

# **MEN'S AND WOMEN'S SATURDAY LEAGUE REGULATIONS**

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## **FOREWORD**

All league matches are to be conducted under the, as given in the Crystal Mark edition of the Laws of the Sport of bowls, the annexure thereof, the Bowls South Africa Conditions of Play and subject to the following Conditions of Play.

It is accepted that unusual situations not covered within the Laws of the Sport of Bowls can arise. In such situations, players, umpires and captains should use their common sense and a spirit of fair play to decide on the appropriate course of action.

## **SPORTSMANSHIP SHOULD PREVAIL AT ALL TIMES.**

### **1. REGULATIONS**

#### **1.1 ELIGIBILITY**

- 1.1.1 All competitors shall be registered bona fide members of Clubs affiliated to E.G. Bowls.
- 1.1.2 A Side entered in this League shall consist of bona fide members of the same Club unless the Controlling Body has given prior permission.
- 1.1.3 Should a side introduces an ineligible player(s), the match will be forfeited and ALL points for the match will be awarded to the opponents.
- 1.1.4 Any player who is a member of two or more clubs shall be selected to play for the Club at which he is registered as a member on the Bowls SA Membership website.
- 1.1.5 Should the player wish to represent the dual Club or another Club in any Competition he shall resign from his register Club and re-register as a member of the dual or new Club on the Bowls SA Membership website.
- 1.1.6 Players registered as a member of Club in another District, playing competitions in that District, will not be allowed to play in any EG Bowls Competitions including Saturday League. The player shall resign and apply for membership of an EG Bowls Club to do so.

#### **1.1 Movement of Players**

- 1.2.1 Players selected to represent the Club in one section of a Division shall be eligible to play in the other section of the same Division.
- 1.2.2 Players selected to play in a Division may be selected to play in any higher Division.
- 1.2.3 Players selected to play in a Division, may be selected to play in the next two lower Divisions only, or in the lower Division in which the Club is represented.

### **2. DIVISION COMPOSITION**

- 2.1 All league Divisions shall consist of two Fours (8 players) playing on a home and away basis
- 2.2 Where possible provision will be made for a Division to accommodate Clubs fielding sides of 4 players only.
- 2.3 The sides of each Division will play each other twice, except the 4 player Division where they may play each other once, dependant on the number of entries.

### **3. REPORTING FOR PLAY**

- 3.1 The Captain of the Club representative side shall report to the Tournament Official – The Tournament Official shall draw the rinks for play when all Captains have reported.
- 3.2 Should one player in a Club side not report on time, the fours team concerned may complete the game with three players and lose 25% of the Team score, or

alternatively obtain a substitute in terms of the Laws of the Sport of Bowls. The player appointed as a substitute shall complete the game

- 3.3 Should TWO or MORE players in a side be absent at the time set for the start of the game, ten minutes shall be allowed, after which the opponents shall be awarded full points.

#### 4 CLUB RESPONSIBILITIES

##### 4.1 RESULTS

- 4.1.1 The Tournament Officials and Captains of the competing sides shall ensure that the score cards are completed correctly reflecting the team names and the correct result.
- 4.1.2 The completed scorecards are to be delivered to the Controlling Body, either by appointed player courier or by the Tournament Official or his Club representative. See Clause 14 for contact details of the Controlling Body.
- 4.1.2 The Host Club Tournament Official shall phone the play results to the Controlling Body not later than Saturday evening 19h00.
- 4.1.3 Official scorecards not returned direct, must reach the Competition Secretary not later than the Tuesday following the date of the game.

##### 4.2. UMPIRE

- 4.2.1 Each host Club is responsible to appoint an umpire, or appoint a playing umpire for each division for matches played at the Club.
- 4.2.2 The Captain of the Home side shall not be the playing umpire.
- 4.2.3 Where expedient, the Host Club may appoint a member of a visiting club as the umpire. The umpire shall be appointed and announced before play starts.
- 4.2.4 Should NO qualified umpire be available, the Tournament Official shall appoint a player to act as an Umpire.
- 4.2.5 Each playing Umpire will only be responsible for the **playing decisions** in his or her respective division. Weather decisions are regulated as per Clause 6.

##### 4.3 CAPTAIN

- 4.3.1 Each Club is responsible to appoint a Captain for each League side, who will be in charge of their side in their particular division.
- 4.3.2 The Captains shall mutually decide on any matter that these Regulations, conditions or the Laws of the Sport of Bowls, do not cover.  
Should there be no acceptable decision the appointed Umpires of that division shall take the decision. This decision shall be final.

##### 4.4 LIGHTNING DETECTORS

Council has voted that all Clubs hosting Saturday League shall have a Lightning Detector device available to measure the presence lightning.

