



METROPOLITAN

PENNANT

CONDITIONS

OF PLAY

2019 - 20



**Metropolitan
Bowls
Association Inc.**

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The Metropolitan Bowls Association is the Controlling Body for the Wednesday, Thursday & Saturday Metropolitan Pennant competitions

All Pennant games will be played in line with 'The Laws of the Sport of Bowls – Crystal Mark 3rd Edition Version 3.1 April 2019' and 'Domestic Regulations April 2019' and these Conditions of Play

A copy of these Conditions of Play **MUST** be included in the Umpires Equipment at all Metropolitan Pennant venues.

1. DEFINITIONS

1.1 Side

A number of teams whose combined scores decide the result of a Pennant game (refer Rule 3.1).

1.2 Team

Pair: a team of two players whose positions, in order of play, are 'Lead' and 'Skip'.

Triple: a team of three players whose positions, in order of play, are 'Lead', 'Second' and 'Skip'.

Four: a team of four players whose positions, in order of play, are 'Lead', 'Second', 'Third', and 'Skip'.

1.3 Rink

The section of the green on which a game is to be played.

1.4 Division

A level of competition e.g. Premier League, Division 1 etc.

1.5 Section

A sub-division of a level of competition and made up of 6, 8, 10, or 12 Sides as required.

1.6 Competitions

1.6.1 These Conditions of Play are applicable to three competitions:

Saturday Open gender

Wednesday Men

Thursday Women

1.6.2 Open gender competition – open to all eligible players as per Rule 2.2.

1.6.3 Single gender competition – a gender specific competition restricted to players identifying with that gender, with the exception of the inclusion of Opposite Gender players as per Rule 2.6.

1.7 Domestic Regulation (DR)

Regulations created by Bowls Australia that vary from the Laws of the Sport of Bowls for Domestic play.

1.8 Constituted Player

A member of a team who has commenced their game (i.e. when the jack has been delivered in the first end) or as per the provisions of DR 2.3

2. ELIGIBILITY, SIDE REGISTRATION & PLAYER ABSENCE

2.1 Member Clubs

A Member Club may compete if it conforms to the requirements of the Bowls SA and MBA Constitutions and By-Laws, and the Laws of the Sport of Bowls.

2.2 Player Eligibility

2.2.1 A Member may only play Metropolitan pennants for the Member Club with which the Member holds current Full or Junior/Student registration with Bowls SA (the member's "nominated Member Club"), except where allowed by the Laws of the Sport of Bowls, by the issue of a Pennant Permit by the MBA or Bowls SA, or by these Conditions of Play.

2.2.2 A Member may only play Metropolitan pennants if they have a current Full or Junior/Student registration with Bowls SA, except where allowed by the Laws of The Sport of Bowls or by these Rules & Conditions of Play.

2.2.3 A fully registered member of Bowls SA may play in a mid-week (Monday – Friday inclusive) pennant competition or Saturday Pennant competition for a Member Club other than the member's nominated Member Club provided:

- the member's nominated Member Club does not participate in a comparable mid-week (Monday – Friday inclusive) pennant competition or Saturday pennant competition; and
- both Member Clubs involved consent & the member has obtained a Pennant Permit from the MBA or Bowls SA.

A Pennant Permit form is required to be completed and approved annually.

The abbreviation of the Permit player's nominated Member Club must be recorded on the scorecards alongside the player's name.

2.3 Substitutes

2.3.1 Where a constituted player absents themselves at any time during a Pennant game, a substitute may be allowed to play in the place of a player who is not able to play. DR 2.4 shall apply. **NOTE changes to DR 2, especially DR 2.4.5.**

2.3.2 (SUB) Substitute must be recorded on the scorecards next to the temporary player's name.

2.4 Player Absence

- 2.4.1** In a Member Club's lowest side, when there are insufficient Full or Junior/Student registered bowlers available to field a side, that Member Club may play any Bowls SA registered player, a Bowls SA registered Associate Member, a casual or Night Owl bowler, or other suitable person as a temporary player, provided that the player satisfies the criteria to be a substitute as per DR 2.4.
- 2.4.1.1** When a Member Club has more than one side entered in its lowest level of the competition, its lowest side for the purpose of these rules will be the side as determined under Rule 3.5.
- 2.4.2 Fours Competitions:**
If, at the scheduled starting time for a game, one player is absent from one or more teams in a side and no eligible substitute player is available or allowed, affected rinks will postpone the start of play for up to 15 minutes.
If, after 15 minutes after the scheduled start time for a game, one player is absent from one or more teams in a side, and no eligible substitute player is available or allowed, the game must begin on affected rinks and the following shall apply (refer DR 2.6):
- 2.4.2.1** A team with an absent player plays as though the second is the missing player. The order of play shall be maintained by the second of the complete team playing consecutive bowls. Each player must use the number of bowls specified in the Conditions of Play for the event.
- 2.4.2.2** If a player who has commenced the game is unable to continue the game and no eligible substitute or replacement player is available or allowed, play will continue as per Rule 2.4.2.1.
- 2.4.2.3** If an absent player arrives late, they must take their original place in the team when they arrive and enter the game at the completion of the end in progress
- 2.4.2.4** If an eligible substitute becomes available and is permitted by the Umpire of the Day they may be introduced to the game to allow it to commence, or at the completion of the end in progress.
- 2.4.3 Wednesday Premier League and Divisions 1 & 2:**
A side without a full complement of players (with no substitutes available) shall distribute the available players across teams to fill Pairs & Triples teams as the priority.
If, at the scheduled starting time for a game, one player is absent from one or more teams in a side and no eligible substitute player is available or allowed, affected rinks will postpone the start of play for up to 15 minutes.
- 2.4.3.1** Any side that does not have a full complement of players and no eligible substitute player is available or allowed (except in fours or triples teams which can play one player short in each team as in DR 2.6) 15 minutes after the scheduled start time of a game will forfeit the game, with points & shots awarded as per Rule 5.6
- 2.4.3.2** After the start of the game, if a player withdraws in any discipline and there is no substitute available or allowed (other than fours or triples, as above), the side will forfeit the game, with points & shots awarded as per Rule 5.6

