

HOB T CONDITIONS OF PLAY 2022

As neither Max Entries OR Optimal Entries were reached the following now applies

1. All games to be played under the W.B. (World Bowls) Laws of the Sport of Bowls Crystal Mark Edition except for local conditions Nos. 4 to 17. All composition bowls (*i.e.* not Lignum Vitae) must bear a legible stamp on them (I.B.B./B.I.B.C/W.B.B. or W.B.) dated 1985 or later. Lignum Vitae bowls must bear a legible current stamp.
2. Players, Umpires and Markers shall wear heel-less footwear as approved by W.B. whilst playing on the greens or acting as Umpires or Markers (W.B. Appendix A.2).
3. **Dress Code** - Whites or Club colours to be worn on Final's Day, clean & tidy wear all other days. No jeans.
4. **Singles Event - Round Robin (Monday to Thursday)**

All games to be played with 3 woods each, **15 ends**, however a time limit of **1.25 hours applies**. Game ends after 15 ends or time limit is reached. No time limits will apply on Finals day.

Games will be played over 2 sessions, 9.15am and 10.45am.

Competitors will be allocated to one of 4 groups (A - D), group A & B will play at 9.15am on Mon & Weds, 10.45am on Tues & Thurs. Group C & D will play at 10.45am on Mon & Weds, 9.15am on Tues & Thu. (see item 10).

Each competitor will play 4 games against different opponents on different Greens, one game per day.

Three points to be awarded for a win, 1 point for a draw.

No extra ends will be played to determine a winner in the event of a tied score.

The **top 2 competitors** in each group will proceed to the knockout stages. Positions (1st, 2nd etc..) are determined first by points attained, shot difference and finally shots scored. If still not possible to determine then there will be a **one end shoot out** (see 9. below). See also 7. **Late Show** & 8. **No Show** definitions below.

REMINDER Singles Competitors will be allocated **TWO Singles matches to MARK**, as per the condition(s) set out on the Tournament Entry Form they completed. A List will be posted on the tournament Noticeboard at the start of the week .

5. Triples Event - Round Robin (Monday to Thursday)

All games to be played with 3 woods each, **15 ends**, however a time limit of **2hrs applies**. Game ends after 15 ends or time limit is reached. No time limits will apply on Finals day.

All games to be played at 1pm

Teams will be allocated to one of 2 groups (H - I).

Each team will play 4 games against different opponents on different Greens, one game per day.

Three points to be awarded for a win, 1 point for a draw.

No extra ends will be played to determine a winner in the event of a tied score.

The **top 2 teams** in each group will proceed to the knockout stages. Positions (1st, 2nd etc..) are determined first by points attained, shot difference and finally shots scored. If still not possible to determine then there will be a **one end shoot out** (see 9. below). See also 7. **Late Show** & 8. **No Show** definitions below.

6. Pairs Event – Straight Knockout

All games to be played with 3 woods each, **15 ends**, however a time limit of **2hrs applies**. Game ends after 15 ends or time limit is reached. No time limits will apply on Finals day. No time limits will apply on Finals day.

All games to be played at 3.30pm Monday-Thursday. Friday timings tba. Last 32 will start on Tuesday.

If score tied then there will be a **one end shoot out** (see 9. Below). See also 7. **Late Show**. 8. **No Show** definitions below with the non-offending Pair being awarded the tie.

7. Late Show - In the event of a "late show" (defined as any player OR team not ready to play on their allocated Rink within **15 mins** from the Official Start Time of that Round) will be subject to a penalty of 1 shot for each 5 minutes (or part thereof) late to a maximum of 3 shots. Play may commence up to 20 minutes from the allotted start time however there will be no additional time allocated to conclude the match. Outside of this time period the match will determined as a "**no show**".

8. No Show - In the event of a "no show" (defined as a player OR team not ready to play on their allocated Rink within **20 mins** from the Official Start Time of that Round). In these circumstances the non-offending party will be awarded 3 points and the match score calculated using the following criteria. All winning scores of the relevant group for this match-day are aggregated and the average winning score determined. Similarly, with all losing scores to determine the average losing score. The average match score will then be used in the analysis to determine group placings.

This rule will only apply where it is not possible to arrange alternative opponents from the same group or one of the other groups. The result of any such matches arranged will count as if they had been played against the original opponent.

The offending opponent will be given the average score of a losing team in their group as defined in this rule.

9. One End Shoot Out - All Events

SINGLES One End Shoot Out: Jack & End Direction to be determined by coin toss. Jack can be given away.

PAIRS & TRIPLES One End Shoot Out: Jack & End Direction to be determined by coin toss. Jack can be given away and ONLY one bowl per player

10. Knockout Stages (Friday & Saturday) – Singles & Triples Events

The Singles round of 8, Group AvD & Group BvC. Winners to play 2nd placed. Games will be played on Friday at 9.15am with the quarter finals played at 1.45 pm on the same day. Time Limit 1.25 hours.

The Triples round of 4, Group HvK. Winners to play 2nd placed. Games will be played on Friday at 10.45am. Time Limit 2 hours.

