

Conditions of Play

Each game to consist of 12 ends.

Dead ends are replayed.

Each Side is to consist of 5 teams of 4 players.

Playing sequence as per (Laws of the Sport of Bowls Crystal Mark 4th Edition April 2023)

Player movement as per (Laws of the Sport of Bowls Crystal Mark 4th Edition April 2023)

2 Trial ends are permitted at the start of the first game and for any side who changes greens thereafter.

The listed home side will have the choice to keep or give the mat away at the start of each game: this is to be decided by the Team Managers prior to the start of each game.

All players in each side are to have the same coloured rings. Where a side does not have the same colour rings they must play without rings.

Score cards are to be signed and returned to Side Managers at the end of each game.

Only the Skippers names need to be recorded on each scorecard.

Scoring 10 points for Overall Side win plus 2 points for each Rink win, 1 point for each Rink Draw in each game. Shots for and against to be recorded for each team in each game. The Side total points and +/- Shots will be recorded for each team for each round.

The Side with the Highest number of points at the completion of round 3 will be declared the winner.

If 2 or more Sides record the same number of points then shots up will be used to decide the winner.

If 2 or more sides record the same number of points and shots up then shots against will determine the winner.

If 2 or more sides record the same number of points, shots for and shots against then the winner of their Match will be declared the overall winner.

All Laws of the Sport of Bowls as per (Laws of the Sport of Bowls Crystal Mark 4th Edition April 2023) and Domestic Regulations for Australia as outlined in (Laws of the Sport of Bowls Crystal Mark 4th Edition April 2023) apply to the BMW/Barossa Inter-Section Carnival unless listed above.