2.5 Open Gender Pennant Competitions

In Open Pennant Competitions, each Member Club shall have a selection policy based solely on merit and any player who is eligible for selection shall be entitled to be considered to play in any position in the team based on merit.

2.6 Opposite Gender Players (OG)

In single gender competitions, the following rules for the use of Opposite Gender Players will apply.

The spirit of these rules is to prevent forfeits and so ensure that as many players as possible get a game but also to discourage the selection of Opposite Gender Players to gain an unfair advantage.

- 2.6.1** No Opposite Gender Player shall be selected for a game if the Member Club has sufficient available registered same gender players.
- 2.6.2** If a Member Club has insufficient same gender players available, then any eligible member of that Member Club may be used in the Member Club's lowest side, limited as follows:
- 2.6.2.1** On Wednesday, Opposite Gender Players may only be selected from eligible Pennant playing members of that club who do not play regularly at Division One level or above on Thursday and/or at Division Four level or above on Saturday, or non-Pennant playing members who are assessed at that level.
- 2.6.2.2** On Thursday, Opposite Gender Players may only be selected from eligible Pennant playing members of that club who do not play regularly at Division Three level or above on Wednesday and/or Division Four level or above on Saturday, or non-Pennant playing members who are assessed at that level.
- 2.6.2.3** The maximum number of Opposite Gender players permitted in the Wednesday and Thursday competitions is 5 in a 16-a-side, 4 in a 12-a-side and 3 in an 8-a-side.
- 2.6.2.4** Opposite Gender Players may only play as Lead or Second, and only in a rink of Fours.
- 2.6.2.5** OG (Opposite Gender) must be recorded on the scorecard next to the player's name.
- 2.6.2.6** Opposite Gender players may not be used in any side in Wednesday or Thursday Premier League or Division One.
- 2.6.2.7** In exceptional circumstances a Club may seek a player permit from Match & Program Committee in regard to Rules 2.6.2.1, 2.6.2.2 or 2.6.2.6.

2.7 Unregistered Players

- 2.7.1** Except in cases otherwise referred to in these Metropolitan Conditions of Play, all players must hold Full or Junior/Student registration of Bowls SA through their Member Club to be eligible to compete in Metropolitan Pennant competitions. Any Member Club playing an ineligible player in any Metropolitan Pennant competition will be penalised in accordance with the Laws of the Sport of Bowls and the Bowls SA & MBA Constitutions and By-Laws. The penalty will be a loss of side points.
- 2.7.2** An audit may be conducted by Match & Program Committee at a scheduled time during the season and spot audits may occur at any time throughout the season. In the event of a side forfeit penalty being imposed, the side receiving the forfeit will not be penalised shots up if they have scored greater than those allocated for a forfeit.

2.8 Pennant Side Registration

A Club can enter any number of sides in a Pennant competition up to the maximum number which can be accommodated on the rinks available for its use and which the Club can conceivably fill week to week.

- 2.8.1 Sides of a Club will be ranked 1, 2, 3, 4 etc. in descending order of ability for each competition. Sides will be filled by available players in descending order of ability.
- 2.8.2 If a Club does not have sufficient players to form a side in a Pennant competition it can seek approval from Match & Program Committee to combine with another Club or Clubs to enter a side in the lowest Division. The application must be made by the Club accepting responsibility for the side and be accompanied by written approval of the other Club or Clubs.
- 2.8.3 If a Club does not have sufficient players to form a side for the Club's lowest ranked side in a Pennant competition, the side can play with one or more teams of three Members playing as Lead, Third and Skip respectively in accordance with DR 2.6

2.9 Player Movement Between Sides – Minor Rounds

- 2.9.1 Prior to round 15 of Minor Round games there will be no restriction on the interchange of Players between the sides of a Club.
- 2.9.2 For the last four rounds of Minor Round play, no side will include more than three players who have played the majority of their games, prior to the fourth last game, in a higher ranked side. Each of these players must have played at least four games (in total) in this side or lower ranked sides prior to round 15
- 2.9.3 In exceptional circumstances a player permit may be sought from Match & Program Committee in regard to Rule 2.9.2.

