



# Windsor Lawn Bowling Club

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## Conditions of Play for Windsor Lawn Bowling Club Tournaments

1. Competitions will be played according to the Laws of the Sport of Bowls as adopted by Bowls Canada Boulingrin [BCB], the BCB domestic regulations, and the current Drawmaster's Handbook.
2. If the conditions of play [COP] for an individual tournament conflict with these COP, the COP of the individual tournament shall take precedence.
3. The number of games and number of ends will be prescribed by the tournament listing.
4. In case of emergency, all play will cease immediately and the players will be told what to do by the convenor.

### Re-spotting the Jack

5. If the jack is legally moved beyond the side boundaries, over the top of the bank, or to a distance of less than 18 metres from the mat line, it will be placed with the nearest point of the jack to the mat line at the 2-metre mark.
6. If the 2-metre mark is covered or partially covered, the jack will be placed as close to the 2-metre mark as possible on the centre line in the direction of the mat line while not touching any bowl.
7. Any other provision that allows an end to be replayed shall still apply.

### Time Limits

8. If the drawmaster decides to impose a time limit, all games will start on a signal given by the tournament convenor or their designate.
9. At the completion of the prescribed time, a signal will be given indicating the end of play. At this time, players will complete the end they are playing. The prescribed time limits are:

Format	Bowls	Ends	Time Limit
Pairs	4	12	1:45
Pairs	3	12	1:20
Triples	3	12	2:00

10. For other formats, the time limit will be calculated using a pace of play of 33 seconds per bowl. This will be rounded up to the next whole 5 minute value. (e.g. 1:32 becomes 1:35)
11. An end begins when the jack has been delivered by the first team to play in an end.
12. All provisions regarding the final end of a game will apply to the final end completed in cases when a game is shortened due to the application of a time limit.
13. In cases where a team is acting to delay play and prevent the playing of a further end, the head event umpire, or in the absence of a non-playing head event umpire, the convenor, upon their own observation or complaint by the opposing team, will notify the teams that they will play one more end even if the time limit signal has been given.

### **Ranking the Teams and Tiebreakers**

14. Teams will be ranked according to the following factors, in the following order:
  - a. Most wins;
  - b. Head-to-head result (only applicable to a tie between 2 teams);
  - c. Most shots scored;
    - i. The maximum number of shots that can be credited to a team in one game is 1½ times the number of ends (e.g. the maximum shots in a 12-end game is 18).
    - ii. Shots in excess of this limit will be credited as “plus” shots.
  - d. Most “plus” shots;
  - e. Most ends won;
  - f. Least shots against;
  - g. Least “plus” shots against.
  - h. After the application of all tie breakers, if teams are still tied after games prior to the end of the tournament, the skips will draw cards to determine ranking for the next round. Aces will be treated as high cards.
  - i. After the final game, teams that are tied after the application of 14 (a-g) will remain tied.
15. If the scores are equal when all ends have been played in a game, an extra end must be played in accordance with Law 28.
  - a. The skips will toss a coin, and the winner will decide whether to play first or second.
  - b. Extra ends will be played using the same format as previous ends.
  - c. If more than one extra end is needed, the teams will toss a coin before each extra end.
  - d. If an extra end is declared dead, the team that played first in the extra end will play first again.
  - e. Shots from extra ends will not be included in a team’s total for ranking purposes.

### **Miscellaneous**

16. Opposing bowls equidistant from, or touching the jack: count the end with 1 shot to each team. It will be considered an end played.
17. If a bye is necessary, the bye for the first round will go to a randomly drawn WLBC team. The bye for the second round will go to the lowest ranked team from the first round. The bye for the third round will go to the lowest ranked team after the first two rounds. Bye teams will be credited with 1 win, the number of ends played as shots for, ½ the number of ends played as shots against, and ½ the number of ends played as ends won. A team receiving the bye in the final game is ineligible for the best effort prize.
18. Teams will not play each other more than once. If teams are scheduled to play twice, the lower ranked team will be switched with the next highest ranked team.
19. In tournaments where a redraw is used before each game, no player will play against the same player in their position more than once. In addition, no player will be a teammate with a skip more than once. Should the drawing produce either of these results then the currently drawn player will swap positions with the position to the immediate right on the board until this does not occur, swapping if required with the first tag that resolves the conflict. Once drawn there can be no swapping of positions on a team.
20. All scorecards must include all the player’s names, sum of shots, and sum of ends won.

### **Completion of the Tournament**

21. In case of weather or other unforeseen problems, the tournament convenor reserves the right to shorten games, change start times, adjust or waive time limits, amend the format, and take any other measures necessary to ensure the successful completion of the tournament.
22. If shortened for any reason a tournament is considered officially complete if all teams have completed at least 50% of the scheduled ends for the full tournament. If the final game is shortened it will only count if all players have completed at least 50% of the ends for that game. Scores for an incomplete final game will be based on the least number of ends completed by any team. If the score in an incomplete game is tied then the team winning the most ends will receive the win. If the ends are tied as well then both teams will be credited with a  $\frac{1}{2}$  win.
23. If a team is unable to finish a game then they will be assigned a loss and the other team will receive a win. The non-defaulting team will be assigned one point for each remaining end and a  $\frac{1}{2}$  end for each remaining end, rounded up. The defaulting team will receive  $\frac{1}{2}$  point for each remaining end and  $\frac{1}{2}$  end for each remaining end rounded down.

### **Movement of Players**

24. At the beginning of each end, the skip for each team shall be positioned at the head and the remaining player(s) of the team shall be at the mat end.
25. The lead (and second if applicable) may go to the head after throwing their final bowl.
26. After the skip has gone to the mat end, the skip may only go to the head once each end.
  - a. If the skip delivering second waits at the head while the opposing skip delivers their first bowl, this shall constitute the permitted trip to the head for the skip delivering second.