#### 5 THE MATCHES

##### 5.1 REPORTING TIMES

- 5.1.1 Players are to arrive at the venues timeously to commence play at 14h00. Circumstances being considered, a 10 minute period of grace may be allowed.
- 5.1.2 The date and time of any league match shall not be altered. Clubs are to ensure that all participants honour their obligations by arriving at the correct venue of play at the stated time, irrespective of weather conditions.
- 5.1.3 Practice will not be permitted prior to the match.
- 5.1.4 Warming up will be permitted and will be restricted to non-deliberate play in the direction across the intended line of play and without the use of a target such as a jack, mat or other item. Bowls may be delivered to each other to enable players to loosen / warm up.
- 5.1.5 Play will commence at 14h00.

- 5.1.6 Each side will pay a **facility fee per player** on reporting at the venue. This fee set by Council shall include the cost of tea and eats provided.
- 5.1.7 Play may commence earlier on condition that all players representing Clubs in that division are present.

## 5.2 TRIAL ENDS

One trial end may be played.

## 5.3 TEA BREAK

***Tea break shall only be taken from 15h30 to 15h50.***

- 5.3.1 The tea break shall be applied at 15h30, irrespective of the number of ends played ***and irrespective of play being suspended due to weather conditions.***
- 5.3.2 A bell shall announce the start of the tea break and a reminder bell will announce the start of play 5 minutes before 15h50.
- 5.3.3 Play shall resume at 15h50
- 5.3.4 To play continuously without a tea break shall be recorded as a breach of these rules and discipline will be applied. i.e. All points scored will be forfeited by both sides.

## 5.4 GREENS

- 5.4.1 The club's highest graded greens shall be used at all league matches. 'D' grade/ungraded greens WILL NOT be used.
- 5.4.2 Greens shall be laid out for 6 rinks. Each rink shall be marked 2 spots. One on the centre line at 2 meters from the ditch and the other spot on the Centre line 2 meters from the ditch.
- 5.4.3 The greens shall be cut same day of the match.
- 5.4.4 The outside boundary of each end rink shall be at least 500 millimetres from the side ditch.
- 5.4.5 Clubs are to make provision for the use of tobacco products by players on the greens.

## 6 SCORING

- 6.1 It is the responsibility of the Skip in the team to keep the score card supplied by the Controlling Body of the event.
- 6.2 The scoreboard must be similarly completed by a player in the opposing team. It is imperative that scorecards with the Initials and Surnames of the players are kept END by END in case any disputes arise.
- 6.3 At the start of the game, the two captains to spin a coin. The winner of the toss shall take the mat and deliver the jack.
- 6.4 Each game shall be decided over 21 ends.
- 6.5 Sides will be awarded points on the following basis:
- 2 points will be awarded for each game won.
  - 2 points will be awarded to the side scoring the most shots.
  - Should the aggregate scores be equal 1 point will be awarded to each side.
  - A maximum total of 6 points is scored in a match.
  - In Divisions with four players per Club, 2 points will be awarded for a game win.

### 6.6 SCORING OF ABANDONED GAMES

Should a match be abandoned for any reason, scoring of the Section Matches shall be applied as follows:

- 6.6.1 A MATCH SUSPENDED BEFORE THE TEA BREAK AT 15h30.  
A match that is suspended as a result of inclement weather, before 15h30 and no play is possible at or after the end of the tea break at 15h50 and declare play as abandoned at or after 16h00, ***each side shall share the points on offer.***
- 6.6.2 A MATCH SUSPENDED DURING THE TEA BREAK  
A match that is suspended during the tea break, i.e. between 15h30 and 15h50, with no play taking place between 15h50 and 16h00 and abandoned at or after 16h00, ***each side shall share the points on offer.***

### 6.6.3 A MATCH SUSPENDED AFTER THE TEA BREAK

Should play commence in a Section, where all teams re-start their matches at 15h50 and complete and scored one further end, and play is suspended at any time before the completion of 21 ends and subsequently abandoned, the result of the games shall be assessed on the completed (scored) ends played and points awarded accordingly.

Should play be suspended and subsequently be abandoned before all teams (not sides) complete and score one end, the clause 5.6.2 of this paragraph shall apply.

### 6.6.4 A MATCH STARTED AFTER THE COMPLETION OF THE TEA BREAK

Should play commence for the first time after the Tea Break, play will continue un-interrupted until 21 ends have been completed.

Should play then be suspended any time during this session, the Competition Secretary will be consulted by telephone, who will consider the circumstances at that time and provide a ruling on the final scoring to be applied. The Competition Secretaries decision will be final for that occasion.

6.6.4 Any team purposely starting their game before 15h50 or delaying the 15h50 re-start of a game shall be in breach of these regulations and shall be subject to appropriate discipline as determined by the District Executive.

## 7 INCLEMENT WEATHER

Definitions:

SUSPENSION – when play has been stopped and there is a possibility that play will be resumed at a time to be announced.

ABANDONED – when play has been stopped or could not commence because there is NO possibility that play can start or be resumed.