2.10 Player Eligibility – Finals

- 2.10.1 In any finals game a side shall only include players who, during the current season, have played five games or more for the Club in that actual competition (the Saturday Pennant competition and the midweek Pennant competitions are separate competitions and games played in one competition do not count towards player eligibility in the other competition).
- 2.10.2 In any finals game a side shall only include players who, during the Home and Away season, have played at least as many games in the side concerned or any lower ranked side as in all higher ranked sides. However, where a Club has two consecutively ranked sides remaining in a Final series, those sides may be selected from all players who have played at least as many of their games in the Home and Away season for one or both of the sides concerned or lower ranked sides as they have in all higher ranked sides.
 - 2.10.2.1 Players from a side eliminated from the Finals are not eligible to play in any subsequent final in a lower ranked side. However, a Club where a player was promoted to a higher ranked Side for a particular Finals round to replace a player who was unavailable can apply in writing to Match & Program Committee for a player permit to play the nominated player in a subsequent final in a lower ranked side.
 - 2.10.2.2 All players in a side for a Finals game may play in subsequent finals for that side (subject to Rule 2.10.2.1).
- 2.10.3 If any Club is uncertain of having available sufficient Members who are eligible under Rule 2.10 it can apply, in writing, to Match & Program Committee for permission to play if necessary other nominated Members and if permission is granted such Members can play in any position other than Skip.

3. COMPETITION FORMAT & SCHEDULE

3.1 Pennant Sides

Each Pennant side shall consist of the following number of players:

Saturday

Premier League, Divisions 1 – 5: Four teams of four players
Divisions 6 and lower: Three teams of four players

Wednesday

Premier League, Divisions 1-2: Five teams – Pairs (1) Triples (2) Fours (2)
Division 3: Four teams of four players
Division 4: Three teams of four players

Thursday

Premier League, Divisions 1-3: Three teams of four players Division-4: Two teams of four players

3.2 Ends to be played

3.2.1 Wednesday Premier League & Divisions 1 & 2

Fours: 21 ends; Triples (2 bowls per player): 25 ends Pairs (2-2-2 format): 18 ends

3.2.2 Saturday Premier League

Fours: 25 ends

3.2.3 All other Competitions

Fours: 21 ends

3.2.4 If a match is declared an early start game under the Heat Policy as per Rules 7.1 - 7.5, then the number of ends played will be reduced to:

Fours: 18 ends
Triples: 21 ends
Pairs: 15 ends

with the minimum number of ends completed to declare a game "complete" to be altered as per Rule 5.8

3.3 Side Divisions

Saturday

Premier League and Divisions 1 & 2: One section each of 10 sides

Division 3: Two sections each of 10 sides

Divisions 4 and lower: The number of sections and sides to be determined by Match & Program Committee.

Wednesday

Premier League and Division 1: One section each of 10 sides

Division 2: Two sections each of 10 sides

Division 3 and lower: The number of sections and sides to be determined by Match & Program Committee.

Thursday

Premier League and Division 1: One section each of 10 sides

Division 2: Two sections each of 10 sides

Division 3 and lower: The number of sections and sides to be determined by Match & Program Committee.

3.4 Side Limits

Member Clubs will be limited to the following number of sides in each Division:

Saturday

Premier League: One side

Divisions 1 - 3: One side in each division

Divisions 4 - 7: As determined by Match & Program Committee.

Wednesday

Premier League: One side

Divisions 1 & 2: One side in each division

Divisions 3 & 4: As determined by Match & Program Committee.

Thursday

Premier League: One side

Divisions 1 & 2: One side in each division

Divisions 3 & 4: As determined by Match & Program Committee.

Where a Member Club has more than one side in a Division, Match & Program Committee will place the sides as it sees fit with due consideration to travel of all sides in the Sections and requests from the Member Club.

3.5 Multiple Sides

Where a Member Club has more than one side in the same Division the sides will be designated Red, White, Blue and Green; Red being the primary side and White the secondary side etc.

3.6 Draw Vacancy

When a vacancy occurs in the draw, the opposing sides will be granted a Bye, and awarded points or shots as applicable under Rule 5.9.

In the event of the withdrawal or addition of a side by a Member Club, Match & Program Committee will consider a redraw of the section, if necessary, to avoid Byes.

3.7 Home & Away Format

All games shall be played in a 'Home and Away' format as in the 'Order of Draw'.

Fixtures will be distributed to Member Clubs and posted on-line once confirmed. Any changes will also be distributed in the same way.

3.8 Combined Sides

3.8.1 Where two Member Clubs have a side or sides entered in a competition and have additional players but insufficient to field another complete side, they may enter a combined side. Where a combined side is entered, members of those Member Clubs, in accordance with Rule 2.2, may play for the combined side as original members.

3.8.1.1 The title of such side shall be determined by the Member Clubs concerned but shall NOT be the name of only one of those Member Clubs.

3.8.1.2 The 'Home' venue for sides with joint titles shall be notified to their opponents as soon as possible.

3.8.1.3 Players playing in a combined side are required to wear the uniform of their Member Club and use the bowls discs of their Member Club.

3.8.2 Player Permits

When a Member Club has insufficient players of a gender to fill a (single) side in the competition of that gender, their members may seek a permit to play in that competition with another Member Club (as per Rule 2.2). Any player who receives a permit shall be eligible for selection in any side and in any position for the Member Club that they are issued a permit for. Players playing under a permit must wear the uniform of the member club that they are playing for.

3.9 Alternative Greens

If a Member Club, whose greens have been declared unsuitable or are unavailable for play, uses the rinks of another Member Club, the first mentioned club shall negotiate the payment of green fees and afternoon tea charges with the host club. It is the responsibility of the scheduled 'Home' club to advise the opponents of the change of venue.

