

FRASER COAST DISTRICT BOWLS ASSOCIATION Inc.

ANNUAL PENNANT COMPETITION

Revision - 30/04/2024

CONDITIONS OF PLAY

2024

Match Committee

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SPECIAL NOTICE TO ALL PENNANT PARTICIPATING CLUBS.

- Fraser Coast management committee fully endorse these requirements as laid down by our Affiliated bodies.
- Fraser Coast District Bowls Association, reserve the right to review the Conditions of Play for the districts pennants, on an annual basis subject to the nominations received in all divisions.
- Participating Clubs are asked to fully abide by these rules and regulations with due diligence and a Duty of Care to your members and visitors.
- Should any club or side breach these regulations, the District will draw your attention to Rule 2.5 and 15.1 of the Conditions of Play 2024.

Managers Role

- The managers of each Club side must ensure that all players are fully aware of the protocol that is required when playing at home or away.
- Any disputing questions on Covid 19 regulations during the pennant game MUST be discussed between the Managers Only. It is their responsibility to enact on the complaint/dispute immediately.
- Club officials or players of participating teams are NOT to discuss any of the regulations other than through the Team Managers to resolve any issues.

1. Eligibility of Players:

- 1. The competition is open to all male bowlers both senior and junior, of clubs which are affiliated with the Fraser Coast District Bowls Association (FCDBA) and subject to the Laws of the Sport of Bowls in Australia, Bowls Queensland Rules and By-laws, Bowls Australia Policies and FCDBA By-Laws and Conditions of Play Governing Pennants.
- 2. An Intra-Club Pennant Permit is not required, however, any player from interstate wishing to play pennant in the District must obtain an Interstate Pennant Declaration from the State he came from. This declaration will be sent to Bowls Queensland and upon receipt of same, Bowls Queensland will advise the District who will in turn advise the club concerned.
- 3. Every Team within a side shall consist of players who are full financial members with their participating club prior to them playing their first game of the FCDBA Pennant Competition, whichever round of the competition that may be, and that appropriate clearance/s have been received, and membership has been approved and accepted by the club. (This includes Dual Club Membership).
- 4. No member shall play Pennants for more than one Club in the Fraser Coast District in any one calendar year.
- 5. A player shall not be permitted to play Pennant for two (2) or more Clubs which are each affiliated with BQ unless specifically permitted under the conditions of play applicable to the event.
- 6. No club will be permitted to play in this Pennant Competition if that club is not financial with the Fraser Coast District Bowls Association (FCDBA) at the commencement of the competition.
- 7. Clubs are responsible for ensuring their representative players are eligible.
- 8. The F.C.D.B.A. Match Committee may disqualify any player found to be un-financial with their club or under suspension or not complying with their club's membership rules by not having all clearances from their previous clubs of which they were a full member.

2. General Conditions and Control:

- 2.1 The Match Committee of the FCDBA shall be the CONTROLLING BODY. They shall have full control of the conduct of the Pennant championship in accordance with the Laws of the Sport of Bowls, these Rules and Conditions and relevant to Bowls Qld & District Rules and By-Laws.
- 2.2 Subject to these Rules and Conditions, the Controlling Body shall have the power to inquire into and adjudicate should any dispute arise, to make, alter or add to the conditions it deems necessary under all circumstances and its decision shall be final.
- 2.3 Any disputes occurring on the day of play. Shall be settled and taken care of by the team managers. If the dispute cannot be resolved on the day, play will continue as normal and reported by phone to the Chairman of disputes within 24 hours followed up by email within 48 hours. All disputes will be the responsibility of the disputes committee to settle.
- 2.4 The "Conditions of Play" hereunder shall apply to all levels of Pennants played in and between both the Northern and Southern areas of the Fraser Coast D.B.A.
- 2.5 The powers of the controlling body shall be vested in the North/South Area Match Committee to organise and control Pennant games within their areas.
- 2.6 Where a club breaches any of these Conditions of Play it shall be referred to the Disputes Committee who may impose disqualification from the competition or other penalties the Committee deems appropriate. (As per 15.1 of these Conditions of play)
- 2.7 Where a decision of an Area Match Committee or Area Games Director is disputed, the matter shall be referred to the District Match Committee by the most expedient means to avoid delay in rulings being made.
- 2.8 All games shall be played under the "Laws of the Sport of Bowls (Crystal Mark FOURTH Edition) and B.A. Domestic Regulations.
- 2.9 Any dispute involving an interpretation of the Laws of the Game, shall be referred to and determined by the District Umpires Panel.

