Conditions of Play

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 4th edition, April 2023.

1. ELIGIBILITY

The Multi Disability Championships are open to male and female members with a disability who are a financial member of a club affiliated with Bowls Queensland. All participating players MUST be classified by the relevant organisation prior to the event.

2. 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.

3. 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.

4. 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 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.

5. 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.

6. 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.

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7. 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.

8. 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.

9. LIGHTS

Games may be played or completed under lights if required.

10. PROVISION OF UMPIRES / OFFICIALS

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

11. ATTIRE (MEN & WOMEN)

(a) Attire will be as per Bowls Queensland By-law 14. All Players shall wear their declared club attire 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 flat soled footwear as approved by Bowls Australia's National Officiating Advisory Group (NOAG)

(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.

12. 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.

13. 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: Acting on advice received the forgoing also includes vaping.

14. 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.

15. 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.

16. CONTROLLING BODY

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

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