# All Individual Conditions of Play are to be read in conjunction with the Metropolitan Pennant Competition - General Conditions

#### 1. STRUCTURE

- (i) The Competitions are graded into Divisions.
- (ii) Each Division will be sub-divided into colours.

## Tuesday

(iii) Premier - 3rd Division: Three (3) teams of four (4) players shall constitute a side. 4th Division: Two (2) teams of four (4) players shall constitute a side.

Premier League				
1st Division	White		_	
1st Division	Green North	Green South		
2nd Division	Red	White	Green	Blue
3rd Division	Red	White	Green	Blue
4th Division	Colours as required			

(iv) The structure of Lower Divisions is determined by the G Committee.

#### Saturday

(v) Two (2) teams of four (4) players shall constitute a side.

The Competitions are graded as follows:

1st Division	Red			
1st Division	Blue North	Blue South		
2nd Division	Lemon	Lime	Yellow	As required
3rd Division	Blue	Pink	Purple	As required

## 2. REGIONAL CONSIDERATIONS OF THE DRAW

The Draw shall be conducted as follows:

- Tuesday Premier League, Tuesday 1st Division White and Saturday 1st Red will not receive regional consideration.
- (ii) Regional consideration will be given to all other Divisions.
- (iii) Where a club has more than one side in a Division, each side will be placed in a different colour if possible.

#### 3. FORMAT

#### General

- (i) A Sides competition with fours (4) players in each team.
- (ii) Two (2) bowls per player.
- (iii) The Fixtures will be scheduled as a home and away competition.
- (iv) No alterations will be permitted without the prior written consent of Bowls WA.

#### Tuesday

(v) 21 completed ends

#### Saturday

(vi) 18 completed ends

## 4. CONSTITUTED GAME

## 4.1 3 Teams per side

42 completed ends must be played to constitute a game.

#### 4.2 2 Teams per side

- i) 28 completed ends must be played to constitute a game (Tuesday)
- (ii) 24 completed ends must be played to constitute a game (Saturday)

Note: If the required ends are not completed the game shall be abandoned as outlined in the Metropolitan Pennant Competition General Conditions

(i)

## 5. STARTING TIME/TRIAL ENDS

#### 5.1 Tuesday

- (i) The starting time of pennant games shall be 9.15am.
- (ii) Trial ends may commence at 9.00am and must be completed before the scheduled starting time.
- (iii) By the agreement of both clubs, clubs may start up to and including 10.00am.

Note: Any agreement should be emailed to pieter@bowlswa.com.au prior to the playing day, in case of any dispute

## (iv) Saturday

(v) The starting time of pennant games shall be 1.45pm

Trial ends may commence no later than 1.30pm and must be completed before the scheduled starting time.

#### 6. FINISHING TIME - TUESDAY

(i) All pennant games must be completed by 2.30pm

#### 7. LATE APPEARANCE

- Metropolitan Pennant Competition General Conditions of Play.
- (ii) Refer Laws of the Sport of Bowls Domestic Regulations.

#### 8. SCORING

Points shall be awarded as follows:

3 Teams	s per Side	2 Teams	perside
Maximum	6 points	Maximum	4 points
For aggregate win	3 points	For aggregate win	2 points
For aggregate tie	1.5 points each	For aggregate tie	1 point each
For rink win	1 point	For rink win	1 point
For rink tie	0.5 points each	For rink tie	0.5 points each

## 9. NOTIFICATION OF PENNANT RESULTS

## **Tuesday and Saturday**

- (i) It is the responsibility of the Club listed as the 'Home Team' in the fixture to:
  - ▶ Input the final scores into the Bowls Link website by 6.30pm on the day of the game.
  - ▶ To align the home rinks to correspond with their direct rink opponents.
  - ► To input the correct rink scores against each skipper.
  - ▶ There is no requirement for the Home Side to forward the Pennant Result Sheet to Bowls WA.
  - ▶ The Home Side is responsible for holding onto the Pennant Result. Sheet in case final results need to be confirmed at a later date.
- (ii) It is responsibility of the Club listed as the 'Away Team' in the fixture to check results in the Bowls Link website are correct.

