JUNIOR STATE CHAMPIONSHIPS

Boys: **Under 18 and Under 15 Singles**
Girls: **Under 18 and Under 15 Singles**
Combined: **U/12 Singles, U/15 Pairs, Open Pairs, U/18 and U/15 Triples & Fours**

4 to 10 April 2027 (closing date for entries 12 February 2027)

GENERAL INFORMATION

1. ALLOCATION OF EVENT AND COMMITTEE COMPOSITION

(a) The Match Committee shall call for Expressions of Interest from Clubs to host the events.
(b) When Clubs are allocated an event/s, a competent Games official shall be appointed to control it.

2. CONTROL AND CONDUCT OF THE EVENT

(a) The Match Committee shall be the Controlling Body for this event and 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 possible to achieve a result.
(b) A Disputes Committee shall comprise of the BQ Match Committee member or nominee and where possible a BQ Umpire Committee member.

3. ELIGIBILITY

(a) The Championships are open to financial male and female members with Competition/ Primary Club status of a Club affiliated with Bowls Queensland at the time nominations close and for the duration of the Championships.
(b) Entrants must be under the age of eighteen (18) years, fifteen (15) fifteen years or under twelve (12) years for the duration 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 to be entered via BowlsLink. All players must be nominated when submitting team entries into BowlsLink. **BowlsLink will NOT accept "To Be Advised" Player**

- Single entries into team events may be submitted on BowlsLink for each discipline.
- Payment must accompany all entries in BowlsLink
- Entries closing date as per BowlsLink.
- https://support.bowlslink.com.au/docs/how-to-enter-a-comp-in-bowlslink/
- All entries for an event may be withdrawn up until the advertised close of entries date. Competitors who withdraw an entry prior to the advertised close of entry date will be entitled to a refund of their entry fee.
- Competitors who withdraw after the official close of entry date will not be entitled to receive a refund.
- All withdrawals to be advised by email or phone to Bowls Queensland.

If you are having any issues with entering online, contact BQ for assistance.
Phone: Micheal Sorrensen 0411557402

5. GREEN 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 respective Controlling Body.
(b) All players must report to the venue Clubs prior to 8.00 am for registration. Trial Ends will be completed prior to the scheduled start, time permitting.
(c) The morning matches shall commence no later than 8.30 am. Subsequent matches shall commence as required.
(d) Should any event be delayed by inclement weather or any unforeseen circumstance, the respective Match Committee will advise of any new arrangements and the players involved shall make themselves available to play "when called."
(e) Failure to comply could 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, 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. **Please Note! This may be amended to allow for the live streaming of events.**

(b) For Singles matches, it is preferred that the direction remains unchanged throughout the day as non-time limit matches can delay play unnecessarily should the direction of the green be changed during the day.

(c) It is preferred that all rinks at venue Clubs be standardised as per Law 49. However, wherever possible all rinks must be a minimum of 4.5 metres in width.

(d) The respective Match Committee has the right to conduct the event on any combination of synthetic, natural, or covered greens.

(e) In unforeseen circumstances the Match Committee may require players/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.

8. TROPHIES

Gold, Silver and Bronze suitably inscribed medallions shall be awarded to the respective winning players.
PRIZE MONEY: As determined by the Board.
Note: All players who are in a presentation must be dressed in their playing attire at the presentations or risk forfeiting any prize money or trophy.

9. MEALS

Meals (to be negotiated with Clubs), 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 between rounds one (1) and two (2). Singles players to arrange lunch break at their discretion 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 Junior 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, Three Bowl Pairs, Two Bowl Triples and Fours.

(e) Singles shall be graded as Under 12 Open, Under 15 years and Under 18 years, male and female.

(f) Under 15 Pairs and Open Pairs teams may be mixed or same gender.

(g) Triples and Fours may be mixed or same gender and shall be graded as Under 15 years and Under 18 years. (dependent on entry numbers)

(h) All disciplines shall commence as sectional play of four (4) teams per section wherever possible to obtain section winners who will then continue on a knockout basis until a winner is determined.

(i) If there are six or less entries, a round robin will be conducted.

2. TRIAL ENDS / PRACTICE

(a) Trial ends shall be under the control of the State Match Committee. Trial ends may be allowed as per Law 5.1, time permitting. (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 each way provided the player or team has not practised during the time prior to their first game of the day.
(c) Practice shall not be allowed at the venue Club after one (1) hour prior to the scheduled starting time on the day of play.
(d) Trial Ends before the Finals in each event may be allowed at the discretion of the Match Committee.
(e) When changing greens or direction of play, players are permitted one (1) trial end at the discretion of Match Committee.

