



STATE CHAMPIONSHIPS

Singles, Pairs, Over 60 Pairs, Mixed Pairs, Triples, Fours

MAY 13 to 26, 2024

GENERAL INFORMATION

1. ALLOCATION OF EVENT & COMMITTEE COMPOSITION

- (a) The State Championship Committee shall comprise the State Match Committee Members who may co-opt others as required
- (b) When Clubs are allocated an Event/s, a competent Games Official shall be appointed to control it.

2. CONTROL & CONDUCT OF THE EVENT

- (a) The State Match Committee is the Controlling Body for this event and it reserves the right to alter the Conditions of Play, the format, the times of play and the greens to suit unforeseen circumstances, giving as much notice as practical, to achieve a result.
- (b) A Disputes Committee shall comprise a BQ Match Committee member or nominee and a BQ Umpire Committee member.

3. ELIGIBILITY

- (a) The Championships are open to financial male and female members of Clubs affiliated with Bowls Queensland at the time nominations close and for the duration of the Competition/s.
- (b) To be eligible for the Over 60 Pairs players must have attained the age of 60 as at the commencement of the event.
- (c) Players can team up with eligible members of other Clubs.
- (d) Players under suspension, expulsion, or disqualification for any reason are ineligible to play.

4. NOMINATIONS

- (a) **It is a condition of entry for this Event that players are familiar with and accept the Conditions of Play.**
- (b) Nominations on the prescribed nomination form for each discipline must be accompanied by the prescribed fee and must reach the Bowls Queensland office no later than 4.00 pm on the nominated closing date. Any nomination received after the closing date shall not be considered for the Draw. Any nomination received after 4:00pm on the closing date but before 36 hours prior to the commencement of that discipline will go into a reserve list and may be considered should withdrawals occur. Players/teams on the reserve list will be listed in order of receipt of entry.
- (c) A nomination fee which will include all green fees and will not be refunded after the closing date.
- (d) "To be advised players" will not be accepted.

5. FEES

All green fees are included with the entry fee as per the nomination form.

6. THE PLAY

- (a) Play in all matches shall commence punctually in accordance with the times set out on the schedule issued by the State Controlling Body.
- (b) All players must report to the venue Club prior to 8.00 am for registration. Trial Ends will be completed prior to the scheduled starting time.
- (c) The morning matches shall start at 8.30 am (or earlier if agreeable) and subsequent matches as appropriate.
- (d) Should any Event be delayed by inclement weather or any unforeseen circumstance, the Match Committee will advise of any new arrangements and the players involved shall make themselves available to play "when called."
- (e) Failure to comply may invoke the "Play or Forfeit" Rule.
- (f) The venue Clubs shall appoint the necessary officials who shall be under the control of the Match Committee.

7. RINKS

- (a) For Pairs, Over 60 Pairs, Mixed Pairs, Triples and Fours matches, all Venue Clubs are requested to play the morning matches in an east-west direction, and the afternoon matches in a north-south direction. In Singles matches the direction shall remain unchanged throughout the day. It is preferred that all rinks at Venue clubs be standardized as per Law 49 however wherever possible rinks must be a minimum of 4.5 metres in width.
- (b) The Match Committee has the right to conduct the Event on any combination of synthetic, natural, or covered greens.
- (c) In unforeseen circumstances the Match Committee may require teams to play on the same rinks in the same direction on the same day.

NOTE: Clubs must not close their greens in inclement weather without prior discussion with the BQ Match Coordinator.



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8. PRIZE MONEY

As determined by the Board.

9. TROPHIES

(a) Men:

Winners, runners-up and third place-getters will receive suitably inscribed medallions in addition to The Bowls Queensland Perpetual Cup for the winner of the Singles, The Gordon Baker Perpetual Shield for the winners of the Open Pairs, The Des O'Neill Perpetual Shield for the winners of the Triples, The Cedric Netscher Perpetual Shield for the winners of the Fours and The Stewart – Aitken Perpetual Shield for the winners of the Over 60 Pairs.

(b) Women:

Winners, runners-up and third place-getters will receive suitably inscribed medallions in addition to The Bowls Queensland Trophy for the winner of the Singles, The Bowls Queensland Shield for the winners of the Pairs, The Ladies' Section Committee Perpetual Shield for the winners of the Triples, and The Bowls Queensland Shield for the winners of the Fours.

Note: All trophies will be returned to Bowls Queensland after the presentation. All players who are to be in a presentation must be dressed in their playing attire at the presentations or risk forfeiting any prize money or trophy.

