



STATE MIXED PAIRS CHAMPIONSHIP

November 16 – 17, 2024

GENERAL INFORMATION

1. ALLOCATION OF EVENT AND COMMITTEE COMPOSITION

- (a) The Match Committee shall call for Expressions of Interest from Clubs to host the state Finals of the event.
- (b) The Mixed Pairs Championship Committee shall comprise of the State Match Committee Members who may co-opt others as required.

2. CONTROL AND CONDUCT OF STATE FINALS

- (a) The State Match Committee as the Controlling Body for the State Finals shall control the event and reserve the right to alter the format, times of play and greens to suit unforeseen circumstances, giving as much notice as practical, to achieve a result.
- (b) A Disputes Committee shall comprise the Match Co-ordinator or nominee, and State Umpire's Co-ordinator or nominee.

3. DIVISION OF STATE FOR GROUP PLAY-OFFS

- (a) The State shall be divided into eight (8) Groups as follows:
 - Group 1 – Gateway, Gold Coast/Tweed
 - Group 2 – Cunningham, Downs
 - Group 3 - Condamine, Maranoa/Warrego, Southern Downs
 - Group 4 – Brisbane, Moreton Bay, Sunshine Coast
 - Group 5 – Burnett, Fraser Coast
 - Group 6 – Bundaberg, Central Qld, Port Curtis
 - Group 7 - Leichhardt, Mackay
 - Group 8 – North Qld, North-West Qld, Tropical Far North Qld
- (b) Playoffs by mutual agreements between the competing districts.
The Competition will commence at District level however the host club for the playoffs should be in a reasonably central location and wherever possible group playoffs should be at a neutral venue.

4. ELIGIBILITY

- (a) The Competition is open to financial male and female members of Clubs affiliated with that District Association. For State playoffs, teams should be that which won the group finals.
- (b) Either gender may Skip, but teams must comprise members of Clubs (not necessarily of the same Club) from within their District's boundaries.
- (c) Players under suspension or expulsion are ineligible to play.

5. NOMINATIONS

- (a) **It is a condition of entry for this Event that players are familiar with and accept the Conditions of Play.**
- (b) **NOTE: All relevant umpires, club and District officials must also be fully familiar with these Conditions of Play.**
- (c) Nominations on the prescribed District nomination form must be accompanied by the nomination fee as per the District ruling rate (including GST) per player (to be retained by the District) and must reach the District office no later than 4.00 pm on the nominated closing date.

6. NOMINATION FEES

District & Group Level: As per the host club ruling rate.

State Finals: \$40.00 per team is to be forwarded to Bowls Queensland with the notification of the group winners. It is the responsibility of the group host District to ensure that these fees are forwarded with the nomination form.

NOTE: If these fees are not paid then the team will not be eligible to play in these events.

7. RINKS

- (a) Venue Clubs are requested if possible, to play the morning matches in an east-west direction, and the afternoon matches in a north-south direction.
- (b) In unforeseen circumstances the Match Committee may require teams to play on the same rink more than once on the same day.
- (c) To allow for live streaming of this event it may be necessary to play one way all day. Clubs will be advised if they are affected by this.
- (d) It is preferred that all rinks at venue Clubs be standardised as per Laws 49.1 and 49.2 however wherever possible all rinks should be a minimum of 4.5 metres in width.



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- (e) For some events, the Match Committees will allocate the rinks for play. In these cases, the venue Clubs will be advised.
 - (f) The Match Committee has the right to conduct the event on either or both synthetic, natural, or covered greens. It is preferable for greens to be running at between 15-17 seconds wherever possible.
- 8. PLAY-OFFS**
- (a) **District and Group Play-offs:** This can be a knockout or round robin competition for groups with three (3) or more Districts. **(No extra ends in a round robin format)**
 - (b) Matches will be twenty-one (21) ends of 4 bowls each per player.
 - (c) The Host District for Group play-offs to conduct play and notify Bowls Queensland of the Group winners by Monday 14th October 2024 or immediately the matches have been finalized, if completed before Sunday 13th October 2024.
 - (d) Each Group/District conducting these play-off matches is required to notify Bowls Queensland of the proposed dates and the venue Club hosting these matches on their behalf.
- 9. STATE FINALS**
- (a) These are to be played on a weekend of Saturday 16th and Sunday 17th November 2024, at areas and venues to be advised.
 - (b) The program will be advised as soon as players and teams names become available and when the Draw is completed.
 - (c) Meals will be at players' expense and lunches are to be ordered prior to play commencing each day.
- 10. PRIZE MONEY / BADGES FOR FINALS**
- Prize money as decided by the Board.
Mixed Teams: Gold, Silver and Bronze suitably inscribed medallions shall be awarded to the respective winning players.
- 11. BADGES**
- Group winners will receive suitably inscribed badges.

