

CONDITIONS OF PLAY



NT Indoor Qualifying

Controlling body: Bowls NT
Event: NT Indoor Qualifying

1. ENTRY CONDITIONS

1.1. Affiliation

All players must be an affiliated bowler with a State or Territory Association that is affiliated to Bowls Australia as defined in the Bowls Australia Constitution or affiliated to an international body that is a member of World Bowls.

1.2. Eligibility

As a condition of entry to compete in a Bowls NT event all competitors must:

- 1.2.1 not be currently under disqualification or suspension by their state/territory association or their national authority.
 - 1.2.2 satisfy the eligibility criteria of the member Club.
 - 1.2.3 comply with all applicable rules and regulations of Bowls NT and the Bowls Australia anti-doping code.
 - 1.2.4 qualifying players will attend the Australian Indoor Championship of that year. Failure to do so will be dealt with under Rule 1C Rules for Competition.
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2. EVENT STRUCTURE

2.1. Qualifying competition format

All matches will be knockout or sectional – format to be determined by the Bowls NT match committee. The event will be played in sets play as outlined in Law 56 of the Laws of the Sport of Bowls.

Singles: Four bowls, 2 sets of nine ends with a three end tie-breaker played if required.

Time limits will not apply for any matches.

2.2. Re-spotting the jack

As per law 56.5 in the Laws of the Sport of Bowls, there will be no dead ends. Instead the jack will be re-spotted in accordance with laws 56.5.2, 56.5.3, 56.5.4 and 56.5.5 and play should continue.

2.3. Tie-breaker (law 56.2)

If a game is tied after the two sets have been completed (each player having won one set or both sets have been drawn), a best-of-three-ends tie-breaker should be played to decide the winner.

2.3.1. The tie-breaker will be decided by the highest number of shots won in the three ends.

2.3.2. There should be no further play in the tie-breaker if, at any point, it becomes impossible for one player or team to draw or win the tie-breaker, given the number of ends left.

2.3.3. If the third end of a tie-breaker has been completed and the scores are still level, the players should play a fourth tie-breaker end to decide the winner.

2.3.4. If the fourth end of a tie-breaker is a tied end, the players will play further tiebreaker ends until a winner is found.

2.4. First to play (Law 56.4)

- 2.4.1. First set: the skips or opponents in Singles should toss a coin and the winner of the toss has the options described in law 5.2.2.
- 2.4.2. Second set: the winner of the first set should place the mat, and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set should place the mat, and then deliver the jack and the first bowl.
- 2.4.3. First, fourth and any further ends of a tie-breaker: the skips or opponents in Singles should toss a coin and the winner of the toss has the options described in law 5.2.2.
- 2.4.4. In all ends after the first in each set (including tie-breaker ends), the winner of the previous scoring end should place the mat, then deliver the jack and the first bowl. If, however, the first end of the first set or the first end of a tie-breaker is a tied end, the first to play in that end should also play first in the second end of the first set or the second end of the tie-breaker.

2.5. Arrangement of the game

Bowls NT reserves the right to allocate the same rink to a player, more than once on the same day.

2.6. Alterations to the format and length of games

- 2.6.1. The Controlling Body reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical.
- 2.6.2. Where a program is interrupted or cannot be completed, the Controlling Body may amend the format and length of games to achieve a result or postpone the event where an outcome cannot be achieved.

2.7. Trial ends

One trial end in each direction will be allowed for all games in accordance with Law 5.1. In trial ends players can use any combination of bowls taken from different sets so long as all bowls carry a registered World Bowls stamp of either the current year or a future year.

2.8. Scoring

- 2.8.1. The winner of each game will be awarded 2 points
- 2.8.2. The winner of each set will be awarded 1 point
- 2.8.3. Drawn sets will receive 0.5 points each
- 2.8.4. The player in each section with the highest points total will be determined the winner of that section
- 2.8.5. If two or more players are equal on points, the player with the highest shots up margin will be determined the sectional winner.
- 2.8.6. If two or more players have the same points and same shots up margin, the player with the highest shots percentage will be determined the winner.

2.9. Start of the game

A signal will be given at the start of each session. Any player/team arriving after the starting time shall lose the right to play trial ends. Any player/team arriving at the green more than 15 minutes after the official starting time shall forfeit the game and the points for that game.

2.10. Arrangement for practice

Players will be permitted on the indoor green the day prior to the commencement of competition. Practice rinks will need to be booked prior to the day in one hour blocks.

Any additional practices will be in accordance to Law 4 of the Laws of the Sport of Bowls.

3. REPLACEMENT / SUBSTITUTE PLAYERS

3.1. Replacements

Replacement players are not permitted. Any withdrawal occurring after the draw has been published will become a bye.

3.2. Substitutes

Substitute players are not permitted.

4. RESTRICTING MOVEMENT OF PLAYERS DURING PLAY

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.

The opponents: after delivery of their third and fourth bowls.

In exceptional and limited circumstances, the player can ask the marker to walk up to the head earlier than described above. If a player does not meet these terms, Law 13 will apply.