3. Composition of Pennant Divisions, Sides and Teams: FCDBA

- 3.1. There shall be each year a series of Pennant games played in Divisions as required by the Association and suiting the needs of each area.
- 3.2. The competitions shall comprise several Divisions numbered '1st', '2nd', '3rd', '4th' and so on.
- 3.2.1. There will be a Fraser Coast District, Division one Pennant Competition with no more than ten clubs nominated from both North & South areas combined. Sides shall be 12 (3 teams of 4) players. A draw will be completed after nominations have been received to decide the format the district will run.
- 3.2.2. <u>Southern Area Div 1:</u> Shall consist of no more than 4 club sides and no less than 3. This will allow to play, a southern home and away competition, with an eventual play off with the northern area, for the Division 1 Pennant.
- 3.2.3. Northern Area Div 1: Shall consist of no more than 6 club sides and no less than 4. This will allow to play, a Northern home and away competition, with an eventual play off with the Southern area, for the Division 1 Pennant
- 3.2.4. North and South Div 1: If the nominations are not forthcoming from north or south, the competition will revert back to home and away, between the nominated clubs combined of north and south areas, with first past the post being declared the winner.
- 3.2.5. Northern Area Div 2, 3 & 4: Each Northern Area Division shall comprise no more than eight club sides. Division Two shall be 8 (2 teams of 4) players to constitute a side. Division Three shall be 8 (2 teams of 4) players to constitute a side. Division Four shall be 8 (2 teams of 4) players to constitute a side (if sufficient teams nominated)
- 3.2.6. <u>Division Two, Three & Four</u> shall have no more than eight clubs in each division. If more than eight clubs nominate for Divisions Two and Three. The Match Committee may relegate the extra club/s to the next lower Division being Division 4.
- 3.2.7. The relegated club may replace the club which finished lowest in that Division in the previous seasons competition and that replaced club may be relegated to the next lower Division.
- 3.2.8. If a club withdraws from a Division before the start of the season, the Area Match Committee may promote the winning club from the next lower Division and adjust other Divisions accordingly. However, if in Division Two a club already has a side in that Division the next highest club in Division Three which does not already have a side in Division Two may be promoted and other Divisions adjusted accordingly.
- 3.2.9. Where there are fewer than six nominations for any Division the Match Committee shall endeavour to obtain club entries to avoid byes in any round.
- 3.2.10. Following the publishing of the draw no other fixture, game or event shall take precedence over, interfere with or interrupt the Pennant competition.
- 3.2.11. In the event of a club not being able to play their round as per the scheduled draw, they shall contact their opposing club and by <u>agreement only</u> may play that round within 8 days prior to or within 8 days after the original scheduled day. The Area Games Director must be notified of the change for approval. Any such game is subject to 11.1.
- 3.2.12. Should a club wish to play a round outside of the scheduled draw to minimise travel costs, they may do so if both playing clubs agree. The FCDBA Games Director must be notified of the agreement in writing for approval to be given. Any such game is subject to 11.1

4. Nomination Fees

4.1 Each club entering the Pennant competition shall pay the Fraser Coast D.B.A. a nomination fee of \$25.00 (twenty-five dollars) for each club side the club enters in a Division.

5. Method of Play and Promotion and Demotion of Clubs:

- 5.1. All club sides in a Division shall play all other club sides in that Division.
- 5.2. The club side winning any Division below Division One may be promoted to the next higher Division in the following season and the club side which finishes lowest in any Division above the lowest Division may be relegated to the next lower Division at the absolute discretion of the Area Match Committee.
- 5.3. Where because of promotion and/or relegation a club has two sides in the same Division, such sides shall be designated with distinguishing names at the absolute discretion of the club.

6. Promotion and Demotion of Players:

- 6.1. A player may at any time in the competition be promoted to play in a higher Division and having played no more than two games only, may be moved back to a lower Division.
- 6.2. A player having played THREE GAMES OR MORE in any Division shall not be eligible to play in any lower Division.
- 6.3. All players selected to play in the finals of any Division or Inter-Division final must have played at least 3 GAMES in that or in a lower division where 6 or more sides compete or 2 GAMES in that or a lower division where 4 or 5 sides compete. Where a club has no lower division to draw from, consideration will be given to allow 1 additional player per club side if required.
- 6.4. Where a club has two or more sides in a Division or a Division with sections, **no interchange** of players between those sides can take place after the third round.
- 6.5. The Area Games Director shall record the names, Division played in and the dates thereof for all players in the competition. He shall ensure that the provisions of Condition 6 are observed and report any breach to the District Match Committee.

