STATE PENNANT FINALS

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 Pennant Finals Committee shall comprise the Match Committee Members who may co-opt others as required.

2. CONTROL AND CONDUCT OF STATE FINALS

(a) The State Match Committee is the Controlling Body for the State Finals and shall control the Event and reserve the right to alter the format, 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 of the Match Co-ordinator or his nominee, and the 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 however the host club for the playoffs should be both neutral and in a reasonably central location.

4. ELIGIBILITY

(a) All Clubs affiliated with the District within its Group shall be eligible to play.

(b) A player shall be a financial Member of the Club and must have played Pennant for the club during the current season.

(c) For the State play-offs, sides should be as near as possible to that which won the Group Finals. Players unavailable for State play-offs can be replaced by anyone who played pennant for the club.

(d) Players under suspension or expulsion are ineligible to play.

5. NOMINATIONS

It is a condition of entry for this Event that players are familiar with and accept the Conditions of Play. NOTE: All relevant umpires, club and District officials must also be fully familiar with these Conditions of Play.

6. COMPOSITION OF SIDES

(a) From Club level to State Finals Division 1 Men shall consist of three (3) teams in a side comprising four (4) players per team. From Club level to State Finals Division 1 Women shall consist of two (2) teams in a side comprising four (4) players per team.

(b) For State finals, each side shall be accompanied by a non-playing Manager (appropriately attired who may be **a reserve** if deemed necessary).

7. FUNDING

Clubs will be responsible for all costs incurred up to and including State Finals.

8. NOMINATION FEES

District & Group Level: As per host club ruling rate.
State finals: $240.00 **per Side (12 players)** and $160.00 per Side (**8 Players**) 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 side will not be eligible to play in these events.

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9. RINKS

(a) Host 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) For live streaming of the event it may be necessary for play to be one way all day. Clubs will be advised if they are affected by this decision.

(d) It is preferred that all rinks at venue clubs be standardized as per Law 49.1 and wherever possible all rinks should be a minimum of 4.5 metres in width.

(e) In some cases, the Match Committee will allocate the rinks for play. If so, the venue clubs will be advised.

(f) The Match Committee retain the right to conduct the event on synthetic, natural or covered greens or any combination thereof.

10. PLAY-OFFS

(a) **District and Group Play-offs:** These will be a knockout Competition for Groups with only two (2) Districts or round robin for Groups with three (3) or more Districts. **(No extra ends in a round robin format)** Where there are four (4) Districts in a Group, the last Round **must** be played.

(b) Matches will be twenty-one (21) ends.

(c) The Host District for Group play-offs to conduct play and notify Bowls Queensland of the Group winners by Monday 7th October, 2024 or immediately the matches have been finalized, if completed before Sunday 6th 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.

11. STATE FINALS

Meals will be at players' expense and lunches to be ordered prior to play commencing each day.

12. PRIZE MONEY

As decided by the Board

13. TROPHIES / BADGES

(a) **Men:** The winning Club in the Men's Finals will be presented with the Earl Klease Perpetual Shield, a Pennant Flag (for flagpole*)* and thirteen (13) lapel badges. (It will be the responsibility of the winning Club to purchase more badges if necessary). Runners-up in the Finals will be presented with a small Pennant Flag. Group winners will also be presented with a small Pennant Flag.

(b) **Women:** The winning Club in the Women's Finals will be presented with the Bowls Queensland 2005 Ladies Section Perpetual Shield, a Pennant Flag (for flagpole*)* and nine (9) lapel badges. (It will be the responsibility of the winning Club to purchase more badges if necessary). Runners-up in the Finals will be presented with a small Pennant Flag. Group winners will also be presented with a small Pennant Flag.

(c) **NOTE:** All players who are in a presentation **must** be dressed in their playing attire or risk forfeiting any prize money or trophy.

14. OPENING / WELCOME CEREMONY

The Opening / Welcome Ceremony will be held at 8.15 am on the Saturday morning of the Event.

STATE PENNANT FINALS

CONDITIONS OF PLAY

1. THE COMPETITION

(a) The Competition shall be known as the Bowls Queensland State Pennant Finals.

(b) All matches shall be conducted strictly in accordance with the "Laws of the Sport of Bowls" - Crystal Mark 4 Edition with Domestic Regulations for Australia, Bowls Australia Policies, Bowls Queensland By-laws, and these Conditions of Play.

(c) The Competition shall comprise Club Division One (1) sides only.

(d) The Event shall be subject to an Open Draw.

(e) A match shall be between two (2) sides. All sides shall contest Rounds 1 - 3 inclusive as set out in the Draw and Playing Timetable, conditions permitting.

(f) The eight (8) Group winners will be divided into two (2) sections (1 & 2) of four (4) sides by Open Draw, with a round robin to be played in each section. The section winners will then play each other in the Final.