Tied Score - If scores are tied in any of the these matches then a **one end shoot out** will be played to determine the winner..

11. Finals (Saturday) - Both Events

Singles Final with 3rd/4th Place play-off, start times 14:00 provisionally

Triples Final with 3rd/4th Place play-off, Start times 11:15 provisionally

Pairs Final with 3rd/4th Place play-off tba. (Friday or Saturday)

12. Trial Ends – these may be started prior to the scheduled commencement of the Round. If started after the hooter no time extension will be given. Triples Trial Ends – competitors to use only TWO bowls. Trial ends to be played prior to start time, no requirement to await arrival of opponent if they are late. Trial ends only permitted within the time allocation if both parties agree, there will be no time extension to allow for this.

13. Start & End of each Round - A hooter will sound for the scheduled START & END of each round in all competitions. See also **7. Late Show** & **8. No Show** arrangements above. The scheduled rinks and times as shown will be enforced as far as possible and any variation will be entirely at the discretion of the Committee.

14. Opening Play - Players/Teams winning the toss may give the mat/jack away at the start of the game (WB 5.2.2) and when an extra end is required. In all other ends, the winner of the previous end should place the mat & then deliver the jack & first bowl. (WB 5.4)

15. Singles MARKING - Where it is not possible to provide a marker then the game may still be played however in this scenario an **additional 15 minutes will be allowed for play**. All other conditions will remain unchanged.

16. Replacement in the Singles – between the date of the draw and prior to **09/08/22** any Singles entrant unable to compete may be replaced from the waiting list held by the Competition Secretary ONLY on payment of full entrance fee by **08/08/22**. Any entrant withdrawing from the Tournament cannot name their replacement.

17. Replacement of Triples – between the date of the draw and prior to **09/08/22** any Triples entrant unable to compete may be replaced from the waiting list held by the Competition Secretary ONLY on payment of full entrance fee by **08/08/22**. Any entrant withdrawing from the Tournament cannot name their replacement.

18. Replacement of Pairs – between the date of the draw and prior to **09/08/22** any Pairs entrant unable to compete may be replaced from the waiting list held by the Competition Secretary ONLY on payment of full entrance fee by **08/08/22**. Any entrant withdrawing from the Tournament cannot name their replacement.

19. SUBSTITUTES. No substitute may play without the express permission of the Committee at least 30 mins prior to the substitute playing. The names on the first score card of the Triples shall be deemed to be the ORIGINAL TEAM after which one only and the same substitute (who is not permitted to skip) will be allowed, who must not have played in that competition. Responsibility for finding a substitute rests with the competitors.

20. Players having entered and **failed to complete their Team** will be permitted on notifying the Committee to give their opponents as drawn a walk-over and to join another Team. The organisers may form a team from those individuals who express a desire to participate but are unable to form a team by themselves.

21. There will be an **umpire in charge** of each green. They will be responsible for the management of the green. They will direct their attention to any infringement of the laws and conditions and expedite the progress of games should undue time be wasted. An Umpire whose decision in all cases shall be final will be available during all matches. The duties of the Markers appointed for the Singles shall be as defined in W.B. Law 42. In all other games, prior to commencement, each player should examine their opponents' bowls. Any irregularity shall be reported to the Umpire.

22. Bowls England **SLOW PLAY Rules** will be enforced for all Rounds except Finals.

23. The Committee shall determine the order and time of play of all competitions. The Committee reserves the right to modify the programme arrangements (e.g. as the rinks, timing and duration of play) if the planned sequence is disturbed by external circumstances such as inclement weather. Please watch Noticeboards.

24. In the Knockout Stages, any bowler or team that is aware at the beginning of a round that they will not be available to play in the next round shall concede that round before the penultimate end or point.

25. Score cards must be signed by players and the Marker in the Singles competition and both skips in Triples. All cards AND Jack must be returned to the Tournament Desk at the conclusion of the game as soon as possible. The marking of score cards by anyone other than a Marker in Singles (WB 42.3.1) or Skip in Triples (WB 40.1.7) is prohibited (unless WB 40.1.9 is observed). All matches must be played using the jack issued by the Tournament Control Officer. Score cards will be refused if

NOT FULLY COMPLETED (full team names PRINTED CLEARLY and signature).

26. The Committee, or such members as may be present, shall be the sole judge whether any green is playable. It shall have the power to transfer semi-finals or finals to indoor greens if necessary. In extreme weather conditions (e.g. thunderstorms) the Committee, in consultation with the Umpire, may suspend/postpone play until safe to continue.

27. Smoking/Vaping on the green is prohibited during all matches. For purposes of clarification, the 'green' in this instance is deemed to include a minimum of 1 metre of the bank surrounding the playing area. Failure to adhere to this shall result in disqualification. This prohibition includes all electronic cigarettes.