CONDITIONS OF PLAY

- 1. THE COMPETITION**
- (a) The Competition shall be known as the Bowls Queensland District Mixed Pairs Championship.
 - (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) The Event shall be subject to an Open Draw.
 - (d) A match shall be between two (2) teams. All teams shall contest Rounds 1 - 3 inclusive as set out in the Draw and Playing Timetable.
 - (e) The eight (8) Group winners will be divided into two (2) sections of four (4) teams by Open Draw, with a round robin to be played in each section. The section winners will then play each other in the Final and the runners up in each section shall play off for the Bronze medal.
- 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.
 - (b) In the event of a team receiving a bye and not playing in the first match of the day, then they may be entitled to one (1) trial end each way provided the player or team has not practiced during the time prior to their first match 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 finals play will be at the discretion of the Match Committee.



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3. PLAYING SCHEDULE – SECTIONAL PLAY

(a) Timetable

Saturday: Round 1 at 8.30am Round 2 at 1.00pm
Sunday: Round 3 at 8.30am **Final at 12.45pm** (approx.)

(b) Order of Play (For each Section)

(i) Round 1: 1v 2 3 v 4 Round 2: 1v 3 2 v 4 Round 3: 1v 4 2 v 3

(ii) In the case of a bye in this event leaving only three (3) teams in a section then the following shall apply;
Game 1: team 1 vs team 2, *Game 2:* loser of game 1 vs team 3, *Game 3:* winner game 1 vs team 3.

(iii) Should there be a tie in Game 1 then the Match Committee shall decide the order of play in Games 2&3.
At their discretion the controlling body may use the number of ends won by a team as a guide.

4. **NOTE: If the end is made dead after the bell then that end shall be replayed and if that end is made dead then the jack will be re-spotted on the Tee as per Law 56.5.3.**

5. DURATION OF PLAY

Sectional: Matches shall be twenty-one (21) ends with a time limit of three hours forty-five minutes.(3hrs 45mins)

Pairs will be played 2 x 2 x 2 x 2

Final: Shall be twenty-one (21) ends with no time limit.

6. INCOMPLETED MATCH / COMPETITION

(a) If a match is not completed because of inclement weather, bad light or any other justifiable cause, then sixteen (16) ends shall constitute a match in sectional play and the finals.

(b) If a team is unable to complete any game already commenced, their opponents shall be awarded the maximum match points for that game. As at the time the game was stopped, each team will be allocated the shots scored as of the last end completed.

(c) The completion of two (2) rounds in sectional play shall constitute the completion of the competition.
(Note: Any end not completed when the bell is rung to cease play due to inclement or hazardous weather, SHALL NOT be completed but should be declared dead. However, if all bowls in the end have been played, then the number of shots scored should be decided before the game stops as per Law 32.3).

7. SCORING IN SECTIONAL PLAY

(a) The team scoring the highest number of shots in each game at the end of play, shall be the winner.

(b) Two (2) match points shall be awarded for each such win.

(c) In the event of a tied score, each team shall be awarded one (1) match point.

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

8. DETERMINING SECTION WINNERS

(a) The team scoring the highest number of **match points** shall be declared the winner.

(b) In the event of two (2) or more teams scoring an equal number of match points, the teams with the highest difference between “total shots for” and “total shots against” (**margin**) shall be declared the winner.

(c) If there is still equality, the “total shots against” each team shall be divided into the “total shots for” each team. The team with the **highest result** shall be declared the winner.

9. DETERMINING A FINALS WINNER

If at the completion of 21 ends the scores are equal an extra end will be played by the teams to determine the winner.

10. BYES IN SECTIONAL PLAY

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

11. PLAYER MOVEMENTS DURING PLAY

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

(a) **The Leads:** after delivery of their third and fourth bowls. The skips: after delivery of their second, third and fourth bowls.

(b) **Position of Players:** Players, excluding skips, are not permitted to remain at the head whilst their opposite number is delivering their bowl but shall retire behind the head. Skips must return to the mat immediately their opponent’s bowl has come to rest.