3.10 Start Times

Saturday: Trial ends 1.00pm – Play not later than 1.15pm
Wednesday: Trial ends 12.15pm – Play not later than 12.30pm
Thursday: Trial ends 9.45am – Play not later than 10.00am
Friday: Trial ends 6.00pm – Play not later than 6.15pm
Early start: Trial ends 9.15am – Play not later than 9.30am

At the scheduled starting time for games the Umpire of the Day will ensure that no further trial ends are played.

The starting and finishing times, day and date, and venue of any scheduled game may be varied, with the consent of the Member Clubs involved and the written approval of Match & Program Committee. Refer Rule 3.17 for restrictions.

3.11 Late Arrival – Side

Should one side fail to appear at the time appointed, or within 15 minutes thereof, the opposing side, if ready to commence play, shall be awarded the game with points and shots as set out in Rule 5.6

3.12 Practice

3.12.1 Greens are to be made available to those wishing to practice by:

Saturday: 12.15pm
Wednesday: 11.30am
Thursday: 9.00am
Friday: 5:15pm

or earlier at the discretion of the Home Club.

3.12.2 On days of extreme weather (Heat) Policy altered start times, greens may not be available for practice.

3.12.3 In extraordinary circumstances relating to inclement weather or mechanical breakdown, the Greens Manager or their proxy may decide to close their green/s for practice to enable the completion of the playing surface.

3.12.4 Players can practice on any rink of the green of play prior to the draw of rinks for the game.

Side Managers must ensure that the rinks of play are drawn at 12:45 pm Saturday, 12 noon Wednesday, 9.30am Thursday, 5.45 pm Friday, and 9.00 am on early start Heat Policy games.

Once the draw for rinks has been completed, players should be notified and practice ceases.

3.13 Trial Ends (Roll up)

Two trial ends are permitted on the rink drawn with the number of bowls to be used in the game; to commence and be completed in accordance with Rule 3.10.

3.14 Player Position

No changes to player positions shall be permitted before the commencement of play once the draw for rinks has been made, except for physical disablement, where permission must be sought from the opposing side Manager and Umpire of the Day. Any club failing to adhere to this rule shall forfeit the game to the opposing side in accordance with Rule 5.6.

3.15 Player Movement during Play

Players will only be allowed to walk up to the head under the following circumstances:

Pairs:

Leads: after delivery of their third & fourth bowls
Skips: after delivery of each of their second, third & fourth bowls

Triples:

Leads: after delivery of their second bowl
Seconds: after delivery of their second bowl
Skips: after delivery of each of their bowls

Fours:

Leads and Seconds: after the third player in their team has played their second bowl
Thirds: after the delivery of their second bowl
Skips: after delivery of each of their bowls.

In exceptional and limited circumstances, a Skip can ask that a player walks up to the head earlier than described above.

3.16 Mid-Game Break

Saturday

Premier League & Divisions 1 – 2. There will not be a mid-game afternoon tea break.
Divisions 3 and lower. An afternoon tea break shall be taken at 2.45pm.

Wednesday

An afternoon tea break shall be taken at 2.00pm.

Thursday

Players shall take a 10 minute break at the completion of 11 ends.

Night Games. There will not be a mid-game break.

Early Start Heat Policy Games. There will not be a mid-game break. Side Managers are advised to be mindful of their duty of care for all participants and should monitor the conditions and consider breaks, if necessary, to provide participants with opportunities to hydrate.

Afternoon Tea Break. Every attempt should be made to limit the afternoon tea break to 15 minutes or less from the time the last team leaves the green.

All times are subject to adjustment by agreement of side Managers and Umpire of the Day.

3.17 Finishing Time

In any competition, the result of the game will stand provided that sufficient ends have been completed to obtain a result in accordance with Rule 5.8. If, at the time limit, the Jack has been rolled, the end shall be completed but not replayed if it becomes dead.

Saturday:

Games commencing at 1.15pm will cease with the completion of the end in play at 5.45pm.

Wednesday:

Games commencing at 12.30pm will cease with the completion of the end in play at 5.00pm.

Thursday:

Games commencing at 10:00am will cease with the completion of the end in play at 2.30pm.

Night Games:

Games commencing at 6:15pm will cease with the completion of the end in play at 10.30pm.

Early Start Heat Policy Games:

Games will cease with the completion of the end in play at 2:00pm.

Games played at other times:

Where a game has been re-scheduled with approval of the Match and Program Committee to a different start time, the game will cease with the completion of the end in play 4 ½ hours after the start time.

All Night Games must cease with the completion of the end in play at 10:30 pm, regardless of the start time.

4. OFFICIALS

4.1 Umpire of the Day

- 4.1.1** The Host Club is responsible for supplying an Umpire of the Day, with the name of the Umpire to be shown on the host club's notice board. In the event that no qualified Umpire is able to be present at the Club on game day, the visiting side is to be approached and asked to supply an Umpire of the Day. In the event that both clubs are unable to provide a qualified Umpire of the Day, the Host Club is to appoint an experienced and suitable member to fulfill the role of Umpire of the Day.
- 4.1.2** The Umpire of the Day will supervise the drawing of the teams & rinks at the allocated time and will ensure that all practice ceases once the draw has been completed.

