
**INTELLECTUALLY IMPAIRED – LIFE STREAM
HEARING IMPAIRED – QLD DEAF LAWN BOWLS
PHYSICALLY IMPAIRED**

The Championships will be played under the Crystal Mark Laws of the Sport of Bowls revised 3.2 edition, May 2021.

1. FORMAT

All events will be played in a modified traditional format.

- **SINGLES:** Four bowls per player, 21 shots up, with a time limit of two (2) hours & fifteen (15) minutes per match (not including trial ends).
- **PAIRS:** Three bowls per player, fifteen (15) ends, with a time limit of two (2) hours & fifteen (15) minutes per match (not including trial ends).
- **SINGLES & PAIRS EVENTS:** Gaining maximum participation for all disability groups a variety of match play formats will be taken into consideration when the close of entries has expired, draw completed and schedule of play allowing for a successful competition. Considered formats can be Sectional play, Round robin, Five (5) or Seven (7) game event with 1st & 2nd on ladder playing for Gold and 3rd & 4th on ladder playing for Bronze, or limited numbers in an event/discipline the best after predetermined number of rounds.

Singles and Pairs:

- (a) If the game is tied after two hours and fifteen minutes (singles and pairs), the game will be a draw/tie.
- (b) Knockout play only an extra end will be played until a result is obtained which eliminates the draw/tie.
- (c) Time limits will apply to all games for all categories.
- (d) A signal will be given for starting each game. Any player/team arriving after the official start 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.

2. RE-SPOTTING OF THE JACK

If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than eighteen meters from the mat line, the end must not be declared dead. Instead, the jack must be placed with the nearest point of the jack to the mat line at a spot on the rink which is two meters from the front ditch on the centre line and play must continue.

3. WINNERS OF SECTIONAL PLAY

- (a) Two match points will be awarded for each game won. No match points are awarded for any game lost. If there is a bye in a section then two match points shall be awarded plus an average of the margins in that section.
- (b) If the game is drawn at its completion then one match point will be awarded to each team.
- (c) In the event of a forfeit, the recipient/s shall be awarded two (2) match points plus the average of total net shots (i.e. shots up minus shots against) in all games played in that round and discipline (Net shots divided by the number of games played in the round). Fractions shall not count. Forfeits shall count as completed games.

4. SECTION WINNERS WILL BE DECIDED

- (a) Highest number of match points scored.
- (b) If match points equal, then the winning team will be decided using (shots for minus shots against) and the Total Net shots to decide winner.
- (c) If Teams still equal on Total Net shots, proportion is to be used to decide the winning team. (shots For divided by shots Against) Highest proportion is declared the winner.
- (d) If Teams still equal the Team that won the game between the two teams that are equal shall be declared the winner.

5. PLAYER MOVEMENTS DURING PLAY

Note: Players will only be allowed to walk up to the head as follows:

- (a) **Singles:** after delivery of their third and fourth bowls.
 - (b) **Pairs:** The lead after the third bowl. The skip after the second and third bowls.
- If the umpire, either by their own observation or on appeal from one of the skips or the opponents in singles, decides that a player/team is deliberately delaying play:
- On the first occasion the umpire will warn the player/team;
 - If the player commits the same offence a second time the end will be regarded as completed and the opponents of the offenders will score as many shots as there are bowls in use by such opponents; and
 - If the player/team offends the third time the game will be forfeited to their opponents.

6. DISQUALIFICATION

Should there be a Challenge to Bowls under Law 52.4 during Sectional, Post Sectional or Knockout play a player may play with another set of Legal bowls until the result of the test is known.

- i. If there is a Challenge to Bowls in the final the result of that final shall not be declared until the outcome of the Bowls challenge is known.
- ii. If a team or player is disqualified for any reason, the team or player LAST DEFEATED by the disqualified team or player shall take their place.

7. SCORECARDS / SCOREBOARDS

Scorecards shall be signed as being correct by skips and the completion time of the match will also be recorded prior to being handed to the Match Official. The scoreboard to be updated at least every second end.

8. LIGHTS

Games may be played or completed under lights if required.

9. PROVISION OF UMPIRES / OFFICIALS

In all matches non-playing National Accredited Umpires and Officials shall be provided.

10. ATTIRE (MEN & WOMEN)

- (a) Attire will be as per Bowls Queensland By-law 14. All Players shall wear their club shirts as per BQ By-laws 14.1(e) and 14.3(a). (Composite side/team ref: By-Law 14.5)
- (b) Attire at this level must carry the BA logo as outlined in the BA National logo policy.
- (c) All players and officials playing and officiating at this event shall wear properly enclosed footwear as per By-laws 14.1(b) and (c).
- (d) In this event no player shall wear any National or State Representative uniform or any part thereof whether current or obsolete. Any player who contravenes this requirement will be asked to immediately change their attire or be disqualified from the event.

