



2024 NT PENNANT

CONDITIONS OF PLAY

Controlling Body:	Bowls NT
Event:	BNT PENNANT competition 2024
Restricted:	NO – Open to all members of Affiliated Clubs (Open Gender) and NO restriction on number of Teams clubs can nominate
Venue:	Various Clubs (refer to draw on BowlsLink)
Dates	Refer to the Draw on Bowlslink for dates and times
Format:	Div 1 Three Teams of Four Players (Open Gender) Div 2 Two Teams of Four Players (Open Gender)
Fee:	Div 1 - \$225.00 plus GST per nominated team.
Fee:	Div 2 - \$150.00 plus GST per nominated team.
Green Fees	Green fees are set at \$10.00 per player per game and be submitted to the host club at the conclusion of each game

INTRODUCTION

Bowls NT Pennant competitions are conducted in accordance with the:

- Laws of the Sport of Bowls, Crystal Mark 4th Edition, (including domestic regulations for Australia), April 2023.
- Bowls Australia (BA) Policies; and
- Bowls NT Constitution, BNT Regulations, and BNT Policies.

- No laws governing a sport can cope with every situation, and the Laws governing the sport of bowls are no exception. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. So, if a situation arises that is not covered by the Laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action.

BEFORE AND DURING PLAY

1 Eligibility of Member Clubs

- 1.1 Affiliated Clubs with BNT may enter a side or sides in the BNT Pennant competitions.
- 1.2 A club may seek approval from Bowls NT to combine with another club or clubs to enter a side. One of the combined clubs must be nominated as being responsible for submitting the side and recording results in BowlsLink. The players must wear uniform and caps of this nominated Club during play.

2 Eligibility of Players

- 2.1 Clubs must ensure all their players competing in BNT Pennant competition are registered BNT Members with playing rights and recorded on the club's BowlsLink database prior to the commencement of the game.
- 2.2 Players representing a second other than their Primary Club must be registered on Bowlslink as a "secondary member".

3 Pennants Permit

- 3.1 A player can be approved to play in the pennant competition for a member club other than their primary nominated club by submitting a Pennant Declaration form to BNT, prior to the player competing in the Pennant competition. No application will be considered after the completion of round 3 of the competition.
- 3.2 If approved by BNT, a permit remains in place until the end of the year and the player is not eligible to play pennant for their nominated club in the competition for which the permit applies, until the permit expires.

4 Competition Format

- 4.1 Division 1
- One (1) section of four (4) sides
 - rounds to be played (Home and Away)
 - 12 players per side, 4 players per team, 2 bowls per player, 21 ends
 - Division 1 Grand Final (1v2)
- 4.2 Division 2
- One (1) section of all sides
 - The competing clubs shall play each other as determined by BNT Match Committee
 - after nomination of teams have been received from Affiliated Clubs
 - 8 players per side, 4 players per team, 2 bowls per player, 21 ends
 - Division 2 Grand Final (1v2)

5 Scheduling of Games

- 5.1 Play is scheduled for the following start times, with two trial ends to be completed after pre-game practice has finished and before the scheduled start time:
- Saturday afternoon pennant 1.00pm
- 5.2 With the agreement of the opposing club, sectional games in all divisions can be rescheduled. These games can take place at any time after the previous round of fixtures but must be completed by the next round of fixtures. The home side must notify Bowls NT of any changes.

6 Home Green

- 6.1 When a club enters a Side they must nominate a home Club and Green, prior to the commencement of the pennant season.

- 6.2 If during the pennant season it is necessary to transfer a home game to an alternative club/green, the club must get agreement from the opposing side. If agreement cannot be reached between the clubs, it will be referred to Bowls NT for resolution.

7 Controlling Body on Day of Play

- 7.1 The Controlling Body for matters arising on the day of play is the host club (Except for finals). The club must nominate a person for this position. This person must not be the umpire or side manager of the day. For finals, Bowls NT is the controlling body on the day of play.

8 Side Manager

- 8.1 Wherever under a law, regulation, policy or the BNT Conditions of Play, a side is given a right of decision or choice, it will be exercised by the side manager who will act on behalf of the side.
- 8.2 The host Club manager will have the added responsibility of recording the results into Bowlslink prior to midnight Monday after the game. The visiting manager will check the recorded results in Bowlslink are correct.
- 8.3 The Side Manager's responsibilities also includes:
- The completion of the score cards prior to the game .
 - The collection of green fees from each player and passing onto the host club.
 - The completion and checking of the results sheet at the end of play.
 - Email of the Side's results sheets to the BNT EO prior to midnight Monday after the game.
- 8.4 The host Club manager will have the added responsibility of recording the results into Bowlslink prior to midnight Monday after the game. The visiting manager will check the recorded results in Bowlslink are correct.

9 Umpires

- 9.1 The club that is designated as the home club must 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 a competent person from the home Club must be appointed to act as umpire for that day.

