



2023 / 24

**Club Super Challenge
Barossa and Light Bowls Association**

Conditions of Play



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Introduction

These Conditions of Play apply to the conduct of 2023-24 Club Super Challenge (BLBA).

The Bowls SA Club Super Challenge operates in line with:

- The 'Laws of the Sport of Bowls' (Crystal Mark 4th Edition) April 2023, unless otherwise stipulated in the conditions of play.
- Bowls Australia (BA) Policies (as found on the BA website) unless otherwise stipulated in the conditions of play.
- Bowls SA Constitution and Policies (as found on the Bowls SA website).
- Bowls SA, Barossa and Light Bowling Association and the Competition Manager reserves the right to vary these Conditions of Play as necessary for the successful conduct of the events.
- Bowls SA understands that sporting events have situations arise that sometimes are not clearly defined with outcomes in Conditions of Play. Bowls SA has taken all reasonable steps to mitigate this. If a situation arises that is not covered by the laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action. (Laws of the sport, page 8 version 4).

The Conditions of Play are reviewed annually.

Roles Responsible for the implementation and upholding the integrity of the Conditions;

- Bowls SA Club Super Challenge Competition Manager (volunteer)
- Barossa and Light Bowling Association
- Bowls SA Staff

The Bowls SA Club Super Challenge Competition for the Barossa and Light Bowls Association has three main objectives for its reason of operating;

1. Increase participation in lawn bowls in the association.
2. Increase club revenue through a new stream.
3. Create an opportunity for bowls to be played competitively and socially in a different timeslot and under different conditions than typical pennants is played.

The competition originated in the Adelaide metropolitan area with 9 teams involved. It has since grown to 40 teams across 3 divisions and 4 competitions. The 23/24 BLBA Club Super Challenge shall be one division piloting the program in its inception. In season 24/25 the program hopes to increase this to two or more divisions and with the option of prize money to follow.

This competition operates slightly outside the laws of the sport of bowls. However, due to the nature of the competition (social, inclusive, and participatory) Bowls SA allows such conditions where it directly benefits the competition and compliments the nature of which it is competed.



1. Eligibility

1.1 A Member may only play in Bowls SA Club Super Challenge for the Member Primary Club where the club has paid the applicable affiliation to Bowls SA and where they are a full member of said primary club.

1.2 A minimum of one flexi player is required per team and this member must be a social member of the Bowling Club and cannot hold a full membership at any other Bowls SA club. A Flexi Player ideally is either a new bowler, a barefoot bowler, or a bowler returning to the game.

1.2.1 Any flexi player must not have played any Saturday or Mid-week Pennant match in any State/Territory competition for the last three (3) seasons.

1.2.2 A flexi player is no longer eligible to play in the following club super challenge season as a flexi player if they have played three (3) or more games in the current club super challenge season.

1.2.3 If a flexi player is found to have failed the criteria in 1.2, the points for the rink which they play, will be forfeited to the opposition. Other rink points will remain as per results.

1.3 The competition is an open gender competition.

2. Composition of Sides

2.1 Each side shall consist of nine (9) players, in the following teams:

2.1.1 One (1) team of four (4) players, where each players has 2 bowls.

2.1.2 One (1) team of three (3) players, with each player having 2 bowls.

2.1.3 One (1) team of two (2) players, in a 2x4x2 bowl format.

2.2 Flexi Players can play in any position.

3. Season Duration

3.1 A round robin style will be played in each division of the competition.

3.2 All teams will play at the same venue each round where possible.

4. Start Times and Game Duration

4.1 Games shall be played either on a Friday night, or on a Sunday.

4.1.2 Friday night games shall commence at 6:30pm.

4.1.2 Sunday games shall commence at 3:30pm or 6:30pm.

4.2 Number of ends

4.2.1 Fours teams will play 15 ends.

4.2.2 Triples teams will play 20 ends.

4.2.3 Pairs teams will play 14 ends.

4.3 There shall be NO roll up or trial ends before the start of any game, however, players may practice up until the agreed starting time on their allocated rink. Rinks shall be available for practice at least 30 minutes prior to the agreed starting time.



4.4 A coin toss will determine who has the mat for the start of the game for each discipline (fours, triples, pairs). Every end thereafter, the mat must be retained by the team that won the end.

5. Dead ends

5.1 There will be no dead ends and the jack shall be re-spotted. In such an event, the following conditions shall apply:

5.1.1 If the jack by the effect of play leaves the rink of play it shall be replaced in the rink of play on the centre line of the rink so that the portion of the jack nearest to the mat line is 2m from the front ditch and play continued.

5.1.2 If the spot on the rink to which the jack is to be replaced is occupied by a bowl, the jack shall be placed on the nearest available spot toward the mat line on the centre line.