4.2 Side Manager Responsibilities

Prior to the game

4.2.1 Players names must be entered into the online results portal by the following times:

- | | | |
|-------------------------------|---|---------------------|
| Saturday pennant competition | – | Friday 10:00 am; |
| Wednesday pennant competition | – | Tuesday 10:00 am. |
| Thursday pennant competition | – | Wednesday 10:00 am; |

On game day

- 4.2.2** Managers must be present at the venue at least fifteen (15) minutes prior to the scheduled starting time for trial ends, to enable the teams & rinks to be drawn at that time.
- 4.2.3** If only one side Manager is at the venue 5 minutes before the starting time for trial ends, that side Manager will allocate the rinks so that their side can begin their trial ends at the scheduled time.
- 4.2.4** Both side Managers are to ensure that their scorecards are correctly completed with Date, Division, Section, Club Name, all Player's Names printed clearly with Last and First Name and, if applicable, Substitute (SUB), Opposite Gender (OG) or Permit (Player's Member Club Abbreviation) before commencing the draw.

The Draw

Home side Manager – Obtain rink allocation.

4.2.5 Fours Competitions Side Manager Responsibilities

Where both sides have an equal number of teams of only three players, those teams shall be drawn together. Any additional three-member teams shall be drawn with the remaining four member teams. The draw for opponents and rinks shall be drawn separately for each of these groups. The teams shall then play as drawn.

- Home side Manager – shuffle and place scorecards face down on table
- Visiting side Manager – shuffle and place scorecards face down on top of Home side scorecards.
- Allocate rinks to each pair of scorecards before they are moved
- Both side Managers legibly complete scorecards as indicated in Rule 4.2.4, ensuring that notations are correctly recorded on the scorecards and initialed by the Umpire of the Day if necessary.
- Toss for mat – the result of toss to be recorded on each scorecard. (Suggest Member Club abbreviation to be written on front of the scorecard e.g. ADL=Adelaide)

4.2.6 Wednesday Premier League & Division 1 & 2 Side Manager Responsibilities

- Home side Manager – shuffle and place scorecards face down on table in three groups i.e. Pair on top row, Triples on second row and Fours on third row.
- Visiting side Manager – shuffle and place scorecards face down on top of Home side scorecard groups to match.
- Both side Managers legibly complete scorecards as indicated in Rule 4.2.4, ensuring notations are correctly recorded on the scorecards and initialed by the Umpire of the Day if necessary.
- Home side Manager will shuffle their cards only face down and allocate rinks. The Away side scorecards can be matched and the rink numbers recorded.
- Toss for mat – the result of toss to be recorded on each scorecard. (Suggest Member Club abbreviation to be written on front of the scorecard e.g. ADL=Adelaide)

4.3 Recording and confirming results

- 4.3.1** After the game has been completed both side Managers are to ensure that the Scorecards have been completed correctly, are signed in accordance with the Laws of the Sport of Bowls and the Completion Time is recorded.
- 4.3.2** The Home side club must ensure that player names & positions are adjusted correctly, and game scores are entered into the online results portal before the prescribed time limits for results entry (refer to the On-line Results Entry document published separately).
- 4.3.3** If there is a query concerning the accuracy of the results entered on-line, the Away side Club should contact the Home side Club by the end of the next business day following the game. If this fails to resolve the issue the MBA Secretary must be contacted via email (metrobowls@bigpond.com) by the end of the second business day following the game giving details of any discrepancy.
- 4.3.4** If a protest is pending by either side, scores should be entered as normal. For protest procedures refer to Rule 10.
- 4.3.5** If a game is abandoned, scores are to be recorded & confirmed as per Rules 4.3.2 & 4.3.3

5. SCORING AND RESULTS

5.1 Scorecards

- 5.1.1** Both scorecards for each game shall be the responsibility of the Skipper from each team, except as described in Rule 5.1.2
- 5.1.2** In a fours game the second of each team shall be responsible for the scorecard as in DR 3.2.4
- 5.1.3** At the end of the game, players who are responsible for maintaining the scorecards must record the time of completion and sign both cards.
- 5.1.4** Scorecards should be retained until the pennant season has been completed for audit and dispute purposes.

5.2 Scoreboards

The scoreboard may be updated at any time by any person but must be updated at least every second end and the Skipper, or second in a fours game, is responsible for ensuring it is correct as per the scorecard. Refer DR. 3.1

5.3 Scoring of game results

- 5.3.1** The results of each game shall be scored as follows:

Five Team Sides

Game points:	Win 10	Draw 5	Loss 0
Team points:	Win 2	Draw 1	Loss 0

Four Team Sides

Game points:	Win 8	Draw 4	Loss 0
Team points:	Win 2	Draw 1	Loss 0

Three Team Sides

Game points	Win 6	Draw 3	Loss 0
Team points	Win 2	Draw 1	Loss 0

Two Team Sides

Game Points	Win 4	Draw 2	Loss 0
Team Points	Win 2	Draw 1	Loss 0

- 5.3.2** Section winners and rankings will be determined according to the total points scored and in the event of two or more sides having equal points, then shots up shall decide. If points and shots up are equal, then the side with the least shots scored against it shall rank higher.

5.4 Forfeits

- 5.4.1** If a Member Club finds it cannot fill its sides after using the three players per team rule (DR. 2.6.1) and/or substitutes for its lowest side, it must forfeit its lowest side.
- 5.4.2** A Member Club considering forfeiting a pennant side from a Round due to insufficient players MUST first contact the opposing Club to ascertain whether they are able to supply additional players in accordance with the Laws of the Sport of Bowls and these Conditions of Play to enable the game to continue.
- 5.4.3** A Member Club finding it necessary to forfeit a side must endeavor to advise the opposing club by 5.00pm on the day prior to the day scheduled for the game. The MBA MUST be advised of the forfeit by email to metrobowls@bigpond.com
- 5.4.4** Member Clubs forced by extenuating circumstances to forfeit a side on the morning of the game should on:
Saturday & Wednesday: Advise the opposing club not later than 10.00am
Thursday/early start: Advise the opposing club not later than 8.30am
- 5.4.5** Where a club forfeits a side more than 30 minutes after the above times, that club shall be liable for a fine from the MBA. If the Member Club receiving the forfeit is the Home side, that Member Club will receive an allocation of 50% of the fine imposed.

