

**Bowls WA**  
**BCiB Club Presidents' Triples Challenge**  
**Bunbury Conditions of Play**

**Competition Dates and Venue**

Bunbury Bowling Club Tuesday 3<sup>rd</sup> and Wednesday 4<sup>th</sup> September 2019

**Report and Start Time**

- 9.00am – All teams to report to host club
- 9.15am – Trial end commences
- 9.30am – Trial Ends finish and Games Commence

**Entry Fee**

\$150 per team

**Playing Uniform**

Club uniforms are preferred however all BA logoed uniforms will be accepted

**Prize Money and presentations**

1st Prize	\$1,500 per team
2nd Prize	\$1,050 per team
3rd/4th Prize	\$750 per team
5th/6 <sup>th</sup> Prize	\$600 per team
7th/8th Prize	\$300 per team

**After the Wednesday games a lunch will be provided in conjunction with presentations and a sportsperson panel consisting of BCiB representatives and Past and Present Australian Players.**

**Playing Conditions**

- Every team will play seven round robin games. Five games on Saturday and Two games on Sunday
- All matches will be played in a two bowl triples format
- All matches will consist of two sets of five ends with a one end tiebreak if the sets are evenly split. All ends in a set must be completed.
- One end rollup will be permitted at the start of each day and when teams change greens for the first time of the day only.
- The winner of each end will place the mat and the skip will place the jack wherever they want on the centre line, providing the end is of a legal length.
- If the jack is killed it will be re-spotted on the two-metre mark.

## **First to Play**

- First Set: teams will toss a coin and the winner of the toss can choose whether their team places the mat and jack, and then deliver the first bowl or tells the opposing team to place the mat and jack and deliver the first bowl.
- Second Set: the winner of the first set shall place the mat and jack and then deliver the first bowl. If the first set is a draw, the winner of the last end in the first set shall place the mat and jack.
- Tiebreak: in the first and any further ends of a tiebreak, teams shall toss a coin and the winner has the option as described in First to Play First Set.

## **Power Play**

- Each team will have one power play each set which will double the shots for their team for that end only.
- Teams must nominate to use a power play and inform the opposing team before placement of the mat.
- Both teams may choose to use their power play on the same end.
- If a team has not used their power play before the fifth end of a set, then the fifth end will automatically become that team's power play.

## **Determination of Winners**

Ladder rankings will be determined in the following order:

- Firstly, by the highest number of game points (wins) scored – a win is worth three points and there cannot be any draws.
- If game points are equal, the team with the highest number of set points won shall be ranked higher – one point per set won and 0.5 points per set draw. A tiebreak is not a set and will not be allocated set points.
- If game points and sets won are equal, the team with the highest net total shots (total shots for minus total shots against) over all games shall be ranked higher (shown as shots up on the ladder).
- If game points and sets won, and net total shots are equal, shot percentage will be used. The team with the highest percentage will be ranked higher.
- If everything is equal, the two teams will play a best of three end tiebreak.