5.1.3 If the jack rebounds to less than 18m from the mat line the jack shall be replaced as in (5.1.1).

6. Dress Code

5.1 All players must wear identical club uniforms (where possible for opposite gender) in accordance with the Bowls SA Uniform Policy.

5.1.2 An identical club shirt is the only required uniform for a Flexi Player.

7. Scoring

7.1 All overall wins are decided by the most rinks wins.

7.1.1 A rink win will be 2 points.

7.1.1.1 In the event of a rink draw after the nominated number of ends have been played for that discipline, an extra end will be played for that rink to determine a rink winner.

7.1.2 4 points will be awarded to the team with the most rink points.

7.2 In the event of inclement weather, a rink draw and overall draw is possible. In this special case, 1 point per rink draw and/or 1 point for an overall draw will be awarded.

8. Heat and Inclement Weather

8.1 This competition will run under the Bowls SA banner therefore the Bowls SA heat and inclement weather policy will apply.

<https://www.bowlssa.com.au/wp-content/uploads/sites/6/2022/09/051-Policy-Heat-and-Inclement-Weather-Bowls-SA-Events-v1-Approved-2022.08.29.pdf>

8.2 In the event of inclement weather or other external factors restricting the completion of games, the following number of ends will need to be played to constitute a game:

8.2.1 8 ends for Pairs.

8.2.2. 11 ends for Triples.

8.2.3 9 ends for Fours.

8.3 Matches will be classed as abandoned unless the sufficient number of ends of the other games have been played in at least 2 of the disciplines.



8.4 If games are not completed for any reason, the round may be rescheduled, but if this is not possible points and shots will be shared equally between teams.

9. Time Limits

9.1 A maximum of 2 ½ (two and a half) hours will be applied for all games. If at the end of 2 ½ hours the match has not been completed, the end currently being played at the time that the finishing bell is rung shall be completed. In the case of a rink having a draw at the completion of the allocated time, then an extra end as described in 7.1.1.1 will still be played.

10. Substitutes

10.1 Each team may have one (1) substitute player who can take the place of any original team member, at any time during the matches.

11.1.1 Once a player is substituted, they can take no further part in the match.

10.2 A flexi player can only be substituted by another flexi player.

11. Finals

11.1 The finishing order of teams shall be decided firstly by points, and where points are equal shall be decided by a shots quotient (shots for divided by shots against).

11.3 The format of finals matches will be 1st v 4th for Semi-Final 1, and 2nd v 3rd for Semi-Final 2.

12. Venues

12.1 Host clubs will need to provide up to 12 rinks to host a round. Some special provisions can be made for clubs who are unable to meet this requirement. If your venue is unsuitable or unavailable for any reason during the season another venue can be arranged which will need some advanced notice.

12.2 The host club will be required to have bar facilities open during and after the event, the proceeds of which are to be retained by the host club.

12.3 The host club will be required to provide either a BBQ or canteen facilities selling such things like Pies and Pasties, hot chips, or Hot Dogs. Profit from the BBQ/Canteen is to be retained by the club.

12.4 The Host club is to provide a fully qualified Umpire and fully qualified Measurer for the event.

12.4 It is desirable for each host club to play music from a suitable sound system to add atmosphere and appeal to this unique competition.

13. Results

13.1 The Host club is to have match score sheets available for all matches which include rink allocations.

13.2 The Home club side manager shall give a copy of the signed results sheet to the opposition (Away) side manager and the names of players shall be checked prior to entering



the scores on the electronic system no later than 9pm the day after play and confirmed no later than 6pm on the following day after that. i.e., Friday night's game will be confirmed by 6pm Sunday.

14. Disputes

14.1 Should there be a question of player eligibility, a dispute regarding the code of conduct of any Club Super Challenge games, or any other aspect of the conditions of play, the decision of the controlling body shall be final.

15. Code of Conduct

15.1 Participating Clubs are on display for not only Metro Adelaide, but also for the rest of the State and other States to see and to follow and as such, a certain standard of conduct shall be always set and adhered to.

15.2 Participating Clubs must abide by the laws of the game, as outlined in the Laws of the Sport of Bowls – Crystal Mark Fourth Edition, and the rules formulated for the Club Super Challenge as outlined in these conditions of play. The rules of the Club Super Challenge have purposefully been kept concise and simple for interpretation. Participating Clubs should not endeavour to complicate what is not complicated.

15.3 Participating Clubs should avoid conflict at all costs. The Club Super Challenge would encourage players to see the other player's point of view and work through differences of opinion with reference to the Disputes Committee as a last possible option. The Controlling Body of the Club Super Challenge shall be the only and final Arbiter on matters in dispute.