Note: Tuesday Pennant scores will be taken from the Bowls Link website by staff at 6.15pm, collated and sent to the following days newspaper. If the West Australian/Sunday Times Newspaper changes submission times for inclusion in the following day's newspaper, club inputting times may be adjusted.

Penalty: Fine

## 10. PENNANT FINALS

## 10.1 Determining a Winner

#### General

- (i) Colour Winners in each division shall be decided by the points gained by each side.
- (ii) In the event of two or more sides having the same number of points, the following shall apply:
  - (a) The order shall be determined by the shots for divided by the shots against.
  - (b) then if equal order shall be determined by the difference in shots for and against: and
- (iii) Aggregate scores in finals games shall determine the winning side.

## 10.2 Venues for Pennant Finals

#### 10.2.1 General

- (i) Clubs are not permitted to use split rinks.
- (ii) Clubs are permitted to use any approved surface for Pennant Finals.
- (iii) All Grand Finals shall be played at a neutral venue, unless extenuating circumstances dictate otherwise, as determined by the Game Development Committee.

## 10.2.2 TUESDAY Premier League, 1st Division White and 1st Division Green (North and South)

- (i) The first day of finals shall be played at the club that finishes on top of the ladder
- (ii) The second day of finals shall be played at the home of the highest participating club.
- (iii) In each Finals Fixture, the team that finished higher on the Home and Away ladder will use stickers.

#### 10.2.3 TUESDAY 2nd Division and below

 The first day of finals shall be played at the club that finishes with the most points amongst the colour winners.

#### 10.2.4 SATURDAY All Divisions

 All finals will be held at venues determined by the Game Development Committee depending on green availability.

## 10.2.5 RESULTS (Tuesday and Saturday)

- (i) Bowls WA will advise clubs who is the "Home" and who is the "Away" team for the purpose of inputting the results into the Bowls Link website.
- (ii) There is no requirement for the Home Side to forward the Pennant Result Sheet to Bowls WA.
- (iii) The Home Side is responsible for holding onto the Pennant Result Sheet in case final results need to be confirmed at a later date.

#### 10.3 Draw of Pennant Finals

## 10.3.1 TUESDAY Premier League and 1st Division

MONDAY Semi-Finals	1 v 2	3 v 4
TUESDAY Preliminary Final (PF)	Loser (1 v 2) v Winner (3 v 4)	
WEDNESDAY Grand Final	Winner (1 v 2) v Winner Preliminary Final (PF)	

#### 10.3.2 TUESDAY 2nd Division and below

- (i) Colour winners are ranked from 1 to 4 according to their points.
- (ii) In the event of two or more sides having the same number of points, the following shall apply:
  - (a) the order shall be determined by the shots for divided by the shots against.
  - (b) then if equal, order shall be determined by the difference in shots for and against.

TUESDAY Semi-Finals	1 v 4	2 v 3
WEDNESDAY Grand Final	Winner (1 v 4) v Winner (2 v 3)	

## 10.3.3 SATURDAY 1st Division Red and 1st Division Blue

SATURDAY AM Semi-Finals	1 v 4	2 v 3
SATURDAY PM Grand Final	Winner (1 v 4) v	/ Winner (2 v 3)

## 10.3.4 SATURDAY 2nd Division and below

- (i) Colour winners are ranked from 1 to 4 according to their points.
- (ii) In the event of two or more sides having the same number of points, the following shall apply:
  - (a) the order shall be determined by the shots for divided by the shots against.
  - (b) then if equal, order shall be determined by the difference in shots for and against;

SATURDAY AM Semi-Finals	1 v 4	2 v 3
SATURDAY PM Grand Final	Winner (1 v 4) v Winner (2 v 3)	

## 10.3.5 Division with a number other than 4 colours

## (i) Three (3) colours in a Division

The club with the highest points will be granted direct entry to the Grand Final and the remaining two (2) colour winners will play off for the second Grand Final position.

## (ii) Two (2) Colours in a Division

The two (2) colour winners will play in the Grand Final.

