
 Day 2    Winner of 1 v 4 will play Winner of 2 v 3 at a venue advised by Bowls Victoria.

14.3.1 Winner of Day 2 progresses to the Division Knockout Matches. Division Knockout Matches to be played on a random draw basis. The winner to be the Side with the highest total shots at the end of the match. If scores are equal, additional ends will be played (Law 28).

14.3.2 Division Knockout Matches  
 Day 1    Random draw to select four teams to play and two byes  
 Day 2                    Winners (2) and byes (2) from Day 1  
 Division Final    Two winners from Day 2 of knockout matches.

**15. Competition 3**

6 players per Side    2 bowls per player, 21 ends

**15.1 Division 1**  
 Five Sections of 10 Sides

Finals same as Saturday Competition 2

**16. Notification of results on day of play**

Home Clubs are responsible for advising BV of the results of matches via Bowls Connect online IT system or by phoning BV on 9861 7100. Three lines will be open from 4:30pm to 6.00pm.

When phoning in results, information is to be provided in the following order:

1.     Division
2.     Section
3.     Home Side Name & Side Number
4.     Points
5.     Score/shots
6.     Visiting Side Name & Side Number
7.     Points
8.     Score/shots

## 16.1 Premier Division Marquee Players

- 16.1 Up to three 'invited' international or interstate players to be known as 'marquee players' may be used by Clubs for their Premier Division Sides.
- 16.2 A 'marquee player' must be a registered financial member of that Premier Division Club.
- 16.3 The names of a Marquee player must be submitted to BV prior to the first round of the Pennant Competition. No additional or replacement players can be added to a Club's list.
- 16.4 Interstate players must submit a BA Interstate Pennant Permit Declaration Form through their state body. An interstate clearance is not required.
- 16.5 Players from Victoria being nominated as invited players must submit a BV Pennant Permit Request Form.



**bowls victoria**

**2017-18**

**SCHEDULE THREE  
DESIGNATED BOM WEATHER STATION LIST**

Ring BOM on 1196 for the recorded information required.  
Wait until your designated BOM station temperature is announced.

CLUB	SUBURB	POSTCODE	WEATHER STATION
Aberfeldie	Essendon	3040	Melbourne (8.2kms)
Aberfeldie Community	Essendon	3040	Melbourne (8.2kms)
Albert Park	Albert Park	3206	Melbourne (4.1kms)
Alphington	Alphington	3078	Melbourne (5.3kms)
Altona	Altona	3018	Laverton (6.6kms)
Altona North	Altona North	3025	Laverton (8.4kms)
Altona Sports	Altona	3018	Laverton (6.6kms)
Armadale	Caulfield South	3162	Melbourne (10.5kms)
Ashburton	Ashburton	3147	Melbourne (11.8kms)
Auburn	Hawthorn East	3122	Melbourne (7.4kms)
Bayswater	Bayswater	3153	Scoresby (3.6kms)
Beaumaris	Beaumaris	3193	Moorabbin (4.9kms)
Bennettswood	Burwood	3125	Melbourne (12.8kms)
Bentleigh	Bentleigh	3204	Moorabbin (8.2kms)
Berwick	Berwick	3806	Scoresby (20.4kms)
Black Rock	Black Rock	3193	Moorabbin (5.8kms)
Blackburn	Blackburn	3130	Scoresby (10.3kms)
Blackburn North	Blackburn North	3130	Viewbank (8.9kms)
Boronia	Boronia	3155	Scoresby (3.2kms)
Box Hill RSL	Box Hill	3128	Viewbank (9.2kms)
Brighton	East Brighton	3187	Moorabbin (10.1kms)
Brighton Beach	Brighton	3186	Moorabbin (11.7kms)
Broadmeadows	Jacana	3047	Melbourne Airport (7kms)
Brunswick	Brunswick	3057	Melbourne (4.2kms)
Buckley Park	Essendon	3040	Melbourne (8.2kms)
Bundoora RSL	Bundoora	3083	Viewbank (5.4kms)
Burden Park	Springvale	3172	Moorabbin (5.7kms)
Burwood District	Glen Iris	3146	Melbourne (9.8kms)
Camberwell Central	Camberwell	3124	Melbourne (9.4kms)
Cardinia Waters	Pakenham	3810	Scoresby (30.3kms)
Carrum	Carrum	3197	Frankston (7.5kms)
Caulfield Park	Caulfield North	3161	Melbourne (8.7kms)
Chadstone	East Malvern	3145	Melbourne (11.2kms)
Chelsea	Chelsea	3196	Moorabbin (8.1kms)
Cheltenham	Cheltenham	3192	Moorabbin (2.5kms)
Chirnside Park CC	Chirnside Park	3116	Coldstream (7.5kms)
City of Heidelberg	Heidelberg	3084	Viewbank (2.6kms)
City of Melbourne	West Melbourne	3003	Melbourne (3.5kms)
Clayton	Clayton South	3169	Moorabbin (3.9kms)
Coatesville	East Bentleigh	3165	Moorabbin (7.1kms)
Coburg-Moreland	Coburg	3058	Melbourne (7.5kms)
Cockatoo & District	Cockatoo	3781	Scoresby (15.0kms)
Craigieburn	Craigieburn	3064	Melbourne Airport (12kms)
Cranbourne	Cranbourne	3977	Scoresby (25.4kms)
Cranbourne RSL	Cranbourne	3977	Scoresby (25.4kms)
Croydon	Croydon	3136	Scoresby (8.1kms)