10 Eligibility to Play in Finals

- 10.1 To be eligible to play finals, a player must:

- comply with Clause 1.2 in the Conditions of Play (Eligibility of Players).
- have played a minimum of three (3) games for the side in that competition, and
- In each competition, a side must not include any player who, during the current season, has played three (3) or more games in a higher grade.

10.2 If a club has insufficient players for their lowest side in the final, they may apply to Bowls NT for approval to include a player from their next lowest side, who has not met the above requirements.

10.3 All exemption requests must be made via email to the following address (admin@bowlsnt.com.au), and both sides involved in the relevant fixture will be advised of the outcome. All requests must be made no later than 72 hours prior to the game.

11 Interchanging of Players Between Sides Prior to Finals

11.1 Prior to the last three rounds of a pennant competition, there will be no restrictions on the interchange of players between the sides of a club.

11.2 For the last three rounds of a pennant competition, no Side will include more than two (2) players who have played a majority of their games in any combination of higher graded Sides. The BowlsLink competition management system shall be used as the official record of the number of games played by a player.

12 Selection of Sides and Substitutes

12.1 If there are insufficient players available on a day of play to fill all sides entered by the club, the lowest graded side must be the side which concedes a walkover.

12.2 If a club has insufficient players to fill all sides entered by the club, Bowls NT may approve an affiliated player to act as a substitute in the club's lowest graded side.

12.3 A club conceding a walkover must notify their opponent via phone as soon as possible, but no later than twelve (12) hours before the scheduled starting time.

13 Incomplete Teams

13.1 If, 15 minutes after the scheduled start time for a game, one player is absent from one or more teams in a Side and no eligible substitute is available, the game must continue in accordance with the provisions of DR 2.6.

13.2 If the absent player arrives late, all players must take their original place in the team, at the completion of the end in progress.

14 Replacements and Substitutes

- 14.1 If a player who has commenced the game cannot continue and there is no eligible substitute available, the game must continue in accordance with the provisions of D.R. 2. 6.
- 14.2 If a substitute is available, they must play in the same position as the player being substituted (excluding the skip). If the skip is required to be substituted, then the other members of the team must rearrange their positions as necessary. A substitute cannot skip.
- 14.3 If a player who leaves the game subsequently becomes available, they must re-join the team in their original place at the completion of the end in progress. If a substitute player becomes available, the controlling body may allow them to enter the game at the completion of the end in progress.

15 Bowls identification Discs

- 15.1 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.

16 Rules for Attire

- 16.1 It is the responsibility of the president of the player's club to ensure a player is attired in accordance with the Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire.
- 16.2 Players must be attired in the same Club Pennant's shirts/tops, and lower body wear (colour/image).

17 Pre-Game Practice

- 17.1 Practice is allowed on the day of play including on the rinks the game is to be played on, for both the home and visiting side. All practice must conclude thirty (30) minutes before the scheduled commencement of play.

18 Draw for Rinks

- 18.1 The rink draw will be conducted by the Side Managers after the completion of pregame practice and prior to the commencement of the game.
- 18.2 The cards must 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.

19 Trial Ends

- 19.1 One trial end in each direction must be played prior to the commencement of each game in accordance with Law 5.1. Trial ends must be completed prior to the scheduled start time for the game.

20 Moving to the head during play

20.1 Movement to the head during play is restricted as detailed in Appendix – A. 4.1.7.1 to A4.1.7.4 (refer to Laws of the sport of Bowls Crystal Mark 4th Edition)

21 Game Points

21.1 Game points will be distributed as follows:

- Side win Ten (10) points
- Side tie Five (5) points
- Team (rink) win Two (2) points
- Team (rink) tie One (1) point
- Bye Zero (0) points

22 Section Results

22.1 The order of sides in each section will be determined by the total points gained. If two or more sides have the same number of points, their order will be determined by the net margin of shots 'for' minus shots 'against' each side.

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

22.3 If there is still a tie for a position to qualify for finals play, the results between the two sides concerned from sectional play, will be used to determine the winner.

23 Prohibited

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

24 Club Responsibilities

24.1 The host club will have the following responsibilities:

- The set up of all greens prior to play including:
- Preparing greens ready for play
- Allocating rinks to teams
- Mats and kitties put out on each green and ready
- Sufficient Water dispensers available
- Sufficient Sanitiser equipment available
- Score boards and big boards in place
- Chalk available on each scoreboard
- Provision of umpires
- Provision of snacks for players and officials following the match

AFTER PLAY

25 Infringements

- 25.1 The infringement of any of the Laws, BA Domestic Regulations, BA Policies, BNT Constitution, BNT Regulations, BNT Policies or BNT Condition of Play, may involve a monetary fine (not exceeding \$1,000) and/or disqualification, and/or game points penalty, and/or a replay or such other penalty as determined by the BNT Disciplinary Committee, in respect of an affiliated player/club.