7. Finals

7.1. No player shall play in any more than one Grand Final during the current year's competition.

8. **Scoring**

DIVISION 1 North & South

- 8.1 The side scoring the highest aggregate score in each match at the end of play, shall be the winner.
- 8.2 Six (6) match points shall be awarded for the aggregate win and Two (2) points for each rink win.
- 8.3 Byes will be credited with Six (6) match points only.
- 8.4 In the event of a tied aggregate score, each side shall be awarded Three (3) match points.
- 8.5 In the event of a tied rink score, each team on that rink will be awarded One (1) rink point.
- 8.6 Match points shall be recorded together with rink points. Shots for and against also the margin will be recorded. (Maximum scoring points will be 12 points.)

DIVISIONS 2, 3 and 4 - North and South

- 8.7 The side scoring the highest aggregate score in each match at the end of play, shall be the winner.
- 8.8 Eight (8) match points shall be awarded for the aggregate win and Two (2) points for each rink win.
- 8.9 Byes will be credited with Eight (8) match points only.
- 8.10 In the event of a tied aggregate score, each side will be awarded Four (4) match points
- 8.11 In the event of a tied rink score, each team will be awarded one (1) rink point.
- 8.12 Match points shall be recorded together with rink points. Shots for and against also the margin will be recorded. (Maximum scoring points will be 12 points)

9. <u>Determining the Winning Side in each Division</u>

9.1 **Division 1 North Zone Competition only:**

At the completion of Division 1 (North) **home and away** competition the top side of the ladder will play off with the top side of Division 1 South Zone competition for Division 1 Pennant Flag.

Division 1 South Zone Competition Only:

At the completion of Division 1 (South) **home and away** competition the top side of the ladder will play off with the top side of Division 1 North Zone competition for Division 1 Pennant Flag.

9.2 <u>Division 2 North Zone Competition only:</u>

The competition will be home and away.

At the completion of Division 2 (North) home and away competition the top side of the ladder will play off with the top side of Division 2 South Zone competition for Division 2 Pennant Flag.

Division 2 South Zone Competition only:

The competition will be home and away.

At the completion of Division 2 (South) home and away competition the top side of the ladder will play off with the top side of Division 2 North Zone competition for Division 2 Pennant Flag.

9.3 **Division 3 North Zone Competition only:**

The competition will be home and away.

At the completion of Division 3 (North) home and away competition the top side of the ladder will play off with the top side of Division 3 South Zone competition for Division 3 Pennant Flag.

Division 3 South Zone Competition only:

The competition will be home and away.

At the completion of Division 3 (South) home and away competition the top side of the ladder will play off with the top side of Division 3 North Zone competition for Division 3 Pennant Flag.

9.4 <u>Division 4 North Zone Competition only:</u>

The competition will be home and away.

At the completion of Division 4 home and away competition the top side of the ladder shall be declared the winner of Division 4 Pennant Flag.

- 9.5 In the event of two (2) or more sides scoring an equal number of points, the side with the highest For and Against "total shots for" and "total shots against" (margin) shall be declared the Winner of that division. If they are still equal after for and against (margins) it will go to the team with the most Rinks wins in the season.
- 9.6 **Division 1 ,2 and 3 Zone** winners (North & South) District will play each other to determine the ultimate FCDBA Division 1, 2 & 3 Pennant champions. The final will be played on a date and venue set by the Match Committee.
- 9.7 The **Area Games Director** shall record all aggregate scores "for" and "against" and the points won and publish the weekly results.
- 9.8 **Finals Venues:** The FCDBA Match Committee shall decide the venues for all finals. All playing surfaces will be considered.

10. Game Duration

- 10.1. Official start time is 1.00pm, however, if by mutual agreement between the Clubs or club managers, pennant games may start at any time before 1.00 pm. If no agreement can be reached the game shall commence at 1.00pm. The Umpire should record the start time.
- 10.2 All Pennant games shall be of 21 ends duration.
- 10.3 Dead ends shall be replayed as required by Law 20.
- 10.4 All Pennant games shall cease 4 hours after the commencement time. Any end properly in progress shall be completed.
- 10.5 Where games are stopped and cannot be resumed after 3 hours of play and provided 45 (forty-five)

 Ends (12 players per side) are completed and 30 (thirty) ends (8 players per side) are completed, the Match shall be regarded as completed and points allocated accordingly.