#### (iii) One (1) Colour in a Division

The club finishing on top of the ladder will play the club finishing second on the ladder in the Grand Final.

## (iv) Five (5) Colours in a Division

Two (2) colour winners with the lowest overall points will play off to determine who will play in the finals against the three (3) colour winners with the highest points.

**Note:** In the event of there being more than five (5) colours in the competition, the Game Development Committee shall determine the pennant final format.

#### 11. PROMOTION AND RELEGATION

## 11.1 TUESDAY Premier League

- (i) The two (2) clubs with the lowest number of points will be relegated to 1st White, subject to 11.2(iii) and (iv).
- (ii) No club will have more than one side in Premier League.

## 11.2 TUESDAY 1st Division White

- (i) The two (2) clubs finishing 1st and 2nd on the ladder shall be promoted to Premier League.
- (ii) In the event that a club finishing in 1st and/or 2nd already has a side in Premier League, the 3rd and/or 4th placed side will be promoted according to ladder position order.
- (iii) If all top four clubs already have a side in Premier League, no side will be promoted from 1st Division White and therefore no side will be demoted from Premier League.
- (iv) The two (2) clubs finishing in 9th and 10th position on the ladder will be relegated to 1st Division Green (North or South)

#### 11.3 TUESDAY 1st Division Green North and South

- (i) The club that finishes on top of the ladder in 1st Division Green North and 1st Division Green South shall be promoted to 1st Division White.
- (ii) The two (2) clubs with the lowest number of points in 1st Division Green North and 1st Division Green South will be relegated to 2nd Division.

## 11.4 TUESDAY 2nd Division (4 colours)

- (i) The club finishing in 1st position on the ladder in each Colour shall be promoted to 1st Division Green North or 1st Division Green South.
- (ii) The two (2) clubs with the lowest number of points will be relegated to 3rd Division.

## 11.5 TUESDAY 3rd Division (4 colours)

- (i) The two (2) clubs finishing 1st and 2nd on the ladder in each Colour shall be promoted to 2nd Division.
- (ii) The two (2) clubs with the lowest number of points will be relegated to 4th Division.

## 11.6 TUESDAY 4th Division (4 colours)

The two (2) clubs finishing 1st and 2nd on the ladder in each Colour shall be promoted to 3rd Division.

## 11.6.1 TUESDAY 4th Division (other than 4 colours)

In the event of 4th Division having more or less than four (4) Colours, promotion will be determined as follows:

## (i) Six (6) colours

- One (1) club with the highest number of points in each Colour shall be promoted to 3rd Division.
- The two (2) clubs with the next highest points, from any Colour, shall be promoted to 3rd Division.

#### (ii) Five (5) colours

- One (1) club with the highest number of points in each Colour shall be promoted to 3rd Division.
- The three (3) clubs with the next highest points, from any Colour, shall be promoted to 3rd Division.

## (iii) Three (3) colours

- Two (2) clubs with the highest number of points in each Colour shall be promoted to 3rd Division.
- The two (2) clubs with the next highest points, from any Colour, shall be promoted to 3rd Division.

#### 11.7 1st Division Red

(i) The two (2) clubs with the lowest number of points will be relegated to 1st Division Blue.

#### 11.8 1st Division Blue North and South

- (i) The club that finishes on top of the ladder in 1st Division Blue North and 1st Division Blue South shall be promoted to 1st Division Red.
- (ii) The two (2) clubs finishing with the lowest number of points in both North and South will be relegated to 2nd Division.

#### 11.9 2nd Division (4 colours)

- (i) The club finishing in 1st position on the ladder in each Colour shall be promoted to 1st Division Blue North or 1st Division Blue South.
- (ii) The two (2) clubs with the lowest number of points in each colour, will be relegated to 3rd Division.

#### 11.10 3rd Division (3 Colours)

(i) The two (2) clubs finishing 1st and 2nd on the ladder in each Colour will be promoted to 2nd Division.

**Note:** In the event of an increasing or decreasing number of nominated teams, the Game Development Committee shall have the power to increase or decrease the number of colours in any division. This may change pennant finals and relegation or demotion.