28. The trophies remain the property of the Tournament Committee but may be held by the winners for the term of one year. The trophies will be insured by the Tournament Committee but the winners will be required to keep the trophies under the conditions covered by the Insurance Policy. All trophies must be signed for and FULL CONTACT DETAILS MUST BE PROVIDED PRIOR TO THE TROPHIES BEING TAKEN AWAY BY THE COMPETITORS.

29. The Committee shall have full power to give decisions on any point not provided for in the W.B. Laws of the Sport of Bowls. The Committee reserves the right to refuse any entry without being called upon to give a reason.

30. Mobile telephones must be turned off or on 'silent' ring/msg tone on or adjacent to the greens.

31. The term "Committee" shall mean the Tournament Control Committee.

PARKING - Please allow PLENTY of time for Parking. There are Pay & Display Car Parks within easy walking distance of the Greens BUT they can fill-up very quickly. On-street parking is similarly 'busy' from the start of the day.

SLOW PLAY

The following will be enforced in all Rounds of Hastings Open Bowls Tournament except Finals.

Singles – Neither player may visit the Head until both have delivered TWO bowls each.

Should a player wish to visit the Head prior to this point being reached the permission of the Marker must be obtained.

The maximum time that a player may deliberate before playing a bowl is 2 minutes, the time being calculated from the time the previous bowl played came to rest.

Should this Rule be breached they will be warned by the Marker (or Umpire). Any further non-compliance will be reported by the Marker to an Umpire in charge of the Green *who may disqualify the offending player from taking any further part in the competition.*

Pairs – Neither Lead may visit the Head until both have delivered 3 bowls each.

There is no restriction on Skips revisiting the Head should they wish to do so.

The maximum time that a player may confer before delivering a bowl is 2 minutes, the time being calculated from the time the previous bowl played came to rest.

Should this Rule be breached and not picked up by an Umpire in charge of the green, the aggrieved opposing Skip should bring the notice of the infringement to the Umpire.

The Skip of the offending Pair will be warned by the Umpire and should there be further non-compliance the Umpire *may disqualify the offending Pair from taking any further part in the competition.*

Triples - Neither Lead may visit the Head until both have delivered 3 bowls each.

The Second players, having left the Head after the Leads have delivered their bowls may not return to the Head until both players have delivered 2 bowls each. There is no restriction on Skips revisiting the Head should they wish to do so.

The maximum time that a player may confer before delivering a bowl is 2 minutes, the time being calculated from the time the previous bowl played came to rest.

Should this Rule be breached and not picked up by an Umpire in charge of the green, the aggrieved opposing Skip should bring the notice of the infringement to the Umpire.

The Skip of the offending Triple will be warned by the Umpire and should there be further non-compliance the Umpire *may disqualify the offending Triple from taking any further part in the competition.*

In the absence of an Umpire, a member of the Tournament Committee may adjudicate whether the infringement warrants disqualification.

It is hoped that skill (& may be a smidgen of good fortune) are the contributory factors in a player OR team overcoming their opponent(s), NOT sportsman-like delaying tactics specifically employed to interfere with a player's rhythm or concentration

The above SLOW PLAY Rules above (where applicable) are enforced in the final stages of all Bowls England National Championships and Competitions.

EXPLANATORY

8. No Show - In the event of a “no show” (defined as a player OR team not ready to play on their allocated Rink within **20 mins** from the Official Start Time of that Round). In these circumstances the non-offending party will be awarded 3 points and the match score calculated using the following criteria. All winning scores of the relevant group for this match-day are aggregated and the average winning score determined. Similarly, with all losing scores to determine the average losing score. The average match score will then be used in the analysis to determine group placings.

This rule will only apply where it is not possible to arrange alternative opponents from the same group or one of the other groups. The result of any such matches arranged will count as if they had been played against the original opponent. The offending opponent will be given the average score of a losing team in their group as defined in this rule.

EXAMPLE: **Group Score** for Singles Session were for 11 matches & 1 No Show

REMEMBER - 15 Ends & Time Limit ... can possibly score over 21 shots or not reach 21 shots because 'timed out'

| | | | | |
|------------------|---------------------------------|------------------------------------|----------------------------|------------------------------|
| 11 Match results | Average For (winner) | Average Against (loser) | No Show Allocated | Same 'method' for Triples |
| 21 - 5 | 21+19+18+24 | 5+17+18+2 | Points (Pts) = 3 | |
| 19 - 17 | +21+22+16+21 | +15+20+16+19 | and Match Score as | Same 'method' for |
| 18 - 18 | +17+18+21 | +14+17+12 | 20 Shots FOR | more than 1 No Show, |
| 24 - 2 | = 218 / 11 (Matches) | = 155 / 11 (Matches) | 14 Shots AGAINST | |
| 21 - 15 | = 19.82 | = 14.09 | hence | |
| 22 - 20 | (nearest whole | (nearest whole | Shot Diff. (SD) = 6 | |
| 16 - 16 | number) | number) | Shots FOR (SF) = 20 | |
| 21 - 19 | = 20 Shots | = 14 Shots | | |
| 17 - 14 | | | | |
| 18 - 17 | | | | |
| 21 - 12 | | | | |