2. TRIAL ENDS

(a) Trial ends before Finals play shall be under the control of the State Controlling Body as per Law 5.1, time permitting.

(b) In the event of a team or side 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 side has not practiced during the time prior to their first game of the day.

3. PLAYING SCHEDULE – SECTIONAL PLAY

(a) Timetable

Round 1 at 8.45 am – 12.30 Lunch
Round 2 at 1.00pm – 4.45
Round 3 at 8.15 am & Final at 12.45 pm.

(b) Order of Play (For each Section)

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

(ii) Bye shall be played as per the draw

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 and if that end is made dead then the jack shall be placed behind the Tee and play shall continue as per Law 56.5.3.

5. DURATION OF PLAY

Sectional/Final:

Each team in a side shall play twenty-one (21) ends with a three (3) hours forty five (45) minutes time limit. (Total 63 ends for Men and 42 ends for Women)

6. INCOMPLETED MATCH / COMPETITION

(a) If a match is not completed because of inclement weather, bad light or any other justifiable cause, then a total of forty-two (42) ends for the men and twenty-eight (28) ends for the women, will constitute a match in sectional play and the Finals.

(b) The completion of two (2) rounds in sectional play shall constitute the completion of the competition.

7. SCORING IN SECTIONAL PLAY

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

(b) In the event of two (2) or more sides scoring an equal number of match points, the side 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 side shall be divided into the "total shots for" each side. The team with the **highest result** shall be declared the winner.

9. DETERMINING A FINALS WINNER

(a) **For the men, if the scores in a final are equal at the completion of 63 ends or the bell, provided that the provisions of Condition of Play 5 are met, an extra end shall be played on three rinks, and the shots totalled, to determine the winner. If however, due to inclement or hazardous weather or any other valid reason an extra end or ends cannot be played, then the winner shall be decided on the number of rinks won.**

(b) **For the women, if the scores in a final are equal at the completion of 42 ends or the bell, provided that the provisions of Condition of Play 5 are met, an extra end shall be played on both rinks, and the shots totalled, until a winner can be determined.**

NOTE: All finals shall be played right out. If at the completion of 60 ends and the game cannot be lost or won then the game can be called completed. The game shall not be called completed prior to 60 ends without consultation with and the approval of the BQ Match Committee.

10. BYES IN SECTIONAL PLAY

These affect all sides in a section equally and no score needs to be recorded when a side 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 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: may go to the head after delivery of either skip's first bowl.

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

Restricting the movement of player does not prohibit a player being called to the head by the skip at a crucial stage of the game, however care should be taken not to delay play.

(c) **Delaying play**

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

- On the first occasion the umpire will warn the player/side;
- If the player/side commits the same offence a second time the end will be regarded as completed and the opponents of the offender/s will score as many shots as there are bowls in use by such opponent; 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 behind the mat if they are members of the side which in possession of the rink.

(b) Players at the head end of the rink and who are not controlling play should be behind the jack if they are members of the side which is in possession of the rink.

(c) Players at the head end of the rink must stand behind the jack if they if they are members of the side which is 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 or Deputy will be at the head.

13. WITHDRAWALS AND FORFEITS

(a) **Withdrawals**

(i) If a side withdraws before the start of play, this will be treated as a bye and no score need be recorded as all sides will be equally affected.

(ii) A side intending to withdraw must notify the respective Controlling Body and venue Club not later than the scheduled commencement time on the day of play and the reason for the withdrawal.

(b) **Forfeits**

(i) Should a forfeit occur during sectional play, the remaining sides in that section shall be credited with two (2) points for the win and a shots margin equal to the average of net shot margin recorded in all matches played in that round in that section. Fractions shall not count.

(ii) In the State Finals, last round forfeiting is not permitted**.**

(iii) Late Arrivals: Both sides should be in position 15 minutes prior to the advertised starting time. Should either or both sides fail to arrive within fifteen (15) minutes of the advertised starting time, then they will forfeit the right to continue.

(iv) **A side that withdraws from 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 / REPLACEMENT PLAYERS

Eligible substitutes are permitted throughout the Competition.

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

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.

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 side is disqualified for any reason, the side LAST DEFEATED by the disqualified side 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 either by hand or with the device. A challenge on appeal to an umpire regarding a bowlers arm could 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 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 the Side Managers. 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.

18. TEMPORARY MARKINGS (DECALS)

Clubs are to provide all players in their sides with identical coloured discs (decals) for each side of their bowls, discs/dots, as per Law 52.1.8 and DR 4.7. All bowls in a side event shall be similarly marked.

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 early as practicable before the start of play but not less than 30 minutes prior to the scheduled start of play of the competition and the Coach cannot be changed for each match. Any person who is nominated as a Coach or a Manager shall strictly adhere to the conditions in Law 44. There shall only be one coach per side.

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.

(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.

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). (Composite side/team ref: By-Law 14.5)

(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