Note: Coaches shall be attired as per the requirements for umpires and markers.

11. EXTREME WEATHER POLICY

All Bowls Queensland events are conducted under the Bowls Queensland Extreme Weather Policy. All players and officials should make themselves aware of the requirements of this Policy.

12. SMOKING REGULATIONS

- (a) Did you know from September 1 2016, smoking has been banned within 10m of any viewing or playing areas if there are Under-18s playing, whether in an event specifically for juniors or in an Open event which may include juniors.
- (b) The Smoking Regulations also applies to training and practice sessions, breaks and intervals. The regulations apply, "Anywhere there are Under 18s taking part in a sporting event, and this includes the sport of lawn bowls".
- (c) The new legislation is aimed at protecting children and young adults from environmental tobacco smoke and is also intended to make smoking less visible and discourage young people from taking up smoking.

See <https://www.health.qld.gov.au/public-health/topics/atod/tobacco-laws/default.asp>

Please note: Acting on advice the forgoing also includes vaping.

13. TRIAL ENDS

Trial ends shall be under the control of the Controlling Body. One (1) trial end each way shall be allowed prior to the scheduled starting time of each day's play or on the resumption of a match on another day or at another venue, using as many bowls as will be used in the match. In the event that a player/team has a bye, the player/team can practice on a rink allocated by the controlling body but only after approval from the controlling body.

14. INCOMPLETE MATCH (Sectional or Knockout)

If due to inclement weather a minimum number of shots and ends (Singles 14 shots Pairs 10 ends) will constitute a completed match otherwise the match will be deemed to be Incomplete and will be classed as a tie. In the case of knockout matches, when scores are level every effort where possible will be made to obtain a result.

15. CONTROLLING BODY:

The controlling body has the right to alter conditions of play to get a successful result for the competition.

VISION IMPAIRED - QUEENSLAND BLIND BOWLERS ASSOCIATION

These Vision Impaired championships will be conducted under the Mandatory Rules of play for Australian Championships (ABBA) and will also be played under the Crystal Mark Laws of the Sport of Bowls revised 3.2 edition.

1. **FORMAT** All events will be played in a modified traditional format.
 - **SINGLES:** Four bowls per player, 21 shots up, with a time limit of two (2) hours & fifteen (15) minutes per match (not including trial ends).
 - **PAIRS:** Three bowls per player, fifteen (15) ends, with a time limit of two (2) hours & fifteen (15) minutes per match (not including trial ends).
 - **SINGLES & PAIRS EVENTS:** Gaining maximum participation for all disability groups a variety of match play formats will be taken into consideration when the close of entries has expired, draw completed and schedule of play allowing for a successful competition. Considered formats can be Sectional play, Round Robin, Five (5) game event with 1st & 2nd on ladder playing for Gold and 3rd & 4th on ladder playing for Bronze, or limited numbers in an event/discipline the best after predetermined number of rounds.

Singles and Pairs:

 - (a) If the game is tied after two hours and fifteen minutes (singles and pairs), the game will be a draw/tie.
 - (b) Knockout play only an extra end will be played until a result is obtained which eliminates the draw/tie.
 - (c) Time limits will apply to all games for all categories.
 - (d) A signal will be given for starting each game. Any player/team arriving after the official start 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.

2. **RE-SPOTTING OF THE JACK**
If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than eighteen meters from the mat line, the end must not be declared dead. Instead, the jack must be placed with the nearest point of the jack to the mat line at a spot on the rink which is two meters from the front ditch on the centre line and play must continue.

3. **WINNERS OF SECTIONAL PLAY**
 - (a) Two match points will be awarded for each game won. No match points are awarded for any game lost. No match points awarded for a bye in a section.
 - (b) If the game is drawn at its completion then one match point will be awarded to each team.
 - (c) In the event of a forfeit, the recipient/s shall be awarded two (2) match points plus the average of total net shots (i.e. shots up minus shots against) in all games played in that round (Net shots divided by the number of games played in the round). Fractions shall not count. Forfeits shall count as completed games.

4. **SECTION WINNERS WILL BE DECIDED**
 - (a) Highest number of match points scored.
 - (b) If match points equal, then the winning team will be decided using (shots for minus shots against) and the Total Net shots to decide winner.
 - (c) If Teams still equal on Total Net shots, proportion is to be used to decide the winning team. (shots For divided by shots Against) Highest proportion is declared the winner.
 - (d) If Teams still equal the Team that won the game between the two teams that are equal shall be declared the winner.

