



65th ZONE 13 TURN OF THE YEAR OPEN BOWLS CARNIVAL – CONDITIONS OF PLAY 2023/24

Overview:

All matches will be played under the Laws of the Sport and these Conditions of Play.

Formats:

Singles: 4 Bowls per player – First to Score 17 shots

Pairs: 4 Bowls per player (2x2x2x2) – 12 Ends

Triples: 2 Bowls per player – 14 Ends

Eligibility:

Open to any (male or female) registered bowling member of any bowling club.

Sectional Play – All Disciplines:

Round 1: 9.00am Call of Cards; Round 2: 11.15am Call of Cards (approx.); Round 3: 2.00pm Call of Cards (approx.)

Practice/Trial Ends:

There is no practice or trial ends allowed prior to any match, except in the following circumstances:

- a) If a section has a bye, the player/team receiving the bye shall be allowed to practice on a vacant rink (if available and does not need to be same green) whilst the current round match is in progress only.
- b) In Singles sectional play, the Marker in Game 1 will be allowed 10 minutes practice upon conclusion of Round 1 match & prior to start of Round 2 match.

Restrictions on player of movement:

Singles: A player may only follow their 3rd & 4th bowls to the head.

Pairs: **Lead;** may only follow their 2nd & 4th bowls to the head – **Skip;** may only follow their 2nd, 3rd & 4th bowls to the head.

Triples: **Lead;** may only follow their 2nd bowl to the head – **2nds;** may only follow their 2nd bowl to the head – **Skips;** may follow their 1st & 2nd bowls to the head

Singles:

To expedite matches & assist host venue administration, each section will play all of their sectional matches on the same rink.

There will be no dead ends; the Jack will be re-spot on the 'T'. If a bowl is covering the 'T' the Jack will be re-spot on the centre line immediately in front of the bowl.

In each match the winner will receive 3 points, with zero (0) points to the loser.

The winner of each section will be the player with most points:

- a) If tied, the winner will be the player with best for & against margin, if still equal,
- b) the winner will be the player who has conceded the least number of shots over their matches, and, if still equal,
- c) the winner of the section will be the player who won the match between those 2 players.

Order of Play:

Sections of 3: Game 1: A v B – C to mark; Game 2: Loser Game 1 v C – Winner Game 1 to mark; Game 3: Winner Game 1 v C – Loser of game 1 to mark

Sections of 4: Round 1: A v D – B v C; Round 2: A v B – C v D; Round 3: A v C – B v D

Any player failing to fulfill their obligations to mark, will be forfeited out of competition as well as any remaining disciplines entered into within the Carnival and will be ineligible to enter any Zone 13 competition for 12 months.

Each marker is to bring score card to the Controlling Body after the completion of the match.

The winner of each section will progress to the knockout Post Sectional stage.

Pairs:

There will be no dead ends; the Jack will be re-spot on the 'T'. If a bowl is covering the 'T' the Jack will be re-spot on the centre line immediately in front of the bowl.

In each match the winner will receive 3 points; 1 point each for a draw; with zero (0) points to the loser.

The winner of each section will be the team with most points:

- a) If tied, the winner will be the team with best for & against margin, if still equal,
- b) the winner will be the team who has conceded the least number of shots over their matches, and, if still equal,
- c) the winner of the section will be the team who won the match between those 2 teams and if,
- d) that match was a draw, the team with best percentage will be declared the winner

Order of Play:

Sections of 3: Game 1: A v B – C has bye; Game 2: Loser Game 1 v C – Winner of Game 1 has bye; Game 3: Winner Game 1 v C – Loser of game 1 has bye

Sections of 4: Round 1: A v D – B v C; Round 2: A v B – C v D; Round 3: A v C – B v D

The skip of the winning team is to bring score card to the Controlling Body after the completion of the match.

The winner of each section will progress to the knockout Post Sectional stage.

Triples:

There will be no dead ends; the Jack will be re-spot on the 'T'. If a bowl is covering the 'T' the Jack will be re-spot on the centre line immediately in front of the bowl.

In each match the winner will receive 3 points; 1 point each for a draw; with zero (0) points to the loser.

The winner of each section will be the team with most points:

- a) If tied, the winner will be the team with best for & against margin, if still equal,
- b) the winner will be the team who has conceded the least number of shots over their matches, and, if still equal,
- c) the winner of the section will be the team who won the match between those 2 teams and if,
- d) that match was a draw, the team with best percentage will be declared the winner

Order of Play:

Sections of 3: Game 1: A v B – C has bye; Game 2: Loser Game 1 v C – Winner of Game 1 has bye; Game 3: Winner Game 1 v C – Loser of game 1 has bye

Sections of 4: Round 1: A v D – B v C; Round 2: A v B – C v D; Round 3: A v C – B v D

The skip of the winning team is to bring score card to the Controlling Body after the completion of the match.

The winner of each section will progress to the knockout Post Sectional stage.

Post Sectional Matches – All disciplines

All matches will be knockout.

If in Pairs & Triples a match is drawn at conclusion of number of ends to be played, an extra end (or ends) must be played until a winner is found.

Prize Money:

Event Name	Winner	Runner Up	Semi Finalist	Total
<i>Open Singles</i>	\$1,200.00	\$600.00	\$300.00	\$2,400.00
<i>Open Pairs</i>	\$600.00	\$400.00	\$200.00	\$2,800.00
<i>Open Triples</i>	\$300.00	\$200.00	\$100.00	\$2,100.00
<i>Player of the Carnival</i>	\$200.00			\$200.00
<u>All Amounts are per Player</u>			<u>Total</u>	<u>\$7,500.00</u>

Player of the Carnival criteria:

The Player of the Carnival will be awarded to the person who accrues the most points across the disciplines being played, as follows:

Entry per discipline: 15 points

Section Winner: 20 points

Quarter Finalist: 25 points

Semi Finalist: 30 points

Runner Up: 40 points

Winner: 45 points

The highest points scored for each discipline will be taken into consideration.

THE ZONE 13 MATCH COMMITTEE (INCLUDING SPORTS ADMINISTRATOR) IS THE CONTROLLING BODY FOR THE WHOLE CARNIVAL.

THE CONTROLLING BODY DELEGATES TO EACH HOST CLUB A CONTROLLING BODY FUNCTION FOR THE ADMINISTRATION OF MATCHES PLAYED AT THAT VENUE.

THE ZONE 13 CONTROLLING BODY RESERVES THE RIGHT TO ALTER THESE CONDITIONS OF PLAY AT ANY TIME TO ENSURE THE CARNIVAL IS PLAYED TO REACH A CONCLUSION.

FOR ANY ENQUIRIES PRIOR TO OR ON THE DAY OF PLAY, PLEASE CONTACT:

DAVID ELLIS

ZONE 13 SPORTS ADMINISTRATOR

EMAIL: sports.administrator@zone13.com.au

MOBILE: 0450 956 485