

Bowls WA Community Shield

Conditions of Play

Please note: This is a competition for social bowlers.

A maximum of One (1) Pennant player per team is allowed provided they play as lead.

1. Overall winners will be decided on wins, draws, shots up and if necessary, least shots against.
2. All games will be played to the bell i.e. start and finish on the bell (providing equal bowls have been bowled). The toss for the mat and the rolling of the jack may be completed prior to the starting bell. There will be no trial ends.
3. Games will run for 1 hour 15 minutes, with 10 min between games (except for lunch). Two games before lunch and two after.
4. If the jack is rolled out of bounds or into the ditch, then the opposing skipper will place the jack on the centre line, at his/her discretion.
5. There will be no dead ends, replace jack on the T.
6. Teams play as Fours. The team structure (positions and introduction of substitutes) can be changed at the competition of each end.
7. Write your players names on the score card for the 1st game. Winning 2nds - take your card and your opponents to the match table at the end of the game.

Seconds – please make sure you use the correct card. Cards are marked Game 1, 2, 3, 4. Please use them in that order.

DUTY OF CARE

If you intend driving into the bowls (the head) please tell the players at the opposite end of the rink. We do not want any accidents!

SPECIAL CONDITIONS

Please observe the host club's smoking and drinking regulations around the green and clubhouse. We would also ask that your friends and supporters observe this condition.

ENQUIRIES

Clive Adams (Bowls WA) 9340-0807 clive@bowlswa.com.au

Game Day Coordinator: Hilton Park Bowling Club