5. **PLAYER / DIRECTOR MOVEMENTS DURING PLAY**
Note: Players / Directors will only be allowed to walk up to the head as follows:
 - (a) **Singles:** The director may inspect the head with or without the player once only in any end.
 - (b) **Pairs:** Either the lead or skip director may inspect the head once only in any end with or without the player.
 - (c) If a director moves up the green during a bowl's progress he/she shall return to the mat as soon as the bowl comes to rest.
If the umpire, either by their own observation or on appeal from one of the skips or the opponents in singles, decides that a player/team is deliberately delaying play:
 - On the first occasion the umpire will warn the player/team;
 - If the player commits the same offence a second time the end will be regarded as completed and the opponents of the offenders will score as many shots as there are bowls in use by such opponents; and
 - If the player/team offends the third time the game will be forfeited to their opponents.

6. **DISQUALIFICATION**
Should there be a Challenge to Bowls under Law 52.4 during Sectional, Post Sectional or Knockout play a player may play with another set of Legal bowls until the result of the test is known.
 - i. If there is a Challenge to Bowls in the final the result of that final shall not be declared until the outcome of the Bowls challenge is known.
 - ii. If a team or player is disqualified for any reason, the team or player LAST DEFEATED by the disqualified team or player shall take their place.

7. SCORECARDS / SCOREBOARDS

Scorecards shall be signed as being correct by skips/director and the completion time of the match will also be recorded prior to being handed to the Match Official. The scoreboard to be updated at least every second end.

8. LIGHTS

Games may be played or completed under lights if required.

9. PROVISION OF UMPIRES / OFFICIALS

In all matches non-playing National Accredited Umpires and Officials shall be provided.

10. ATTIRE (MEN & WOMEN)

- (a) Attire will be as per Bowls Queensland By-law 14. All Players shall wear their club shirts as per BQ By-laws 14.1(e) and 14.3(a), or QBBA Association shirt. (Composite side/team ref: By-Law 14.5)
- (b) Attire at this level must carry the BA logo as outlined in the BA National logo policy.
- (c) All players and officials playing and officiating at this event shall wear properly enclosed footwear as per By-laws 14.1(b) and (c).
- (d) In this event no player shall wear any National or State Representative uniform or any part thereof whether current or obsolete. Any player who contravenes this requirement will be asked to immediately change their attire or be disqualified from the event.

Note: Coaches shall be attired as per the requirements for umpires and markers.

11. EXTREME WEATHER POLICY

All Bowls Queensland events are conducted under the Bowls Queensland Extreme Weather Policy. All players and officials should make themselves aware of the requirements of this Policy.

12. SMOKING REGULATIONS

- (a) Did you know from September 1 2016, smoking has been banned within 10m of any viewing or playing areas if there are Under-18s playing, whether in an event specifically for juniors or in an Open event which may include juniors.
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- (c) The new legislation is aimed at protecting children and young adults from environmental tobacco smoke and is also intended to make smoking less visible and discourage young people from taking up smoking.

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Trial ends shall be under the control of the Controlling Body. One (1) trial end each way shall be allowed prior to the scheduled starting time of each day's play or on the resumption of a match on another day or at another venue, using as many bowls as will be used in the match. In the event that a player/team has a bye, the player/team can practice on a rink allocated by the controlling body but only after approval from the controlling body.

14. INCOMPLETE MATCH (Sectional or Knockout)

If due to inclement weather a minimum number of shots and ends (Singles 14 shots Pairs 10 ends) will constitute a completed match otherwise the match will be deemed to be Incomplete and will be classed as a tie. In the case of knockout matches, when scores are level every effort where possible will be made to obtain a result.

15. ARTIFICIAL DEVICE

All B2, B3 and B4 players shall be entitled to the use of a monocular only when not in possession of the rink.

NOTE: POSSESSION OF THE RINK IS TRANSFERRED TO THE OPPOSITION PLAYER/TEAM ONCE THE BOWL BEING PLAYED COMES TO REST. (Crystal Mark 3.2 edition May 2021, laws of the sport of bowls. Law 13 Possession of the rink)

16. B1 Classified Players will be allocated a starting score of 8 shots in the Singles and 4 shots in the Pairs.

17. CONTROLLING BODY

The controlling body has the right to alter conditions of play to get a successful result for the competition

NOTE: VISION IMPAIRED CLARIFICATION: DIRECTORS

- The director has the same rights/responsibilities as their player.
- The director may complete any or all procedural and administrative tasks for their player.
- The director may participate in any strategy of the game with their player/team.