## JUAN de FUCA LAWN BOWLS CLUB TOURNAMENT KIWI QUADDIE

## **CONDITIONS OF PLAY:**

- 1. Laws of the Sport of Bowls: Crystal Mark 4th Edition, 2022 including all appendices, unless specified in these Conditions of Play.
- 2. Closed Tournament: The team members must be from Juan de Fuca LBC.
- 3. **Game Sharing is Allowed:** A player must play an entire game but may allow a share partner to play for them in the next game(s). Share partners must play the same position.
- 4. **Dress Code:** This is a fun tournament, costumes are encouraged. Players' clothing may be any combination of colors except for red. Red is not to be worn, as this color is reserved for umpires.
- 5. **Smoking**: There will be no smoking anywhere within the borders of the West Shore Parks & Recreation, this includes electronic cigarettes.
- 6. Game Format:

a.	Teams:	Will be created through a blind draw. There may be single gender teams if the number of men and women entered is uneven.
b.	Random Draw	<b>v:</b> For the tournament games which consist of three <b>12-end</b> games. Singles which will be played to15 points &/or 1.5 hrs.
c.	Time Limit:	2 hrs per game. Singles will be 1 hr 30 min or 15 points.
d.	Round 1:	2 Pairs games
e.	Round 2:	1 Triples game & 1 Singles game
f.	Round 3:	1 Fours game
g.	Trial Ends:	NO. First two ends maximum 1 shot awarded per end.
h.	<b>Bell Start</b> :	10:00 a.m., 12:30 p.m., 2:45 p.m.
i.	Bell Finish:	12:00 p.m., 2:30 p.m., 4:45 p.m.
j.	Burnt ends:	The Jack will be reset on the 2-metre mark.
k.	Tie Games:	<b>MUST</b> be broken. If the score is TIED after 14 ends, &/or 1.5 hrs for Singles then an extra end will be played to break the tie.
		If the tie is 14-14 and a bowler wins more points in the tie- breaking end, only the tied points will count.

## 7. Visitations to the Head:

SINGLES GAME:	Both players after delivery of their third and fourth bowl.
	In exceptional and limited circumstances, a singles player may ask the marker for permission to walk up to the head.
PAIRS GAME:	Lead after delivery of their third and fourth bowl. Skip after the delivery of their second, third and fourth bowl.
TRIPLES GAME:	Lead after delivery of their third bowl. Vice after the delivery their second and third bowl. Skip after the delivery of each of their bowls.
FOURS GAME:	Lead, after their Second has delivered their second bowl. Second after delivery of their second bowl. Vice after delivery of their second bowl. Skip after the delivery of each of their bowls.

## 8. Scoring:

- a. Win: 3 points
- b. Loss: 0 points
- c. Shot Differential: Will be capped at 15 points.
- d. **Tied Games:** At the completion of the tournament if teams are tied, the tie will be broken by:
  - i. Calculating the ratio of Total Shots For divided by Total Shots Against
  - ii. If it is still tied, the number of **ends won** will be considered
  - iii. Please enter ends won on all scorecards.
- 9. **Monetary Prizes:** Will be awarded based to 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place finishes. This depends upon the number of registrants in the tournament.