



BOWLS WA

2019 STATE ALL ABILITY CHAMPIONSHIPS

Saturday 2 & Sunday 3 March 2019

CONDITIONS OF PLAY



1. STRUCTURE

- a. The Competition is a mixture of Pairs and Singles in four categories:
 - i. Deaf
 - ii. Intellectual
 - iii. Physical
 - iv. Vision.
- b. Each Category may be divided and shared in the Pairs and Singles to allow all players a chance to compete.
- c. Singles and Pairs will be played over Saturday and Sunday. The format of these games (section vs round-robin) is dependent on the number of entries and will be announced on the first day of play.

2. COMPETITION DATES

- a. Saturday 2 March
- b. Sunday 3 March

3. STARTING TIME/TRIAL ENDS

- a. 9:00 am – All Players to Report to Kardinya Bowling Club
- b. 9:30 am – Trial Ends Commence (earlier if everyone is available)
- c. 9:45 am – Trial Ends Finish and Games Commence
- d. One Trial End (each way) at the beginning of each day unless a player has a bye which can then be done prior to their first game of the day

4. PLAY CONDITIONS

- a. At the beginning and end of a timed game a Flag will be waved and a Whistle blown. The end at this time is considered complete if the first bowl has not been played (jack does not count). If bowl/bowls are around the head the end can be completed (i.e., for an end to be classed as started the first bowl has to have been played).
- b. Singles Play, bowler can approach the head (only if necessary) after his or her 3rd bowl has been played.
- c. No following bowls to the head in both Singles and Pairs.
- d. No dead ends, Jack to be re-spotted on the 'T'.
- e. All players must adhere to the Bowls WA Field of Play Rules.

5. FORMAT OF PLAY

Pairs

- a. Pairs will have Three (3) bowls per player.
- b. Specific Format such as Sectional vs Round-Robin will be released after entries for this competition close.

Singles

- a. Singles will have Four (4) bowls per player.
- b. One (1) hour timed game **or** first to 15 Shots Up.
- c. Specific Format such as Sectional vs Round-Robin will be released after entries for this competition close.

6. SCORING – ROUND ROBIN & SECTIONAL PLAY

- a. Winners will be decided by POINTS FOR and/or SHOTS UP.
 - i. 3 Points for a Win, 1 Point for a draw, 0 Points for a loss.
 - ii. If two teams/players are of equal points, shots up will decide the winner and if a winner still cannot be separated, the number of ends won will decide the winner.

SCORING – SECTION WINNERS

- a. If two teams or more have equal game points at the end of sectional play, then the winner will be the team with the highest number of shots up
- b. If two teams or more are still equal then the winner will be determined by the number of shots for divided by the number of shots against (Percentage%)
- c. If two teams or more are still equal then the winning team be determined by:
 - The team that won the match between each other in sectional play
 - The highest number of ends won by each team during sectional play