(c) Delaying Play:

If the umpire, either by their own observation or on appeal from one of the skips decides that a player/team is playing in an unsportsmanlike manner by 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

Note: Skips may call leads to the head during a crucial stage of the match without delaying play.

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 should stand behind the head if they are members of the team in possession of the rink.
- (c) Players at the head end of the rink must stand behind and away from the head if they are members of the team not in possession of the rink, or on the surrounds of the green if the jack is in the ditch, or
- (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 will be at the head

13. WITHDRAWALS AND FORFEITS

(a) Withdrawals

- (i) If a team withdraws before the start of play, this will be treated as a bye and no score need be recorded as all teams will be equally affected.
- (ii) A player or team intending to withdraw must notify the Controlling Body and venue Club not later than the scheduled commencement time on the day of play. No team may withdraw without permission of the State Match Committee.

(b) Forfeits

- (i) Should a forfeit occur during sectional play, the remaining 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) Teams that withdraw/forfeit the last round of sectional play up to the Group play off, shall be disqualified from winning the section if a team has scored equal highest points with any other team in that section. **NB. In the State Finals, last round forfeiting is not permitted.**
- (iii) **Late Arrivals:** All players should be in position and ready to play 15 minutes prior to the advertised start time. Any players who arrive later than 15 minutes after the advertised start time without very good reason will not be allowed to continue in the event.
- (iv) **Any team that withdraws/forfeits a match and fails to give a satisfactory explanation may have their nomination refused for any Bowls Queensland fixture/competition for the ensuing twelve (12) months and/or be liable to a one hundred dollar (\$100) fine per player for non-appearance.**

14. SUBSTITUTES

Eligible substitutes are permitted throughout the competition.

Note: If a substitute is required at District level and above the Controlling Body and Bowls Queensland must be advised in writing including a valid reason, the name of the substitute and who the player is substituting for in each and every circumstance. Owing to some abuse of the substitute Law the BQ Match Committee will have very strict guidelines regarding what will be allowed for the granting of a substitute for these events. The Umpire of the day must also be notified of any substitutes. .

Note: There will be no substitutes/replacement players allowed for ineligible players. Should any club or District allow a substitute/replacement player for an ineligible player the offending club or District will be forfeited from all State events for the current year.

PLEASE NOTE. Requests for substitutes/replacement players at the District level are to be determined by the District. Requests for substitutes/replacement players at the Group and State level are to be sent to Bowls Queensland for adjudication.

15. 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.

- (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 (Bowling Arm) for the delivery of a bowl must, once the player has commenced using the device in a game, use the device for the remainder of that game. The jack may be rolled at any time by hand or with the device. A challenge on appeal to an umpire regarding a bowling 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. See Bowls Australia policy 5.1.

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 (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 to a Bowls Queensland Match Committee member or a representative. If during the game, or at the conclusion 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.

18. TEMPORARY MARKINGS (DECALS)

Where temporary bowls markings (decals) are used and may be supplied by Bowls Queensland for composite teams, all teams shall use identical coloured discs/dots on each side of their bowls as per Law 52.1.8 and DR 4.7

19. COACHING DURING MATCH

Any player who intends to receive coaching during a match, must inform the Match Committee and the Umpire of the Coach's name as soon as practicable before the start of play but not less than 30 minutes prior to the match commencing and the Coach cannot be changed for each match. Any person who is nominated as a coach or manager shall strictly adhere to the conditions in Law 44. There shall be only one coach per team.

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

(a) "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. LIGHTS

Games may be played or completed under lights if required.

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: Acting on advice received the foregoing also includes vaping.

24. 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.

25. PROVISION OF UMPIRES

(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) Must be attired in Bowls Australia approved wear.



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26. ATTIRE

- (a) Attire will be as per Bowls Queensland By-law 14. All Players shall wear their Primary (Declared) club attire as per BQ By-laws 14.1(e) and 14.3(a). **Note:** Composite teams may wear District attire.
- (b) Lower body attire: All players in a side/team have the same coloured attire ie: State, District or Club approved uniform. (Composite side/team refer By-Law 14.5)
- (c) Attire at this level must carry the BA logo as outlined in the BA National logo policy.
- (d) All players and officials playing and officiating at this event shall wear flat soled footwear.
- (e) 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.

B.Q. Match Committee