3. PLAYING SCHEDULES

(a) **All Events**

(i) **Timetable – all games will commence at 8.30am with Trial Ends at 8.15am**
Meals (to be negotiated with Clubs), 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 between rounds one (1) and two (2). It may be necessary between games 2 and 3 if clubs are unable to have earlier catering.

(ii) **Order of Play for Sectional 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

Note: In the case of a bye in these events 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.

(iv) At their discretion the controlling body may use the number of ends won by a team as a guide.

Please note: This schedule may be amended to allow for the live streaming of events

(b) **Singles and All Post Sectional**
To be played as soon as rinks and players become available if time permits.

4. DEAD ENDS

If the end is made dead, then Law 20 applies. If the end is made dead after the bell, the jack will be re-spotted on the tee as per Law 56.5.3.

5. DURATION OF PLAY

Depending on byes and the draw, players could be required to play three (3) or more rounds on a given day depending on opponents and rink availability. The Controlling Body reserves the right to alter the format, times of play and greens to suit local circumstances, giving as much notice as practical.
Please Note! If there are insufficient entries for Sectional play, there will be a round robin playoff. The player with the most wins shall be the Gold Medallist, next highest number of wins shall be the Silver Medallist, and the third highest number of wins shall be the Bronze Medallist. Should there be an equality of points then the winner shall be decided as per Clause 8 of these Conditions of Play.

(a) **Singles**

(i) **Sectional and Post Sectional**
Twenty-one (21) shots-up or two (2) hours fifteen (15) minutes time limit.

(ii) **Final**
Duration of finals will be twenty-one (21) shots-up – no time limit.

(a) **Pairs**

(i) **Sectional and Post Sectional**
Teams shall play three bowls each, eighteen (18) ends or two (2) hours fifteen (15) minutes time limit.

(ii) **Finals**
Duration of finals will be eighteen (18) ends – no time limit

(c) Triples

(i) Sectional and Post Sectional
Teams shall play two bowls each, eighteen (18) ends or two (2) hours fifteen (15) minutes time limit.

(ii) Finals
Duration of finals will be eighteen (18) ends – no time limit.

(d) Fours

(i) Sectional and Post Sectional
Teams shall play two bowls each, fifteen (15) ends or two (2) hours 15 minutes time limit.

(ii) Finals
Duration of finals will be fifteen (15) ends – no time limit

6. UNCOMPLETED MATCH

(a) Sectional
If a Sectional match is not completed because of inclement weather, bad light or any other justifiable cause, the following conditions will apply:

(i) Singles - Fourteen (14) shots up shall constitute a match. Extra shots do not count.
(ii) Pairs and Triples - Twelve (12) ends shall constitute a match.
(iii) Fours – Ten (10) ends shall constitute a match.

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

(b) Post Sectional
If a Post Sectional match prior to the **semi-final** is not completed because of inclement weather, bad light or any other justifiable cause, the following conditions will apply:

(j) Singles - Fourteen (14) shots up shall constitute a match. Extra shots do not count.
(ii) Pairs and Triples - Twelve (12) ends shall constitute a match
(iii) Fours - Ten (10) ends shall constitute a match.

(c) Resumption of Match
If under the provisions of Law 33 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 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 ceased.
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, TRIPLES AND FOURS SECTIONAL PLAY

Completed Match

(a) Two (2) match points shall be awarded for each such win and one (1) match point for a tie.
(b) Match points shall be recorded together with shots for and against and also the margin.
(c) The player/team scoring the highest number of shots in each match at the end of play, shall be the winner.

Uncompleted Match

(a) A match that reaches the number of ends as specified in Condition 6 will receive two (2) points for a win, plus margin. The opponent nil (0) points, minus margin. One (1) point for a tie, nil (0) margin.
(b) A match that reaches less than the number of ends as specified in Condition 6 will receive one (1) point each, nil (0) margin.

8. DETERMINING SECTION WINNERS FOR SINGLES, PAIRS, TRIPLES AND 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 player/team. The player/team with the **highest percentage** shall be declared the winner.

9. BYES IN SECTIONAL PLAY

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

10. SCORING IN POST SECTIONAL PLAY

Section winners of Under 12 Singles, Under 15 Singles, Under 18 Singles, Under 15 Pairs, Under 18 Pairs, Under 15 Triples, Under 18 Triples, Under 15 Fours and Under 18 Fours shall play off on a knockout basis in accordance with the draw and the appropriate number of ends 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 (3 bowls)
The Leads: may be called to the head after delivery of their second bowl. The Skips: after delivery of their first, second, and third bowls.

(c) Triples (2 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.

(d) 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.

