



# 2022 BOWLS BLITZ TEAM EVENT MANUAL AND CONDITIONS OF PLAY



## **Controlling Body**

Bowls WA High Performance Committee

## **Key Contacts and Franchise Managers**

- **BWA High Performance Chair** – Kerry Andersen (reserve coach)
- **Bowls Blitz Organiser** – Pieter Harris (reserve coach)
- **BCiB Blitz** – Ken Pride
- **Blooms the Chemist Stars** – Therese Hastings
- **Variety- the Children's Charity Chargers** – Lindsay Thorn
- **SRC Sharpshooters** – Margaret Anderson
- **Liquor Traders Pirates** – Helen Stevens
- **Dyynamic Cyclones** – Tony Hockey
- **Henselite Enforcers** – Kyle Mcilroy
- **AFGRI Pinnacles** – Doug Kelly

## **Competition Dates and Venues**

- Sunday July 3<sup>rd</sup> – Kardinya Bowling Club
- Sunday July 10<sup>th</sup> – Thornlie Bowling Club
- Sunday July 31<sup>st</sup> – Cockburn Bowling Club

## **1. Competition Format**

- Preliminary Rounds to be played over 12 rounds
- Each Franchise will play 6 Franchises twice and 2 Franchises once
- Finals will be played by the top four teams on the ladder after the Preliminary Rounds
- Semi Finals will be 1 v 4 and 2 v 3
- Grand Final will be the winners of the Semi Finals
- The four disciplines of Singles, Pairs, Triples and Fours will be played as set out under Fixtures
- Rounds 1 – 10 will involve 6 of the 8 franchise players
- Rounds 11 -12 and All Finals will involve all 8 franchise players
- Each franchise manager may move players between disciplines during play an unlimited number of times
- There will be no substitution between players on the green and off the green
- Dead ends will be respotted for Pairs, Triples and Fours
- Dead ends will be replayed for Singles

### **Singles Players Restrictions**

- Each player will only be able to play in the Singles Discipline a maximum of 2 times excluding finals
- If a player is switched between disciplines, the player who finishes the game will be credited with having played the game
- The organising body reserves the right to amend the singles player restrictions if they believe the rule is not being used in the manner intended

## **2. Weekly attendance of Franchise Players**

- Rounds 1 – 10 will involve 6 of the 8 franchise players in each round
- Rounds 11 -12 and All Finals will involve all 8 franchise players
- Franchises will have the discretion to have 6, 7 or 8 squad members attend weeks 1 and 2
  - If a Franchise has 6 players attending, players will play all 5 rounds on that day
  - If a Franchise has 7 or 8 players attending, managers may select any of those players to play in the next round.
  - If a Franchise has 7 or 8 players attending, the 6 players playing in that particular round may NOT be substituted out of the game for the 1 or 2 players sitting on the sidelines. For switching players between disciplines during the round see below 9. Switching players between Disciplines
- No player may miss more than one day unless extenuating circumstances exist e.g. sickness

### **3. Time Limits**

- Pairs/Triples/Fours fixtures time limited - 1 hour & 15 minutes
- Singles fixtures time limited - 1 hour & 15 minutes or 25 Up (whichever happens first)
- If the time limit expires during an end, the end will be completed
- If an end is killed after the time limit expires, the end will be respotted in all disciplines

### **4. Submitting Teams Prior to Fixtures**

- For advertising purposes, each Franchise Manager will submit their teams for the first fixture on the Tuesday prior to the next playing date
- Teams for each of the four-remaining fixtures on that playing date will be written on the score cards prior to the fixture as described 15.
- Rink Draws for the first fixture will be done by BWA staff and advertised accordingly
- Rink Draws for the remaining fixtures on the day will be done by the competing managers

### **5. Rollup Prior to Fixtures**

- The only rollup will be prior to the first fixture of each playing day
- Franchises drawn to play each in the first fixture will be allocated three (3) rinks to share between 8.30am to 8.55am

### **6. Starting a Fixture**

- Before each fixture begins, instead of tossing a coin to decide who has control of the mat, each franchise will choose a player to have a one bowl shootout against an opposition player. The winning player may keep or give the mat away
- Every player in the franchise squad must be nominated at least once over the 12 Preliminary Rounds
- No player in the franchise may be chosen more than twice over the 12 Preliminary Rounds
- Both players will be on the same rink with the Mat on the tee
- Franchises named first in each fixture has the first bowl in the shootout
- The player with the first bowl in the shootout will roll the jack to their length with the mat staying on the tee
- If a player trails the jack or moves the opposition bowl more than four feet, the jack or opposition bowl will be replaced onto its original spot as determined by the Umpire

- If a player trails the jack or moves the opposition bowl less than four feet, the jack or opposition bowl will stay where it lies
- The Umpires are the only people able to determine if a bowl or jack needs to be replaced or left where it

## 7. Determining Points per Fixture

- 10 points per rink win
- 5 points per rink draw
- 1 point for every end won
- 1 bonus point for a 4 in singles
- 1 bonus point for a 5 in pairs
- 1 bonus point for a 5 in triples
- 1 bonus point for a 5 in fours
- 2 bonus points for an 8 in fours