5. DELAYING PLAY

If the umpire, either by their own observation or on appeal the opponent in singles, decides that a player is deliberately delaying the delivery of the player's bowl:

- 5.1. On the first occasion the umpire will warn the player.
- 5.2. If the player commits the same offence a second time the end will be regarded as complete and the opponents of the offender will score as many shots as there are bowls in use by such opponent.
- 5.3. If the player offends a third time the game will be forfeited to the opponent.

6. ATTIRE AND FOOTWEAR

- 6.1. Attire must adhere to Appendix A.3 of the Laws of the Sport of Bowls and the BA logo policy. This policy is available on the Bowls Australia web site www.bowlsaustralia.com.au.
- 6.2. Footwear must adhere to Appendix A.2 of the Law of the Sport of Bowls.
- 6.3. Failure to adhere to the BA Logo Policy will result in the offending player being given a verbal warning by the convening match umpire which will be lodged and recorded with the tournament director. The offending player will then be provided up until the forfeit time of their subsequent game to comply with the BA Logo Policy. Failure to comply by this deadline will result in the offending player being disqualified and the game forfeited to their opponent.

7. EQUIPMENT

7.1. Stamp on bowls

Bowls NT does not require bowls to be re-tested and re-stamped every 10 years for Bowls NT Events. The World Bowls stamp on bowls used in any NT State Events is not required to be of a current or future year. If a player qualifies for an event under the control of Bowls Australia, Bowls Australia requires bowls to carry a stamp of a specified date or later and shall specify the required date.

7.2. Marking touchers

In all Bowls Australia events, as per the Laws of the Sport, only chalk can be used to mark touchers. We highly recommend the use of spray chalk.

7.3. Bowls discs

Players are required to use the bowls discs provided by their clubs.

8. PROHIBITIONS

8.1. Anti-doping

Bowls Australia's [Anti-Doping Policy](#) shall apply. ASADA officials may carry out prohibited substance testing at the event. Any player identified by ASADA officials must undergo testing as requested.

8.2. Consumption of alcohol

The consumption of alcoholic beverages (defined as any beer, wine, spirit, spirit mixer or any drink containing alcohol) is not permitted by participating Players whilst a game or match is in progress. If a participating Player is observed to be consuming alcohol (other than a Player in a Team in a Side game whose Team has completed its game) by the Umpire he

will warn the Player and advise his Skip, the Manager and/or the Controlling Body.

If the Player is found to be consuming alcohol on a second occasion the Umpire will immediately suspend him from play for the remainder of the day. **Should the penalty be applied, no replacement or substitute Player will be allowed for his Team.**

In a Team game, the game will be forfeited to their Opponents in accordance with Law 46.1, and in a Side game the Team will play one Player short in accordance with Law 46.2.2. In a singles game the game will be forfeited to the Opponent.

8.3. Smoking

The host Club's Smoking Policy will be enforced during all days of the event, inclusive of the official practice day.

a) Smoking shall be defined as having lit a cigarette, pipe, cigar, electronic nicotine delivery system (ENDS) including e-cigs, e-cigarettes and any other form of smoking device.

b) For the avoidance of doubt, clause 8 shall apply to any player, umpire, measurer, law umpire, Member, visitor, spectator or any other person, whether or not acting in an official Bowls NT capacity.

c) For the avoidance of doubt, subject to a) above, smoking shall only be permitted in designated outdoor smoking areas.

d) If a player is observed to be smoking in accordance with b) above the Umpire shall on the:

1. First Offence

Warn the player and advise the Skip, the Side Manager and/or the Controlling Body.

2. Subsequent Offence(s)

If the player is found to be smoking on a second occasion the Umpire shall immediately suspend him from play for the remainder of the game. Should the penalty be applied, no replacement or substitute player will be allowed for his team.

In a team game, the game will be forfeited to their opponents in accordance with Law 46.1, and in a side game the team will play one player short in accordance with Law 46.2.2. In a singles game the game will be forfeited to the opponent.

- h) If the offender is an independent party (not associated with a person or a team participating in the game then in play), then the Controlling Body advises the licensee to take appropriate action.
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9. JURY OF APPEAL

A jury of appeal shall be appointed in accordance with the Rules for Competition for the purpose of deciding upon any points not provided in the conditions of play, for dealing with any appeals from decisions made by umpires and/or the tournament committee, and generally for the purpose of exercising overall authority on behalf of Bowls NT.

In the event of an appeal during the playing of the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls, and shall be directed to the Jury of Appeal.

10. TROPHIES

There are no trophies awarded in this event. Winners will go on to the National Indoor Championship event as the NT qualifier.

Qualifiers will progress to the finals to be held at Tweed Heads, where each player will be responsible for their flights etc.

11. OTHER LAWS, REGULATIONS AND POLICIES

11.1. Photography

Bowls Australia reserves the right to use any photographs taken during this event for further promotional requirements.

11.2. Laws of the Sport of Bowls

All other Laws, Regulations & Policies other than stated above shall conform to the Laws of the Sport of Bowls and Domestic Regulations for Australia, Crystal Mark 3rd edition, as published in January 2015.

11.3. BA and BNT policies

All Bowls Australia and Bowls NT policies will be enforced during this event.