The Game Development Committee shall have the power to promote or relegate any club to complete a pennant division.

A maximum number of two (2) teams from one club will be permitted in each colour. This may affect the promotions and relegations.

#### 12. PENNANT FINALS ABANDONMENT

In the event of one or more pennant finals being abandoned, the Bowls WA Game Development Committee reserves the right to alter the format or structure or determine a result for affected finals.

However it is not envisaged for finals to be extended beyond the scheduled playing dates.

#### 13. PROCEDURE IN EXTREME WEATHER

## 13.1 General Abandonment

(i) To be read in conjunction with Metropolitan Pennant Competition General Conditions of Play

## General Abandonment - Heat (Saturday Pennant Only)

- (ii) If the temperature forecast is 41°C or over all pennant games shall be cancelled at 5.00pm the day before the scheduled pennant fixture.
- (iii) Notification of a General Abandonment will be placed on the Bowls WA Website only.

**Note:** Bowls WA reserves the right to call a General Abandonment in circumstances where lead up and ongoing conditions are considered extreme e.g., Multiple extreme weather days in a row (heatwave).

## 13.2 Individual Club Abandonment/Interrupted Games

If the temperature is less than 38°C at the start of play, the Umpire of the Day should check the temperature periodically to determine if the following instructions are required.

- (i) To be read in conjunction with Metropolitan Pennant Competition General Conditions of Play
- (ii) If a game has commenced and the temperature reaches 38°C or above, these procedures apply even if enough ends have been completed to constitute a game.
- (iii) Should the temperature reach 38°C at the start of play or during play, then the umpire of the day is to refer to 13.3 in these conditions of play.
- (iv) Should the temperature reach 40°C at the start of play or during play, then the umpire of the day is to refer to 13.4 in these conditions of play.
- (v) If play is still in progress at 2.30pm (Tuesday) all ends in play shall be completed. A count of completed ends should be made to determine if the required number of ends to constitute a game have been completed.
- (vi) If insufficient ends have been completed refer to Metropolitan Pennant Competition General Conditions.

- 13.3 Umpire of The Day Procedures when the Temperature has reached 38°C but not exceeded 40°C If the temperature has reached 38°C but not exceeded 40°C at the designated rollup time, players will commence the roll up and start the game as scheduled. The following procedures will apply after 30 minutes of play, not including the rollup.
- (i) After commencement of play, when the temperature is 38°C or above, the Umpire of the Day shall call the players off the green at the completion of each rinks current end for a designated 10-minute rest period. The rest period will not begin until the last rink has left all greens in use at the venue. If a dead end occurs, players will still leave the green.
- (ii) The Umpire of the Day is not required to check the temperature until after 30 minutes have taken place OR they feel the temperature may have risen to 40°C or above (see 13.4)
- (iii) After 10 minutes, play will recommence for a further 30 minutes.
- (iv) If the temperature is still above 38°C, then the Umpire of the Day will continue the process of 10 minutes rest and 30 minutes play until the temperature drops below 38°C.
- (v) Any player can appeal to the Umpire of the Day at any time. Refer to the Bowls WA Extreme Weather Policy.
- (vi) If a Side refuses to leave the green or refuses to return to the green when requested by the Umpire of the Day, they should be given a warning. If they still refuse to comply with the Umpires directions, they should be forfeited. This is the case even if enough ends have been played to be considered a constituted game.

## 13.4 Umpire of The Day Procedures when the Temperature is 40°C and above

- (i) Should the temperature reach 40°C, then the umpire of the day is required to defer play in accordance with Metropolitan Pennant Competition General Conditions
- (ii) Any game not commenced within sixty (60) minutes of the agreed start time shall be treated as abandoned in accordance with Metropolitan Pennant Competition General Conditions of Play.
- (iii) If after sixty (60) minutes cumulative time is reached and play has not commenced or recommenced or is again delayed, the game must be abandoned by the Umpire of the Day.
- (iv) A count of completed ends should be made to determine if the required number of ends to constitute a game have been completed.
- (v) If insufficient ends have been completed refer to Metropolitan Pennant Competition General Conditions of Play.