



2023 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)
- **The Professionals Stars** – Ian Hastings
- **AFGRI Chargers** – Kelli Wray
- **SRC Sharpshooters** – Bruce Eagles
- **Liquor Traders Pirates** – Dave Rankin
- **Dyynamic Cyclones** – Steve Beckwith
- **GenesisCare Enforcers** – Geoff Watson

Competition Dates and Venues

- Sunday July 2nd – Sorrento Bowling Club
- Sunday July 23rd – Joondalup Bowling Club
- Sunday July 30th – Sorrento Bowling Club



1. Competition Format

- Each Franchise will consist of 10 players as designated by the State Selection Panels.
- All players will play each round in a combination of Singles, Pairs, Triples and Fours as set out under each round of fixtures.
- Each Franchise will play each other twice over 10 rounds in the Preliminary round stage.
- Finals will be played by the top two teams on the ladder after the Preliminary Rounds.
- The Grand Final will be played over 4 rinks with one each of Singles, Pairs, Triples and Fours.
- Each franchise manager may move players between disciplines during play an unlimited number of times.
- If a player is switched between disciplines, the player who starts the game will be credited with having played the game, except in singles where the player that finished the game is credited.
- 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 once excluding finals.
- Once one of the singles players reaches a score of ten (10) shots neither singles player may be switched.
- 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 Squad Players

- All ten squad members play each round.
- If a player is unable to attend, the Controlling Body in consultation with the Franchise Manager, will choose a player from the reserve player list.

3. Time Limits

- Any round that includes the fours discipline will be 1 hour & 30 minutes.
- When fours is not being played, that round will be 1 hour only.
- 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 and during the competition

- 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 three-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 9.10am to 9.25am

6. Starting a Fixture

- Managers will toss a coin to determine who has the mat.
- Managers may keep or give the mat away. The decision made applies to all rinks that round.

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, a 6 in triples, a 6 in 3x3 pairs and a 8 in 2x4x2 pairs.

8. Ladder Position

Ladder Positions will be based on

- Total Points; then Shots Up; then %; then total number of ends won; then total ends of bonus points won; one bowl shootout between one nominated player from each squad.



9. Slow Play

- 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.

10. 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/Second – after their second bowl
- Skip – after their first bowl

Fours

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

11. 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 or the host club official requests it.



12. Alcohol Consumption

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

13. 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.

15. Rink Draws

- Each Manager will submit their 1st round of the day teams as previously described in 4. Submitting Teams Prior and during competition.
- 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.
- Manager's will swap cards and complete their players names on the oppositions score card and then return them to start play.
- 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.