10. MEALS

Meals will be available at the player's cost at each venue Club and must be ordered and paid for prior to the commencement of play. Where two (2) or more rounds are played on any day, lunch will be taken as outlined in the Conditions of Play #3 Playing Schedule.

CONDITIONS OF PLAY

1. THE COMPETITIONS

- (a) The Competitions shall be known as the Bowls Queensland State Championships.
- (b) All matches shall be conducted strictly in accordance with the "Laws of the Sport of Bowls" - Crystal Mark Edition 4 with Domestic Regulations for Australia, Bowls Australia Policies, Bowls Queensland By-laws, and these Conditions of Play.
- (c) All events shall be subject to an Open Draw.
- (d) The disciplines shall be Singles, Pairs, Over 60 Pairs, Mixed Pairs, Triples and Fours and shall be played concurrently. Players may only enter one of the Pairs disciplines, either the Pairs or the Over 60 Pairs and if defeated in the Over 60 Pairs, shall not be eligible to act as a substitute in the Pairs. All players may enter the Mixed Pairs event.
- (e) Triples shall be Two Bowls in traditional format.
- (f) All disciplines except Singles shall commence wherever possible as sectional play of four (4) teams per section to obtain section winners who will then continue on a knockout basis until a winner is obtained. Singles shall be played wherever possible in sections of three.

2. TRIAL ENDS

- (a) Trial ends shall be under the control of the State Controlling Body. Trial ends may be allowed as per Law 5.1 if time permits, (one trial end up and back).
- (b) In the event of a player or team receiving a bye and not playing in the first match of the day, then they may be entitled to one (1) trial end as above, provided the player or team has not practiced during the time prior to their first game of the day.
- (c) Practice shall cease one (1) hour prior to the scheduled starting time on the day of play.
- (d) Trial Ends before the Final in each event shall be at the discretion of the Match Committee.



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3. PLAYING SCHEDULES

Sectional Play

(a) Triples

(i) Timetable

Round 1: 8.30 am – 10.30am

Round 2: 10.45 am - 12.45 pm

Round 3: 1.15 pm - 3.15 pm

Lunch: 12.45 pm – 1.15pm

(ii) Order of Play

Round 1: 1 v 2 3 v 4 Round 2: 1 v 3 2 v 4 Round 3: 1 v 4 2 v 3

(b) Pairs, Over 60 Pairs, Mixed Pairs & Fours

(i) Timetable

Round 1: 8.30 am - 11.00 am

Round 2: 11.30 am - 2.00 pm

Round 3: 2.15 pm - 4.45 pm

Lunch: 11.00 am - 11.30 pm

Afternoon Tea: 2.00 pm - 2.15 pm

(ii) Order of Play

Round 1: 1 v 2 3 v 4 Round 2: 1 v 3 2 v 4 Round 3: 1 v 4 2 v 3

(c) Singles

(i) Timetable

Round 1: 8.30 am - 11.00 am

Round 2: 11.30 am - 2.00 pm

Round 3: 2.15 pm - 4.45 pm

Lunch: 11.00 am - 11.30 pm

Afternoon Tea: 2.00 pm - 2.15 pm

(ii) Order of play for singles (sections of 3)

Round 1: 1 vs 2 Marker is no 3

Round 2: Loser of Round 1 vs no 3, Marker- Winner of Round 1

Round 3: Winner of Round 1 vs no 3, Marker- non player

(d) Pairs, Over 60s Pairs, Mixed Pairs, Triples, Fours

In the case of sections of three (3) teams in the above disciplines then the following shall apply, Team 4 will always be the Bye and the play will be as usual:

Round 1 - 1 v 2, 3 Bye; **Round 2** - loser of round 1 v 3; **Round 3** - winner round 1 v 3.

Please Note: All finals shall commence at 8:00am to allow for finish in daylight hours.

ALL POST SECTIONAL

To be played as soon as rinks and players become available if time permits.

4. DEAD ENDS

Dead ends shall be replayed as per Law 20. If the end is made dead after the bell then that end shall be replayed. If that end is made dead then the jack is placed behind the tee and play continues.

5. DURATION OF PLAY

Depending on byes and the Draw, players could be required to play three (3) or four (4) rounds on a given day depending on opponents and rink availability.

(a) Triples (two bowls)

(i) Sectional

Teams shall play eighteen (18) ends with a two (2) hour time limit, two bowls per player.

(ii) Post Sectional

Duration of matches will be twenty one (21) ends with a two (2) hour twenty (20) minute time limit.