(e) Restricting the movements of players does not prohibit a player being called to the head by the Skip. A singles player may ask the Marker for permission to visit the head during a crucial stage of the match. 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
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 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 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 a minimum of one (1) metre behind the mat.
(b) Players at the head end not controlling the head should stand a minimum of two (2) metres behind the head or, past the 2-metre mark or,
(c) On the surrounds of the green if the jack is past the 2-metre mark or 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 the Deputy will be at the head

13. WITHDRAWALS AND FORFEITS

Singles, Pairs, Triples and Fours

Withdrawals

(i) If a player/team withdraws before the start of play, this will be treated as a bye and no score needs to be recorded as all players/teams will be equally affected.

(ii) Entrants, who find withdrawal unavoidable, are required to notify the Match Committee.

Forfeits:

(i) Should a forfeit occur during sectional play, the remaining players/teams shall be credited with two points and the following shot allocation for each discipline, for a win by forfeit in a section (based on average sectional scores from past events).

(ii) Singles: (shot margin of plus 9)

(iii) Pairs: (shot margin of plus 7)

(iv) Triples: (shot margin of plus 7)

(v) Fours: (shot margin of plus 8)

(vi) Should a player or team forfeit a match that has begun, and in which a player has not reached 14 shots in Singles, (as per 6a (i)),12 ends in Pairs (as per 6a (ii)), 12 ends in Triples (as per 6a (ii)), 10 ends in the Fours (as per 6a (iii)), the player/team receiving the win by forfeit will receive the shot allocation listed above, or the score at the time of the forfeit, whichever shot margin is greater.

(vii) 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.

(viii) Should a Singles player/ team fail to arrive within fifteen (15) minutes of the scheduled starting time the opponent/s shall be awarded the match.

(ix) 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 that round.

14. SUBSTITUTES / REPLACEMENT PLAYERS

Eligible substitutes and replacement players are permitted throughout the Competitions as per DRs 2.3, 2.4, 2.5 and 2.6. Subject to the approval of the Controlling Body.

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 continue 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. SCORECARDS

(a) Immediately the match is finished, the front and back of both cards must be completed with the same scores, signed and the time recorded, by the skips in pairs and triples and by the seconds in fours (DR3.2). This signifies agreement of the score and completion of the match.

(b) 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.

(c) 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.

(d) 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.

17. TEMPORARY MARKINGS (DECALS)

Where temporary bowls markings 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.

18. COACHING DURING MATCH

(i) Players who intend to receive coaching during a match must inform the Match Committee and Umpire of the Coach's name as early as possible prior to the match commencing, but no less than 30 minutes prior to the competition start time. The Coach cannot be changed for each match and there may only be one coach per player or team.
(ii) Any person who is nominated as a Coach shall strictly adhere to the conditions in law 44.
(iii) Coaches are not to initiate or provide advice until the player asks.
(iv) Credentials must be visible when coaching and removed when not coaching.

Please Note:
(a) Any person wishing to coach in this event must hold Bowls Australia coaching accreditation and must show it when registering. All coaches will be required to sign a Code of Conduct prior to the Championships.
(b) No spectators will be seated directly behind the rinks.

19. 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 bowler's 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.

20. SMOKING/VAPING REGULATIONS

All players must adhere to the Qld Government Smoking Regulations along with the Smoking Regulations that are applicable in each host club. As from 1st September 2016, smoking/vaping has been banned within 10m of any viewing or playing areas if there are Under 18s participating in an open event.
The Smoking Regulations also apply 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".
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 to discourage young people from taking up smoking/vaping.
See https://www.health.qld.gov.au/public-health/topics/atod/tobacco-laws/default.asp

Please note: Smoking Regulations include all Vaping.

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

22. 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".

23. 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.

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) In the interest of sun safety, Bowls Queensland strongly recommend the wearing of suitable protective clothing appropriate for the Queensland climate.
(b) Upper body attire will be as per Bowls Queensland By-Law 14. All players shall wear their declared club shirts as per BQ By-laws 14.1(e) and 14.3(a). Attire at this level must carry the BA logo as outlined in the BA national logo policy. **Event shirts past and present are not acceptable attire. If worn, players will be instructed to change to appropriate attire.**
(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) Any players unable to comply with the logo policy due to medical or religious grounds must seek approval from Bowls Qld in writing, including supporting documents for noncompliance. This written approval must be provided by the participant to the Controlling Body on request.
(e) Flat soled footwear as approved by Bowls Australia's National Officiating Advisory Group.
(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 according to the requirements set down for players. All **umpires** and **markers** to be attired in clothing bearing the BA merchandising logo. Refer 19 and 25.

BQ Match Committee