## 8. Ladder Position

### **Ladder Positions will be based on**

- Total Points
- Shots Up
- Percentage of shots for and shots against
- Total number of ends won
- Total number of bonus points won

## 9. Switching players between Disciplines

- A Franchise manager may move players across all the playing disciplines while fixtures are in play on unlimited occasions except for singles (see below)
- Once either singles player reaches 10 shots in a match, neither singles player may be switched between disciplines

## **10. Replacement Players**

- If a Franchise has three or more players missing for playing day 1 or 2, they may choose as many players as required from the nominated draft players list to have six available players
- If a Franchise has one or more squad members unavailable for the final playing day, they may choose as many players as required from the nominated draft players list to have eight available players

## **11. Slow Play**

- Each fixture is one hour and fifteen minutes, there is no shot clock on players
- First Warning - If an umpire believes players are taking too long between shots or ends, they will warn the franchise manager
- Second Warning - the umpire will inform the franchise manager that one (1) point will be deducted from the franchise's total points
- Third and Subsequent Warnings – the umpire will inform the franchise manager that ten (10) points will be deducted for each continuing offence from the franchise's total points

## **12. Restricting Movement of Players During Play**

- Only the Skip may start at the end the jack is rolled to at the start of the end. All other players must start the end at the bowling end and may only move to the skip end under the below restriction of movement conditions

### **Singles**

- After their third bowl

### **Pairs 3 x 3**

- Lead – after their third bowl
- Skip – after their second bowl

### **Pairs 2 x 4 x 2**

- Lead/Skip – after their third bowl
- Second/third – after their fourth bowl

### **Triples**

- Lead – after their second bowl
- Second – after their second bowl
- Skip – after their first bowl

## **Fours**

- Lead– after their second bowl
- Second – after their second bowl
- Third – after their second bowl
- Skip – after their first bowl

### **13. Extreme Weather**

- Players and Managers should expect to play in some rain
- Rain will not stop play until it is considered by both Umpires and the Controlling Body that it is unsafe to continue

### **13. Alcohol Consumption**

- All Franchise Players and Managers are not permitted to drink alcohol during any fixture they are a part of

### **14. Awards**

## **Player of the Tournament**

- After each round the two competing Franchise Managers will determine a combined 3,2,1 across the disciplines and complete the supplied slip

## **Sportsmanship Award**

- Chosen by a representative of the controlling body with input from Umpires and Markers

### **15. Rink Draws**

- Each Manager will submit their 1<sup>st</sup> round of the day teams as previously described in 3. Submitting Teams Prior to Fixtures
- Once those teams are received, BWA office staff will randomly do a rink draw for the first round and use them for advertising purposes
- At the start of every playing day, each manager will be given score cards for each round of the day noting what green and rink each discipline is playing on.
- Managers must complete their score cards with their players names starting in that discipline before each round

- If a round has three different discipline's playing, then a rink draw is not required. Manager's will swap cards and complete their players names on the oppositions score card and then return them to start play. E.g., one singles game, one pairs game, and one triples game, a draw is not required
- If a round has multiple games of the same discipline e.g., two singles games, then managers should conduct a blind pennant type draw to determine who plays who
- In the case of singles games, only one manager will be given those score cards at the start of the day, and they should conduct the draw if required and give the card/s to the marker on the nominated rink

## **17. Franchise Squad Structure**

### **1.1 Team Structure**

- 1.1.1 Eight Franchises will be aligned with Bowls WA sponsors and/or supporters
- 1.1.2 Each Franchise will be appointed a coach/manager from the Bowls WA High Performance Committee
- 1.1.3 Each Franchise will be made up of eight (8) players via a draft
- 1.1.4 Each Franchise will choose a player captain via a draft
- 1.1.5 Each Franchise will choose a further seven (7) players made up of Men's and Women's State Squad members and nominated players via a draft
- 1.1.6 Each Franchise squad must have a minimum two (2) male and two (2) female players
- 1.1.7 After the inaugural year, Franchises will be able to keep 2 players from their previous squad, while the remaining 6 players will go into the draft if they nominate to do so.

### **1.2 Player Draft**

- 1.2.1 All Franchises will start with 2 players retained from the previous year leaving a total of 48 draft selections.
- 1.2.2 The Draft will be a snake type draft e.g., the franchise with the 8<sup>th</sup> pick will also have the 9<sup>th</sup> pick and the franchise with the 1<sup>st</sup> pick will have the 16<sup>th</sup> pick and so on until all 48 selections are allocated.
- 1.2.3 Franchises will be assigned a draft pick 1 to 8 based on where they finished on the ladder the previous year e.g. Last on the ladder will receive pick 1

### **1.3 Nominating for the Player Draft**

- 1.3.1 A nomination period will be announced to allow all eligible players to enter the Bowls Blitz Draft
- 1.3.2 Upon completion of the draft, players names will be retained and will be available to substitute if a selected squad member is unavailable
- 1.3.3 Once chosen as a substitute for a Franchise, the player is unavailable to substitute in any other Franchise.