**SCHEDULE THREE**

CLUB	SUBURB	POSTCODE	WEATHER STATION
Dandenong Club	Dandenong	3175	Moorabbin (10kms)
Dandenong RSL Rec	Dandenong	3175	Moorabbin (100kms)
Darebin City	Thornbury	3071	Melbourne (6.3kms)
Deer Park	Deer Park	3023	Laverton (10.7kms)
Diamond Creek	Diamond Creek	3089	Viewbank (9.6kms)
Doncaster	Doncaster	3108	Viewbank (5.8kms)
Donvale	Donvale	3111	Viewbank (9.1kms)
Doutta Galla	Essendon	3041	Melbourne (8.2kms)
East Ivanhoe	East Ivanhoe	3079	Viewbank (4.0kms)
Eastwood Golf	Kilsyth	3137	Scoresby (7.8kms)
Edithvale	Edithvale	3196	Moorabbin (6.7kms)
Elsternwick Club	Elsternwick	3185	Melbourne (9.8kms)
Elsternwick Park	Brighton	3186	Moorabbin (11.4kms)
Eltham Recreation	Eltham	3095	Viewbank (5.2kms)
Epping RSL	Epping	3076	Viewbank (11.6kms)
Essendon	Essendon	3041	Melbourne (8.2kms)
Fairfield	Fairfield	3078	Melbourne (4.0kms)
Fawkner	Fawkner	3060	Melbourne (10.8kms)
Ferntree Gully	Ferntree Gully	3152	Scoresby (2.3kms)
Fitzroy Victoria	North Fitzroy	3068	Melbourne (3.5kms)
Flemington/Kensington	Flemington	3031	Melbourne (4.0kms)
Footscray Park	Footscray	3011	Melbourne (6.2kms)
Gladstone Park	Gladstone Park	3043	Melbourne Airport (5.7kms)
Glen Eira McKinnon	Ormond	3204	Moorabbin (10.1kms)
Glen Waverley	Glen Waverley	3150	Scoresby (7.6kms)
Glenroy	Glenroy	3046	Melbourne Airport (9.1kms)
Greensborough	Greensborough	3088	Viewbank (6.0kms)
Greythorn	Doncaster	3108	Viewbank (5.8kms)
Hampton	Hampton	3188	Moorabbin (8.7kms)
Hampton Park	Hampton Park	3976	Moorabbin (15.3kms)
Hampton RSL	Hampton	3188	Moorabbin (8.4kms)
Hawthorn	Hawthorn	3122	Melbourne (5.8kms)
Healesville	Healesville	3777	Coldstream (12.0kms)
Heatherdale	Mitcham	3132	Scoresby (7.5kms)
Heathmont	Heathmont	3135	Scoresby (4.7kms)
Heidelberg Golf	Lower Plenty	3093	Viewbank (2.3kms)
Highbett	Highbett	3190	Moorabbin (5.8kms)
Hoppers	Hoppers Crossing	3029	Laverton (6.0kms)
Hurstbridge	Hurstbridge	3099	Viewbank (13.8kms)
Ivanhoe	Ivanhoe	3079	Viewbank (5.2kms)
Keilor	Keilor	3036	Melbourne Airport (4.9kms)
Kew Heights Sports	Kew	3101	Melbourne (6.1kms)
Keysborough	Keysborough	3173	Moorabbin (6.5kms)
Kingsbury	Kingsbury	3083	Viewbank (6.3kms)
Lalor	Lalor	3075	Viewbank (10.3kms)
Laverton	Altona Meadows	3028	Laverton (3.3kms)
Lilydale	Lilydale	3140	Coldstream (6.5kms)
Malvern	Malvern	3144	Melbourne (8.4kms)
Maribyrnong Park	Maribyrnong Park	3039	Melbourne (6.0kms)
Marysville	Marysville	3779	Coldstream (38.1kms)
MCC	Hawthorn	3122	Melbourne (5.5kms)
Melbourne	Windsor	3181	Melbourne (4.8kms)
Melton	Melton	3337	Melbourne Airport (22.1kms)
Mentone	Mentone	3195	Moorabbin (2.5kms)
Middle Park	Middle Park	3206	Melbourne (4.8kms)
Mitcham	Mitcham	3132	Scoresby (7.1kms)
Monbulk	Monbulk	3793	Scoresby (14.3kms)