***Before any suspension of play is implemented the Official in charge at the venue shall discuss the situation with all the Captains of the Section and agree that the weather conditions warrant the suspension of play and declare the time of suspension.***

### 7.1 RAIN

#### 7.1.1 PLAY ABANDONED

7.1.1.1 Should the weather prohibit play from starting, the responsible official of the host club shall inform the Controlling Body before midday that the greens are closed for the day. The Controlling Body shall inform all participating Clubs.

#### 7.1.2 PLAY SUSPENDED DUE TO RAIN

Should play be interrupted by rain then the Official in charge at the host Club shall:

7.1.2.1 Monitor the state of the greens during and after rain has interrupted play.

7.1.2.2 Assess the condition of the greens at regular intervals.

7.1.2.3 Regularly announces the conditions of play in the weather.

7.1.2.4 Shall make every effort to complete the games that are interrupted by inclement weather.

7.1.2.5 Inform the Controlling Body immediately if the decision was made to abandon play.

7.1.2.6 Apply Laws of the Sport of bowls should play be resumed.

### 7.2 LIGHTNING

The Club Official or Umpire will make all decisions regarding lightning by means of the lightening detector. The Official in charge at the venue shall:

7.2.1 Monitor the presence of lightning (preferably by using an electronic lightning distance measuring device) and if satisfied that the venue is being threatened, shall suspended play and measuring immediately

by the sounding of a bell/alarm and the time noted. All incomplete ends shall be considered dead and shall be replayed.

- 7.2.2 Play shall cease when lightning activity is at or closer than 16km.
- 7.2.3 should a team or side elect to leave the venue before the announcement of an official abandonment, the side will forfeit the match and all points will be awarded to the opposition.
- 7.2.4 Should a player refuses to play before an official suspension of play has been called, all points will be forfeited to the opposing team.
- 7.2.5 Play shall resume when the official in charge and Captains of the Sides are satisfied that the threat has passed by sounding an all-clear alarm call.
- 7.2.6 Should play be resumed the Laws of the Sport of Bowls is to be applied.
- 7.2.7 NO GAME SHALL BE ABANDONED BEFORE 16H00.

## **8 RESULTS AND SCORE CARDS**

- 8.1 The Captains are responsible to confirm that the correct scores and details are recorded on the score card by signing the card.
- 8.2 All scorecards are to reflect the Initials and Surnames of all the players.
- 8.3 The Club Official is responsible to collect and confirm the completion of the scorecards for the days play. The Official shall record the results on paper for transmission to Competition Secretary.
- 8.4 The cards are to be handed to the appointed courier Section for transport to the Competition Secretary.
- 8.5 The Club Official shall phone the results to the Competition Secretary before 19h00 the same day.

## **9 LEAGUE DIVISION SECTION WINNERS**

- 9.1 The side with the most points in each division shall be declared the section winner.
- 9.2 In the event of one or more side having attained the same number of points, the section winner shall be determined by the highest net total of shots in all matches played (Law 1.3.22).
- 9.3 If equality still exists, the total number of shots scored by the side in all matches played shall be divided by the total number of shots scored against the side in all matches played, and the highest resulting figure will determine the section winner.
- 9.4 The Initials and surnames of the eight players and two reserves or the four players and one reserve (where applicable) eligible to play in the final to be forwarded to the Controlling Body one week prior to the Final. Only members who have played in the teams prior to the final are eligible to play.

## **10 LEAGUE DIVISION FINALS**

- 10.1 The section winners of each division will play in the final and the game shall be decided over 21 ends.
- 10.2 The scores and playing conditions will be the same as for the league.
- 10.3 Pennants will be awarded to the League Winners after the matches.

## **11 PROMOTION AND RELEGATION**

- 11.1 The winners of A and B in each division will be promoted to the next higher division and the last sides will be relegated to the next lower division.
- 11.2 In this regard the decision of the Controlling Body is final.

## **12 DISPUTES**

- 12.1 Any dispute against the outcome of any league match must be received by 10h00 on the Monday following the league match.
- 12.2 After due investigation, the decision of the Controlling Body shall be final.

## **13 CELLULAR PHONE**

The use of cellular phones is not permitted both on and within the precincts of the green.

**14 DRESS**

- 14.1 In addition to the regulations framed under the Sport of Bowls, Eastern Gauteng Bowls Dress Code for District Championships and Saturday League are to be applied. See [www.easterngautengbowls.co.za](http://www.easterngautengbowls.co.za)
- 14.2 Clubs approved colour clothing may be worn – All members of a side are to be similarly dressed. Otherwise the standard white or cream clothing must apply to all players in a side.
- 14.3 Clubs officials are responsible to ensure that the approved Club attire is worn by the players representing the Club. Transgressions by players will be reported to the player's Club President for suitable corrective action.

**15 DECALS**

- 15.1 Should club decals be applied to bowls all members of the side are to apply the same decals to their bowls. Failing this, all decals must be removed from ALL BOWLS of the side..
- 15.2 Decals may not be placed on top of old ones.

**16 CONTROLLING BODY****Competition Secretaries**

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