5.5 Forfeits – Entering Results

In the event of a Side forfeit the Member Clubs involved are required to complete the results procedures on the on-line results portal as indicated in Rule 4.3 above. The side Manager of the Side forfeiting is also required to follow the procedures in the On-line Results Entry document recording the time and date the forfeit was advised to the opposition.

The Side Manager of the Side receiving the forfeit should also ensure that players' names are entered as per Rule 4.2.1.

5.6 Forfeits – Scoring

When a side receives a forfeit, scoring will be as follows:

Five Team (Wednesday Premier League & Division 1 & 2) – 20 points and 20 Shots

Four Team (16-a-side) competitions – 16 points and 16 Shots

Three Team (12-a-side) competitions – 12 points and 12 Shots

Two Team (8-a-side) competitions – 8 points and 8 shots

5.7 Forfeits – Withdrawal of Side

5.7.1 Should a Member Club find it necessary to forfeit the same Side on three consecutive occasions or on five occasions in total that Side may be withdrawn from the competition and the Side replaced with a Bye or the section may be re-drawn. A fine may be applied.

5.7.2 A Member Club is not permitted to play three players in each team in more than one side to enable both sides to play.

5.8 Scoring of Incomplete Games

5.8.1 If Match & Program Committee has not determined that all play shall be cancelled owing to inclement weather, and a game is started & then abandoned, it shall be deemed to have been completed with the scores at the time of cancellation if:

Saturday Premier League: 67 ends have been completed (early start game 48 ends)

Other Saturday & Wednesday 4 x 4 side Divisions: 56 ends have been completed (early start game 48 ends)

Saturday, Wednesday and Thursday 3 x 4 side Divisions: 42 ends have been completed (early start game 36 ends)

Wednesday (5 team sides): 74 ends have been completed (early start game 61 ends)

Thursday 2 x 4 side Divisions: 28 ends have been completed (early start game 24 ends)

If a match has been declared an early start game then the numbers of ends required to consider the game “complete” are reduced as indicated above.

5.8.2 If the required number of ends, as shown above, has not been completed, the game shall be treated as a draw with game points shared equally and two shots awarded to each team, with the exception of Divisions that have replay provisions (Saturday Premier League and Divisions 1-3 and all Thursday Divisions). Refer Rule 8.1

5.9 Scoring of Byes

5.9.1 When a side receives a Bye, scoring will be as follows:

Five Team (Wednesday Premier League & Division 1 & 2) – 15 points and 15 Shots

Four Team (16-a-side) competitions – 12 points and 12 Shots

Three Team (12-a-side) competitions – 9 points and 9 Shots

Two Team (8-a-side) competitions – 6 points and 6 shots

5.10 Advice of Results

Results for the paper will be taken from the on-line results portal and do not need to be sent to the Sunday Mail/Advertiser, the MBA or Bowls SA.

Results must be entered, saved and submitted on the on-line results portal by 6.30 pm on the day of play except in the case of Friday night games when they need to be entered & saved by 12 noon the following day.

5.11 Late Results

5.11.1 Failure by a Member Club to submit pennant results within the time frame, as set down in Rule 5.10, without an acceptable explanation to the MBA, may incur a fine from the MBA.

5.11.2 Second and subsequent failures to submit pennant results within the time frame, as set down in Rule 5.10, without an acceptable explanation to the MBA, shall incur a fine from the MBA.

6. DISRUPTION TO PLAY – INCLEMENT (WET) WEATHER

Pennant games will be played at all venues that are open, even if the majority of other venues have been closed.

In the event of inclement (wet) weather, players are to contact their Member Club to determine if play will proceed or be postponed. DO NOT contact Bowls SA, the MBA or Match & Program Committee.

6.1 Greens Unavailability

At each Member Club, the Greens Manager or their proxy shall decide whether or not the greens are unsuitable for play for the whole day. If the greens are unsuitable for play the Home side will notify the designated contact for each of the Clubs that are playing at that venue on that day. This will be done before 10:00 am (Wednesday and Saturday) and 8:00 am (Thursday/Tuesday).

6.2 Cancellation at Venue Prior to Commencement of Play

If weather conditions deteriorate at a Member Club which has not declared its greens unsuitable for play for the whole day, the decision whether or not play shall start due to the condition of the greens, shall be the sole responsibility of the Member Club's Greens Manager or their proxy.

6.3 Cancellation during Play

6.3.1 When play has commenced and weather conditions deteriorate, the Umpire of the Day will stop play on affected greens if the Home Club's Greens Manager or their proxy closes the green. This may be in regard to the condition of one or all greens at the venue. Play shall not be resumed without the permission of the Greens Manager or their proxy.

6.3.2 The Umpire of the Day may also stop play if a side Manager appeals on the grounds that the weather conditions are such that continuing to play would constitute a breach of duty of care. A side Manager's appeal shall only affect the game in which their side is engaged and shall not affect any other games at the same venue.