10.6 Division One (only)

Where the required minimum number of ends has not been played, the match shall be regarded as complete, and Three (3) match points shall be awarded to each club side. Aggregate shots scored "for" and "against" shall be awarded to both club sides based on the average shots "for" and "against" scored by other club sides in that Division in that round.

10.7. Division Two, Three and Four (Only)

Where the required minimum number of ends has not been played, the match shall be regarded as complete, and Four (4) match points shall be awarded to each club side. Aggregate shots scored "for" and "against" shall be awarded to both club sides based on the average shots "for" and "against" scored by other club sides in that Division in that round.

11. Postponed/Abandoned Games

- 11.1.1 The Controlling body (Area Match Committee) of either North & South area has the power and the **Duty of Care** towards their members to postpone/abandon the round before the official start time (1:00pm) should they deem that the conditions will interfere with majority of play on the day. The Area Match Committee will endeavour to replay the postponed/abandoned round on a reserve day within the Official FCDBA Calendar where it is possible/reasonable within the Season timetable.
 - It is the duty of the Area Games Director to notify the clubs within his area of the postponement/abandonment as early as possible before the official start time of 1pm.
 - 11.1.2 The Host Club has the responsibility (Duty of Care) to abandon or postpone any game due to extreme weather conditions.
 - 11.2 Should any game between clubs be abandoned during a round, and cannot be rescheduled, then the entire round will also be abandoned.
 - 11.3 Should a round be abandoned there will be no points credited to any side, including the bye.

12. PRACTICE/TRIAL ENDS

- 12.1 On game day there shall be no practice on the playing green, other than the two approved roll up ends by any player.
- 12.2 One (1) trial end each way shall be allowed prior to the scheduled starting time of the day's play using as many bowls as will be used in the match.
- 12.3 Where two greens are to be used for Pennant play, games shall be on adjoining rinks and any social play shall be at least one rink away from Pennant play.

13. Player Movements During play

- 13.1 **Note:** Players will only be allowed to walk up to the head as follows:
 - a. The Leads & Seconds: after both the Seconds have delivered their second bowl & retire behind the head or to the bank (ref 14.2)
 - **b.** The Thirds: After both thirds have played their last bowl
 - c. The Skips: May go to the head after either Skip's first bowl

Restricting the movement of players does not prohibit a player being called to the head by the Skip; however, care should be taken not to delay play.

13.2 **Delaying Play:** No player, excluding Skips, is permitted to remain at the head whilst their opposite number is delivering their bowl. Any Skip who remains at the head shall stand behind the last bowl of the head or retire to the bank. Skips who remain at the head will return to the mat immediately their opponent's bowl has come to rest.

14. Position of Players when not Playing

- 14.1 Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.
- 14.2 Players at the head end not controlling the head should stand a minimum of two (2) metres behind the last bowl of the head, or on the surrounds of the green if the jack is in the ditch, or well clear of the head if it is not possible to stand on the surrounds.
- 14.3 At the start of each end, only the Skip will be at the head. A deputy can be called to officiate in the absence of the skip.

15. Penalties and Forfeits:

- 15.1. Any club or side breaching these conditions, any of the Laws of The Sport of Bowls or any relevant Law or By-Law of the Fraser Coast D.B.A. during the playing of a round shall forfeit all points for that round. The match points only shall be awarded to the opponents.
- 15.2. Where a club is forced to forfeit, the opponents in that round shall be notified beforehand where possible. In Division One, Six (6) match points shall be awarded to the opponents and in Division 2, Division 3 & Division 4 Eight (8) match points shall be awarded to the opponents. The defaulting club shall receive no match points and the average shots "for" and "against" scored by other club sides in that Division of that round shall be awarded to the opponents.
- 15.3. The Club that receives the forfeit must submit a team sheet to the Area Games Director for the qualification of their players to be recorded.
- 15.4. If a Club forfeits a game, that Club MAY BE LIABLE to pay a penalty to the opposing club of two hundred dollars (\$200.00) for a 12 player competition or one hundred and twenty dollars (\$120.00) for an 8 player competition, payable within 5 days. AFTER DUE CONSIDERATION OF THE FACTS AND NOTIFICATION by the match committee/ disputes committee.
- 15.5. If a Club is found liable and fails to pay such penalty amount within the 5 days, that Club will be deemed to be un-financial with the District and may be disqualified from competing further in the competition. (refer rule 1.6)

16. Draw for Rinks and Reporting Results:

- 16.1. Home clubs shall have their score cards for a match prepared prior to the arrival of the opposition and the side captain shall table them face down.
- 16.2. The opposing side captain shall place his cards face down on the home side's cards and a random draw shall be made for the rinks of play.
- 16.3. Side Captains shall enter the rink numbers on their cards and enter their team names on the opposition's cards before the start of play.
- 16.4. At the completion of play the side captains shall complete the Pennant Result Sheet. The home side captain will email the results to the Area Games Director or the Pennant results recorder.

