



2020 OPEN OVER 50's CHALLENGE

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Club Musgrave



CONDITIONS OF PLAY

Updated 11 September 2020

1. Authority and Control

- (a) The competition shall be in the charge of and under the control of the Bowls Gold Coast Tweed Match Committee – GCTDBA By Law 3 (b).

The BGCT Match Committee has the power to enquire into and adjudicate decisions, in the event of a dispute or problems, to make, alter or add to the conditions it deems necessary, under all circumstances and its decisions shall be final.

- (b) Laws of the Sport of Bowls, Domestic Regulations and these Rules and Conditions of Play shall apply.

2. Sectional Structure

- (a) The competition shall consist of three (3) sections of 7 sides playing a round-robin format.
- (b) Each side shall consist of three (3) teams – a fours, a triples and a pairs. (9 players).
- (c) Clubs with two or more sides are to ensure that each of their sides are of an equitable standard to maintain the integrity of the competition.

3. Eligibility, Interchanging Players

- (a) Players shall be 50 years or over on or before the round they first play. Affiliated members of GCTDLBA will also be eligible to participate in open teams.
- (b) A player must play three (3) matches in a side in a section to qualify for that section to be eligible to play in the major trophy final.
- (c) There shall be no lateral movement of players after Round 3 where clubs have two or more sides.

4. Fees

- (a) Club nomination fee of \$110 (incl GST) per side payable on invoice prior to commencement of competition.
- (b) Mat fees shall be \$8.00 per player per round of which \$7.00 shall go to the host club and \$1.00 to the pool for the prizemoney to go to the best performed side of the day. Clubs to supply own scorecards.

5. Duration of play

- (a) All sectional games shall be 21 ends for the fours and 2x2x2x2 pairs, and 25 ends for the 2 bowl triples.
- (b) In the event of a game or games being stopped in sectional play and 42 ends or more have been played – points to be awarded on a win-loss basis. If the game or games are stopped and incomplete with less than 42 ends played the result shall be deemed a draw and points awarded evenly.

6. Scoring

- (a) The winner of each rink shall be awarded two (2) points.
- (b) In the event of a tied score on a rink, each side on that rink shall be awarded one (1) point.
- (c) The side scoring the greatest number of rink points shall be the winner.
- (d) A maximum of six (6) rink points shall apply in any sectional game.
- (e) Match points shall be recorded together with shots for and against and also the margin. Result sheets to show total shots scored by each side.
- (f) In the event of two (2) or more sides scoring equal match points the side scoring the highest net margin or shots will be declared the winner.
- (g) In the event that two (2) or more sides are still equal the controlling body will divide the total shots scored against the side into the total of shots it has scored. The side with the highest result will be declared the winner. If these proportions are equal the best performed side in the game/games between these sides shall be the winner.

7. Finals – Post Sectional

- (a) The top two (2) teams in each Section will play in the Finals.
Major trophy shall be decided by a three-way playoff at Club Musgrave between the Sections top-ranked sides at the completion of all sectional play.
Game One – Winner of Red Section vs Winner of Green Section.
Game Two – Loser of Game One vs Winner of White Section.
Game Three – Winner of Game One vs Winner of White Section.
Fours & Pairs – 16 ends or 2hrs 15mins. Triples – 20 ends or 2hrs 15mins.

Major Final Prize Money:

Winning side – \$800 plus Shield
Runner Up – \$500
3rd placed – \$300

- (b) The Runners Up of each Section, at the completion of all sectional play, will have a three-way playoff at Club Musgrave for the Minor Prize Money.
Game One – Runner Up of Red Section vs Runner Up of Green Section.
Game Two – Loser of Game One vs Runner Up of White Section.
Game Three – Winner of Game One vs Runner Up of White Section.
Fours & Pairs – 16 ends or 2hrs 15mins. Triples – 20 ends or 2hrs 15mins.

Minor Final Prize Money:

Winning side – \$200

Runner Up – \$150

3rd placed – \$100

- (c) All games on the Finals Day will have a time limit of 2 hours & 15 minutes.
Game One – 9:00am – 11:15am
Game Two – 12:00pm – 2:15pm
Game Three – 2:30pm – 4:45pm.
Prizegiving approx. 5:00pm
- (d) All Sides/Teams that play on the Finals Day are required to stay for the Presentation of the Shield & the prize money.

8. Attire

The dress (attire) regulation set down by Bowls Gold Coast-Tweed shall apply i.e. approved club shirts or white shirts.

9. Artificial Devices

A bowling arm cannot be introduced after a game has commenced – bowlers should finish the game as they started. We make no exception on the basis that if a new injury occurred that necessitated the use of a bowling arm then a substitute should be introduced. The BA policy remains unaltered.

10. Miscellaneous

- (a) The Games Controller at the Host Club shall assist the DBA Match Committee Representative.
- (b) The Host Club shall appoint a non-playing umpire or measurer for the days play.
- (c) The Match Committee retains the right to conduct the event on synthetic, natural or covered greens or any combination thereof.
- (d) Host Club shall email the results to DBA office immediately after completion of each round – info@gctbowls.org.au.