- 6.3.3 The Umpire of the Day may also act on his/her own discretion without appeal from either side Manager if it is felt that the conditions warrant cessation of play. If play has been stopped it shall not be resumed without permission of the Umpire of the Day.
- 6.3.4 Play will be cancelled for the day if it is not possible to resume after one hour from the time of the last stoppage. Play may not be cancelled until the expiry of the hour from the last stoppage.
- 6.3.5 Scoring of incomplete games will be in accordance with Rule 5.8

6.4 Lightning

Lightning can occur without other typical storm characteristics (i.e. thunder, rain and wind) being present.

Bowls SA & the MBA are committed to ensuring that all players, officials, administrators and spectators are safe during lightning activity

- 6.4.1 When lightning is sighted by the Umpire of the Day, play will be suspended, and all players will be required to leave the green IMMEDIATELY and move to a safe structure.
No place is absolutely safe from lightning strikes, but the Umpire of the Day is to ensure that all parties are made aware of the location's safe areas.
- 6.4.2 When the Umpire of the Day deems it safe to return to the green (at least 15 minutes after the last evidence that nearby lightning has occurred), play should resume as per the Law 32

7. DISRUPTION TO PLAY – EXTREME WEATHER (HEAT)

Refer to Annexure A – EXTREME WEATHER (HEAT) POLICY

Management of extreme weather (Heat) conditions

For each Metropolitan Pennant competition conducted by the MBA, an attempt will be made to commence and complete all games, applying Rules 7.1 to 7.7 below if appropriate.

In the event of the likelihood of extreme weather, Match & Program Committee reserves the right to cancel or reschedule all games in a Pennant round.

For all games that are played on days of extreme heat, it is recommended that any normally scheduled mid-game breaks are only to be taken by mutual agreement between side Managers. However, Side Managers are advised to be mindful of their duty of care for all participants and should monitor the conditions and consider breaks, to provide participants with opportunities to hydrate.

Member Clubs are reminded of the importance of applying the procedures related to extreme hot weather correctly. Failure to do so will attract a penalty.

7.1 Early Start Games

When a decision has been made to play at 9.15am, no changes to the game time are to be made unless by mutual agreement between the sides drawn to play each other and with prior written approval of Match & Program Committee (refer Rule 3.10).

Once the decision has been made two days before to start games early, games will be played at that earlier time regardless of what the forecast maximum temperature is on the day before or on the morning of the day of play. Games will continue to completion unless the actual temperature reaches 38 degrees (36 degrees for Thursdays) as measured by the procedures referred to in these Conditions of Play.

For all early start games, the number of ends to be played will be reduced – refer Rules 3.2.4 and 5.8.1.

7.2 Management of Temperature Readings (Member Clubs)

During any game that has been rescheduled to an earlier starting time, or on a day of extreme heat during a game that has started at the normal time, it is imperative that Member Clubs have a process in place to monitor the current temperature of the day.

- 7.2.1 On a day where games have been rescheduled to start at an earlier time, or on days where the temperature has the potential to reach either 38 degrees Celsius (Saturday & Wednesday) or 36 degrees Celsius (Thursday) during the game, the Home side Manager & the Umpire of the Day are responsible for delegating the duty of monitoring the current temperature of the day. Although not compulsory, it is recommended that a person who is “non-playing” for the day be delegated to perform the duty of checking the temperature at the designated Weather Station for the Home club. Refer to document – GETTING THE TEMPERATURE READING DURING HOT WEATHER PENNANT PLAY (available from the MBA Web site).
- 7.2.2 Member Clubs are required to make the name of this person, and the name of the Umpire of the Day, available to all visiting side Managers.
- 7.2.3 For the purpose of temperature monitoring above, Member Clubs are required to make available a computer with internet access, where the Bureau of Meteorology Web site www.bom.gov.au can be accessed. The MBA will also approve the use of an Apple or Android Application on a mobile phone or tablet, **if the application has a direct internet link from the Bureau of Meteorology Web site.**
- 7.2.4 It is a requirement that a check of the temperature at the designated weather station is done shortly after each hour and half hour during play (i.e. to find out the temperature recorded at the assigned Weather Station at the hour and half hour e.g. 2pm, 2.30pm, 3pm etc.).
- 7.2.5 If the recorded temperature at the hour or half hour reaches or exceeds the cut-off temperature, the responsible person is to advise the Umpire of the Day, who after confirming the temperature, will direct all players to stop playing after completing the end in play. Any resulting dead ends will not be replayed.
Play will be suspended for the day. Refer to Rules 7.3.1, 7.3.2, 7.4, & 7.5 to determine the next steps.

The information below details the process of determining when a game will be rescheduled to an earlier start, and what process is to occur once a game is suspended as per Rule 7.2.5.

7.3 Saturday Pennant Competition

If the forecast maximum temperature for Adelaide for Saturday on the Bureau of Meteorology website at 4.30pm on Thursday is 36 degrees Celsius or above, all games will be played on Saturday with trial ends commencing at 9.15am (refer to Rules 7.1 & 7.2). However, if the Thursday 4.30pm forecast maximum temperature for Saturday is below 36 degrees but increases to be 38 degrees or above at the 7:30 am forecast on the day of play (Saturday) then all Premier League & Division 1-3 games will be played on the following Friday night, with trial ends commencing at 6:00 pm. All other Metropolitan Saturday Pennant games will be cancelled and rescheduled at the discretion of Match & Program Committee.