Quarter-finals will be twenty five (25) ends with a two (2) hour thirty (30) minute time limit. Semi Finals and Finals will be twenty five (25) ends with no time limit.

NOTE: First round of Post sectional will be played at the completion of sectional play.

(b) Pairs, Mixed Pairs & Fours

(i) Sectional

Teams shall play eighteen (18) ends with a two (2) hour thirty (30) minute time limit.

(ii) Post Sectional - Pairs and Mixed Pairs

Duration of matches will be eighteen (18) ends with a two (2) hour thirty (30) minute time limit up to and including the Quarter-finals. The Semi-finals and Finals shall be twenty-one (21) ends with no time limit.

(iii) Post Sectional- Fours

Fours will be eighteen (18) ends with a two (2) hour thirty (30) minute time limit up to. The Quarter Finals will be twenty-one (21) ends with a three (3) hour thirty (30) minute time limit. The Semi-finals and Finals shall be twenty-one (21) ends with no time limit.

(c) Over 60 Pairs

(i) Sectional

Teams shall play Twenty Five (25) ends with a two (2) hour (30) minute time limit

(ii) Post Sectional

Duration of matches will be Twenty Five (25) ends with a two (2) hour thirty (30) minute time limit up to and including the round of 16. The Quarter-finals will be Twenty Five (25) ends with a two (2) hour thirty (30) minute time. The Semi-finals and Finals shall be twenty-one (25) ends with no time limit

(d) Singles

(i) Sectional

Singles matches shall be twenty-one (21) shots up for sectional play with two (2) hour thirty (30) minute time limit.

(ii) Post Sectional

Round 1 Post Sectional shall be twenty-one (21) shots up with a two (2) hour thirty (30) minute time limit. All other Post Sectional rounds shall be twenty-one (21) shots up with a three (3) hour time limit. Quarter finals 21 shots up three (3) hour time limit. Semi-finals and finals shall be 25 shots up, no time limit.

6. UNCOMPLETED MATCH

(a) Sectional

(i) In Singles- If a match is not completed because of inclement weather, bad light or any other justifiable cause, fourteen (14) shots up will constitute a match

(ii) In Triples - If a match is not completed because of inclement weather, bad light or any other justifiable cause, then twelve (12) ends shall constitute a match.

(iii) The completion of two (2) Rounds in sectional play shall constitute the completion of the sectional competition

(iv) In Pairs, Mixed Pairs & Fours - If a match is not completed because of inclement weather, bad light or any other justifiable cause, then twelve (12) ends shall constitute a match.

(v) In Over 60 Pairs - If a match is not completed because of inclement weather, bad light or any other justifiable cause, then Eighteen (18) ends shall constitute a match.

(vi) The completion of two (2) Rounds in sectional play shall constitute the completion of the sectional competition.

(b) Post Sectional

(i) In Triples: If a match prior to the quarter final is not completed because of inclement weather, bad light or any other justifiable cause, then twelve (12) ends shall constitute a match

(ii) In Pairs, Mixed Pairs & Fours - If a match up to and including the Round of 16 is not completed because of inclement weather, bad light or any other justifiable cause, then twelve (12) ends shall constitute a match.

In Quarter-finals, Semi-finals and Finals fourteen (14) ends shall constitute a match.

(iii) In Over 60 Pairs - If a match up to and including the Round of 16 is not completed because of inclement weather, bad light or any other justifiable cause, then eighteen (18) ends shall constitute a match

In Quarter-finals, Semi-finals and Finals eighteen (18) ends shall constitute a match.

(c) Singles

Round 1 Post Sectional shall be fourteen (14) shots constituting a match. In all other games eighteen (18) shots up shall constitute a match. Extra shots do not count.

(d) Resumption of Match

If under the provisions of Law 32 a game is stopped and is not to be resumed on the same day the scorecard/s shall be ruled off and signed by the Games Controller and given to the Skips/Singles players to be taken (where applicable) to the new venue Club/s who are to be advised. The match/s shall resume with the score as it was when the match/s were stopped.

Please Note: Should it be necessary for a game to be declared a match then at least one rink in the game shall have reached the requisite number of ends/shots to constitute a match.

7. SCORING IN SINGLES, PAIRS, OVER 60 PAIRS, MIXED PAIRS, TRIPLES and FOURS SECTIONAL PLAY

(a) Completed Match

(i) The player/team scoring the highest number of shots in each match at the end of play, shall be the winner.

(ii) Two (2) match points shall be awarded for each such win and one (1) point for a tie.

(iii) Match points shall be recorded together with shots for and against and also the margin.