# SCHEDULE THREE

CLUB	SUBURB	POSTCODE	WEATHER STATION
Montmorency	Montmorency	3094	Viewbank (3.7kms)
Moonee Ponds	Moonee Ponds	3039	Melbourne (6.0kms)
Moonee Valley	Moonee Ponds	3039	Melbourne (6.0kms)
Moorabbin	Moorabbin	3189	Moorabbin (4.4kms)
Mooroolbark	Mooroolbark	3138	Scoresby (10.1kms)
Mordialloc	Mordialloc	3195	Moorabbin (2.3kms)
Mt Cottrell	Mt Cottrell	3924	Laverton (13.0kms)
Mt Waverley	Mt Waverley	3149	Scoresby (11.1kms)
Mulgrave Country Club	Wheelers Hill	3150	Scoresby (7.4kms)
Murrumbeena	Carnegie	3163	Moorabbin (10.4kms)
Murrumbeena Park	Murrumbeena	3163	Moorabbin (9.1kms)
Narre Warren	Narre Warren	3805	Scoresby (16.9kms)
Newport	Newport	3015	Melbourne (8.6kms)
Noble Park	Noble Park	3174	Moorabbin (7.4kms)
North Balwyn	North Balwyn	3104	Viewbank (6.7kms)
Oakleigh	Oakleigh	3166	Moorabbin (7.7kms)
Pakenham	Pakenham	3810	Scoresby (30.3kms)
Palm Lakes Resort	Truganina	3029	Laverton (3.0kms)
Parkdale	Parkdale	3195	Moorabbin (1.8kms)
Point Cook Village	Point Cook Village	3030	Laverton (5.9kms)
Port Melbourne	Port Melbourne	3207	Melbourne (6.4kms)
Preston-Reservoir	Reservoir	3073	Viewbank (8.4kms)
Princes Park Carlton	North Carlton	3054	Melbourne (2.1kms)
Richmond Union	Richmond	3121	Melbourne (3.0kms)
Ringwood	Ringwood	3134	Scoresby (7.1kms)
Rosamond/Footscray Pk	Maribyrnong	3032	Melbourne (8.2kms)
Rosanna	Rosanna	3084	Viewbank (2.4kms)
Sandringham	Black Rock	3193	Moorabbin (5.8kms)
Royal Melbourne GC	Black Rock	3193	Moorabbin (5.8kms)
SOC	East Bentleigh	3165	Moorabbin (7.7kms)
South Oakleigh	South Oakleigh	3167	Moorabbin (5.7kms)
St Albans	St Albans	3021	Laverton (9.4kms)
St Kilda	St Kilda	3182	Melbourne (4.8kms)
Strathmore	Strathmore	3041	Melbourne (9.6kms)
Sunbury	Sunbury	3429	Melbourne Airport (14.3kms)
Sunshine City	Albion	3020	Laverton (8.9kms)
Sunshine RSL	Sunshine	3020	Laverton (10.6kms)
Sunshine VRI	Braybrook	3019	Melbourne (9.8kms)
Templestowe	Templestowe	3106	Viewbank (3.9kms)
Thornbury	Thornbury	3071	Melbourne (6.3kms)
Toorak	Toorak	3142	Melbourne (5.7kms)
Upwey/Tecoma	Upwey	3158	Scoresby (7.2kms)
Vermont South	Vermont South	3133	Scoresby (7.0kms)
Warburton	Warburton	3799	Coldstream (25.7kms)
Waverley Golf	Rowville	3178	Scoresby (8.0kms)
Werribee	Werribee	3030	Laverton (9.7kms)
West Coburg	West Coburg	3058	Melbourne (7.5kms)
Whittlesea	Whittlesea	3757	Viewbank (25.6kms)
Williamstown	Williamstown	3016	Melbourne (9.1kms)
Willow Lodge	Bangholme	3175	Moorabbin (10.1kms)
Yarra Glen	Yarra Glen	3775	Coldstream (7.9kms)
Yarra Junction	Yarra Junction	3797	Coldstream (18.6kms)
Yarra Valley CC	Bulleen	3105	Viewbank (3.3kms)
Yarraville/Footscray	Yarraville	3013	Melbourne (7.1kms)