 Full printed names should be recorded on this Pennant Result Sheet
- 16.5. The home side failing to notify results to the Area Games Director by 9.00 pm on Sunday immediately following any round may forfeit their points for that round.
- 16.6. All cards & result sheets shall be kept by the side managers until all division finals are completed.

17. Pennant Flags & Badges:

- 17.1. The winning clubs in all FCDBA Pennant Finals shall be awarded a Pennant Flag for their Division and players in that club's side shall be presented with a FCDBA Pennant Winner's badge.
- 17.2. Badges shall be supplied by the Fraser Coast D.B.A. based on 15 badges per club side of twelve players and 11 badges per club side of 8 players.Winners of the Division 4 North Area if played will receive 11 Engraved Medals with Ribbons.
- 17.3. Additional badges may be purchased (\$15 each) by the respective clubs through the Dist. Secretary.

18. **DEATH OF A PLAYER**

- 18.1 If after commencement of play of any sectional pennant matches the death of a player occurs at the Club all matches at the Club will be terminated and, (a) If not less than 45 ends, (12 players per side) or 30 ends (8 players a side), have been completed by the sides the match will be decided on the aggregate score at the time of termination but, (b) if fewer ends than (a) have been played, the match will be deemed to be a tie.
- 18.2 If after commencement of play in any Final Pennant Match the death of a player occurs at the club the match will be terminated, and the District Match Committee shall set a date for the replay of the match.

19. Width of Rinks

19.1 Rinks should be standardised as per Laws 49.1.1 & 49.1.2 but where possible should be a minimum of 4.5m in width.

20. Umpire and Measuring Kit.

20.1 The host club shall provide an accredited Umpire, preferably non-playing and shall have available a measuring kit of a good standard.

21. Green Fees

21.1 To avoid confusion and payment of varying levels of green fees and to ensure clubs are not dis-advantaged financially, all green fees shall be paid at the player's own club whether the player is playing home or away.

22. Attire, Bowls Stickers

- 22.1 Clubs are expected to have all Pennant players wearing similar dress, i.e. all in FCDBA & BQ approved club colors or all in plain cream or white.
- 22.2 B.A. logos shall be on all shirts worn by players in all Divisions.
- 22.3 Clubs may use "stickers" on their bowls provided all players have such stickers. (Law 52 1.8.) Late selected players may be excused from this condition.

23. Electronic Communication Devices

23.1 All electronic communication devices located within six (6) metres of the green whilst a match is in progress **SHALL BE SWITCHED OFF**. These include mobile phones, pagers, iPhone, iPads, radios etc. Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

24. Artificial Devices -Bowlers Arms

- 24.1 Players who require the use of a "Bowlers Arm" to remain in the game shall ensure that all requirements of Clause 5.1 of the BA Artificial Devices Policy (As approved November 2017) are met. Only those "Bowlers Arms" outlined in clause 5.1.1.1 without modification, shall be permitted to be used. Players and Officials are to ensure that they are fully aware of and familiar with the policy document.
- 24.2 If a player is using a bowler's arm that is not approved, the player becomes a defaulting player as per. Law C.2 and will forfeit the game as per Law C.10
- 24.4 A player may use any number of bowler's arms during trial ends for suitability. Once a game has commenced, the designated brand or style of bowler's arm chosen by the player must stay the same during the match.
- 24.5 The bowler's arm once used in a game must be used for the remainder of the game. Rolling of the jack can be delivered either way with or without the bowling device.
- 24.6 A player cannot alter/change the brand or style of bowler's arm during a game except in such circumstances where the devise is rendered unplayable and, in this instance, the player may change to another designated brand or style of bowler's arm on the approval by the umpire or controlling body.
- 24.7 Challenge on appeal to an umpire regarding a bowler's arm could occur before the trial ends or up to 10 minutes after a game (but not during the game) as similar to law 52.3 and 52.4.4.2.

25. social media

No member of a district affiliated club or member of bowls qld shall use social media to make derogatory comments about the Fraser coast district bowls association, any official or other affiliates. Any infringement may render the offender/s to disciplinary action which may include expulsion from the competition.

FCDBA Games Director

Match Committee

Signed by
FCDBA Games Director
Jeff Mulhall
2024