(b) Uncompleted Match

- (i) A match with twelve (12), ends or more - two (2) points for a win, plus margin. The opponent nil (0) points, minus margin. One (1) point for a tie, nil (0) margin.
- (ii) Less than twelve (12) ends - one (1) point each, nil (0) margin.
- (iii) Singles Eighteen (18) Shots up

8. DETERMINING SECTIONAL WINNERS FOR SINGLES, PAIRS, OVER 60 PAIRS, MIXED PAIRS, TRIPLES & FOURS

- (a) The player/team scoring highest number of **match points** shall be declared the winner.
- (b) In the event of two (2) or more players/teams scoring an equal number of match points, the player/team with the highest difference between "total shots for" and "total shots against" (**margin**), shall be the winner.
- (c) If there is still equality, the "total shots against" each player/team shall be divided into the "total shots for" each team. The player/team with the **highest result** shall be declared the winner.

9. BYES IN SECTIONAL PLAY

These affect all players/teams in a section equally and no score need be recorded when a player/team receives a bye.

10. SCORING IN SINGLES, PAIRS, OVER 60 PAIRS, MIXED PAIRS, TRIPLES & FOURS POST SECTION PLAY

Section winners shall play off on a knockout basis in accordance with the Draw and the appropriate number of ends/shots as specified, with the number of shots for and against being recorded.

11. PLAYER MOVEMENTS DURING PLAY

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

- (a) **Singles**
The opponents: after delivery of their third and fourth bowls.
- (b) **Pairs and Mixed Pairs (Four Bowls)**
The Leads: may be called to the head after delivery of their third and fourth bowls. The Skips: after delivery of their second, third and fourth bowls.
- (c) **Over Pairs (Three Bowls)**
The leads after their second and third bowls and the skips after their first, second and third bowls.
- (d) **Triples (Two Bowls)**
The Leads: after delivery of their second bowl. The Seconds: after delivery of their second bowl. The Skips: after delivery of each of their bowls.
- (e) **Fours**
The Leads: after the second player in their team has delivered their second bowl. The Seconds: after delivery of their second bowl. The Thirds: after delivery of their second bowl. The Skips: after delivery of each of their bowls.
Restricting the movements of players does not prohibit a player being called to the head by the Skip, however care should be taken not to delay play.
- (f) **Position of Players**
Players, excluding Skips, are not permitted to remain at the head whilst their opposite number is delivering their bowl. Any Skip remaining at the head end shall retire behind the head. Skips must return to the mat as soon as their opponent's bowl has come to rest.
- (g) **Delaying play. As per Appendix A5 the following shall apply.**
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 is playing in an unsportsmanlike manner by deliberately delaying play:
 - On the first occasion the umpire will warn the player/team;
 - If the player/team commits the same offence a second time the end will be regarded as completed and the opponent/s of the offender/s will score as many shots as there are bowls in use by such opponent/s; and
 - If the player offends the third time the game will be forfeited to the opponent/s.

12. POSITION OF PLAYERS WHEN NOT PLAYING

- (a) Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.
- (b) Players at the head end of the rink and who are not controlling play must stand behind the jack if they are members of the team which is in possession of the rink.
- (c) Players at the head end of the rink should stand behind the jack if they are members of the team which is not in possession of the rink, or on the surrounds of the green if the jack is behind the two metre mark or in the ditch, or



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- (d) Well clear of the head if it is not possible to stand on the surrounds.
- (e) At the start of each end only the Skip or their Deputy will be at the head

13. WITHDRAWALS & FORFEITS

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Withdrawals

- (i) If a player/team withdraws before the start of play, this will be treated as a bye and no score need be recorded as all players/teams will be equally affected.
- (ii) Entrants who find withdrawal unavoidable, are required to notify the Match Committee as soon as possible.

Forfeits

- (i) Should a forfeit occur during sectional play, the remaining players/teams shall be credited with two (2) points for the win and a shots margin equal to the average of net shots margins recorded in all matches played in that round in that section. Fractions shall not count.
- (ii) Players/teams that forfeit the last round of sectional play in any discipline, shall be disqualified from winning the section if a player/team has scored equal highest points with any other team in that section.
- (iii) Should a player in a Singles match fail to arrive within fifteen (15) minutes of the scheduled starting time the opponent shall be awarded the match.
- (iv) Should both Singles players, or both teams, fail to arrive within fifteen (15) minutes of the scheduled starting time, then both players/teams shall forfeit the right to continue.
- (v) Any player/team that withdraws from or is forfeited from a match and fails to give a satisfactory explanation, may be denied the right to play in any Bowls Queensland fixture/competition for the ensuing twelve (12) months and/or be liable to a **two hundred dollar (\$200)** fine per player for non-appearance.