# SCHEDULE THREE

## INDEX

	<b>Condition</b>
Abandoned	
Allocation of points	35, 36
By BV	Schedule 1 & 2
By agreement	37, 38
Post Sectional	39
Inclement weather	39, 56, 57, 59
Alcohol, Consumption of	18
Allocation of Rinks	48
Attire	14
Behaviour – Player	15
BOM – Bureau of Meteorology	Schedule 3
Bowls discs	6
Break, schedule	Schedule 1 & 2
Bye	
Pennant Check Points	32
Allocation of match points	28
Communication Devices	17
Code Red Fire Day	56
Conduct – Player	15
Consumption of Alcohol	18
Clearance	
Pennant Permit	11
Fixed Term	12
Commencement of play	
Incomplete Team	26
Controlling Body	7, 19
Damage to Green	20, 21, 22
Death of a Player	61
Delaying play	54
Discs (Adhesive stickers)	4, 6
Draw for Rinks	24
Eligibility	1, 10
Forfeit/Walkover	13, 19, 29, 31, 36
Green,	
Allocation of Rinks	48
Condition of Green	49
Damage to	20, 21, 22
Timing of	50
Heat	39, 55, 59
Identification discs	6
Inclement weather/Heat	39, 55, 59
Inclement weather other than Heat	60
Incomplete Side after a match has commenced	27
Insufficient players	
To form a Side	13, 24
To enter a side	4
Instantaneous Penalties	15, 16, 17, 18, 19
Manager, Duties	8, 37, 38, 47, 54, 59
Match, Abandoned	37, 38, 39
Notification of results	21
Scheduled break	53, Schedule 1 & 2
Side entry	3
Temperature	57, 58
Permit, Pennant	11, 12
Pennant Permit	11, 12

## INDEX

	<b>Condition</b>
Pennant Check Form	30, 31, 32
Alteration to	33
Personal Electronic Devices	17
Penalty	
Forfeit	29
Walkover	29
Player Conduct and Behaviour	15
Playing Attire	14
Points allocated for a match	28
Pre-Match Practice	46
Replacement Player	25, Schedule 1 & 2
Results, Notification of	21
Rinks	
Allocation of	48
Draw for	47
Smoking	16
Substitutes	25, 27
Temperature	
Play cannot commence	57
Play cannot continue	58
Timing of Green	50
Trial Ends	Schedule 1 & 2
Umpire	9
Walking frames/Wheelchairs	22
Walkover	28, 31, 36, 59
Wheelchairs/walking frames	22
Withdrawal of Side	5, 28



**bowls victoria**

---

Suite 7, 32 - 36 Camberwell Road, Hawthorn East VIC 3123

Phone (03) 9861 7100 Fax (03) 9813 4199

E: [bowlsvic@bowlsvic.org.au](mailto:bowlsvic@bowlsvic.org.au) W: [www.bowlsvic.org.au](http://www.bowlsvic.org.au)