14. SUBSTITUTES / REPLACEMENT PLAYERS

Eligible substitutes and replacement players are permitted throughout the Competitions as per DR 2.3.

Note: The Controlling Body and Umpire must be advised in every circumstance.

15. DISQUALIFICATION

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

- (a) 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.
- (b) 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.

16. ARTIFICIAL DEVICES

Any player using an Artificial Device for the delivery of a bowl in a State Event must, once the player has commenced using the device in a game, use the device for the remainder of the game. The jack may be rolled at any time either by hand or with the device. A challenge on appeal to an umpire regarding a bowlers arm may occur before trial ends or up to 10 minutes after a game as similar to Laws 52.4.3 and 52.4.4.2. Any player found using a non-approved bowling arm will be listed as a defaulting player under Law C2 and will lose the game as per Law C10.

17. SCORECARDS

After having completed the front and back of both cards, the cards must be signed and the time recorded immediately the match is completed, by the skips in pairs and triples and by the seconds in fours (DR3.2). This signifies agreement of score and completion of the match. Once the cards are signed the cards shall not be altered and shall be handed in to a Match Official. From the Quarter finals on, all scorecards shall be handed to a Bowls Queensland Match Committee member or a representative. If during the game, or at the conclusion of the game before the cards are signed, a mistake is discovered and the opponents cannot agree, then the umpire is called and if no resolution is found, the end where the mistake occurred shall be declared a nil score end (tied end), and the cards adjusted accordingly.

In a Singles match, there is only one official scorecard and that is the one kept by the marker. The front, back and total is to be completed on both sides of the card and after checking it must be signed and the finish time recorded immediately the match is completed by the opponents and the marker. Once the card is signed the scores shall not be altered and the cards shall be handed to the Match official as above.

18. TEMPORARY MARKINGS (DECALS)

Where temporary bowls markings (decals) are used, it is preferred that all players and teams only use large and small rings or centre dots on each side of their bowls, however all bowls in a team event must be marked identically.



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19. COACHING DURING MATCH

Players who intend to receive coaching during a match, must inform the Match Committee and Umpire of the Coach's name as soon as possible prior to the first match commencing but not less than 30 mins prior to the start of the competition. There shall only be one coach per team or player and that coach cannot be changed for each match.

Please Note: Any person wishing to coach in this event must hold Bowls Australia coaching accreditation and must show it when registering.

20. ELECTRONIC COMMUNICATION DEVICES

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, ipads, ipods, radios etc. Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

21. SOCIAL MEDIA

To assist in ensuring that interactions between players and officials are harmonious the following will be included in the Conditions of Play as permitted by Appendix A.1.4.15. Code of Conduct and Disciplinary Procedures.

"No player shall use Social Media to make derogatory comments about Bowls Queensland, any official, the event or any other player for the duration of the competition. Any infringement of this Condition shall render the offender liable to disqualification from the event".

22. 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.

23. SMOKING REGULATIONS

All players must adhere to the Qld Government Smoking Regulations along with the Smoking Regulations that are applicable in each host club.

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

Please note: Smoking Regulations include all Vaping.

24. LIGHTS

Games may be played or completed under lights if required.

25. PROVISION OF UMPIRES / MARKERS

- (a) In all matches, the provision of non-playing National Accredited Umpires and/or assistants (whose names shall be announced before play commences) is obligatory.
- (b) In semi-finals and finals, the District Umpire's Committee shall officiate or oversee.
- (c) In finals, Markers will be appointed by the Match Committee.
- (d) Markers shall be attired according to the requirements set down for players.

26. ATTIRE

- (a) Medical certification for Specialised Attire, **(including footwear)**, shall be notified to Bowls Queensland for consideration prior to the commencement of these events. A letter may be requested indemnifying Bowls Queensland and the clubs hosting events against accidents to or by the person wearing Specialised Attire.

Please Note: Doctor's certificates are current for the year of issue only and any player who requires such a certificate must obtain a new certificate every year.

- (b) 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-law14.5)
- (c) Lower body attire: All players in a side /team have the same coloured attire ie: State, District or Club approved uniform. (Composite side/team Ref: By-law14.5)
- (d) Attire at this level must carry the BA logo as outlined in the BA national logo policy.
- (e) All players and officials playing and officiating at this event shall wear properly enclosed footwear as per By-laws 14.1 (b) and (c).
- (f) In this event no player shall wear any National or State uniform or 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.