On any day where play is not possible due to the temperature reaching the required 38 degrees prior to the commencement of play the game will be rescheduled, if possible, to a day that has been allocated for this purpose.

7.3.1 Premier League & Division 1-3

If it becomes necessary to suspend a game due to extreme heat, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.8.

If the required number of ends are not completed, the game will be resumed from its previous state on the following Friday night, with trial ends commencing at 6.00pm, as in Law 32 & Rule 8.1

If it becomes necessary to abandon a Friday evening game due to inclement weather, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.8. If the required number of ends are not completed, the game will be rescheduled (resumed) at the discretion of Match & Program Committee. If this is not possible then the game will be abandoned. For scoring, refer to Rule 5.8.2

7.3.2 Divisions 4 and below

If it becomes necessary to suspend a game due to extreme heat, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.8.

If the required number of ends are not completed, the game will be abandoned. For scoring, refer to Rule 5.8.2

7.4 Wednesday Pennant Competition

If the forecast maximum temperature for Adelaide for Wednesday on the Bureau of Meteorology website at 4.30pm on Monday is 36 degrees Celsius or above, all games will be played on Wednesday with trial ends commencing at 9.15am (refer to Rules 7.1 & 7.2).

However, if the Monday 4.30pm forecast maximum temperature for Wednesday is below 36 degrees but increases to be 38 degrees or above at 7:30 am forecast on the day of play (Wednesday) then all games will be cancelled.

If it becomes necessary to suspend a game due to extreme heat, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.8.

If the required number of ends are not completed, the game will be abandoned. For scoring, refer to Rule 5.8.2

7.5 Thursday Pennant Competition

If the forecast maximum temperature for Adelaide for Thursday on the Bureau of Meteorology website at 4.30pm on Tuesday is 36 degrees Celsius or above, all games will be played on Thursday with trial ends commencing at 9.15am (refer to Rules 7.1 & 7.2).

However, if the Tuesday 4.30pm forecast maximum temperature for Thursday is below 36 degrees but increases to be 36 degrees or above at 7:30 am forecast on the day of play (Thursday) then all games will be played on the following Tuesday at the normal starting time (or a day as determined by Match & Program Committee).

If it becomes necessary to suspend a game due to extreme heat, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.8. If the required number of ends are not completed, the game will be resumed from its previous state on the following Tuesday or on a day as determined by Match & Program Committee.

If it becomes necessary to abandon a Tuesday game due to inclement weather, the game will be deemed as complete if the required number of ends have been completed as per Rule 5.8. If the required number of ends are not completed, the game will be rescheduled (resumed) at the discretion of Match & Program Committee. If this is not possible then the game will be abandoned. For scoring, refer to Rule 5.8.2

7.6 Stoppages of Play

When play has commenced and the weather conditions deteriorate, play may be suspended by appeal of a side Manager to the Umpire of the Day. The Umpire of the Day may also act on his/her own discretion without appeal from either side Manager if it is felt the conditions warrant cessation of play. In such cases, the relevant sections of Rules 7.3, 7.4 & 7.5 will apply.

7.7 Player Withdrawal

Any player who considers that the effects of prolonged heat or the forecast temperature for the day of play will have an adverse effect on their health, safety and well-being can withdraw from the game without penalty to the player. Such withdrawal may also occur during the course of play where the temperature on the green is at a level that the player considers that it places them at risk.

The withdrawal of any player from a side due to extreme weather during the game can be dealt with by the affected team Manager in any of the following ways:

- A substitute, if available may be used by agreement.
- The remaining players in the team may be able to continue to play. (DR. 2.6)
- The side may forfeit the game.

A match may also be halted if both Side Managers agree, with points shared.

8. REPLAYS

8.1 Replays – Minor Rounds

8.1.1 Saturday Premier League and Divisions 1-3

8.1.1.1 Any game from a cancelled Round or not completed (suspended) as per Rule 5.8 will be resumed on the following Friday night, or on a day and time determined by Match & Program Committee.

8.1.1.2 Games will resume from the point at which the game was suspended with the **same players in the same teams in the same positions within the sides**. Substitutes – refer DR 2.3 & 2.4. The number of ends to be played will be the number as set at the start of the original game – refer Rules 3.2.4 & 5.8.1

8.1.1.3 Where completion of a suspended game is not possible due to extreme weather conditions, or a clash of fixture, the game will be abandoned and Match & Program Committee will advise as to the date of replay or declare the games as a draw with game points shared equally and two shots awarded to each team.

8.1.2 Saturday Divisions 4 and below & all Wednesday Divisions

Any game not completed (as per Rule 5.8) will be treated as a draw with game points shared equally and two shots awarded to each team. No points or shots will be awarded for games from a cancelled round.

8.1.3 Thursday Divisions

Any game from a cancelled Round or not completed (suspended) as per Rule 5.8 will be resumed on the following Tuesday at the normal start time or at a time determined by Match & Program Committee.

8.1.3.2 Where completion of a suspended game is not possible due to extreme weather conditions, or a clash of fixture, the game will be abandoned, and Match & Program Committee will advise as to the date of replay or declare the games as a draw with game points shared equally and two shots awarded to each team.

8.2 Replays – Finals

8.2.1 In the event of final games being suspended or abandoned due to extreme weather conditions, games will be programmed for alternative days at the discretion of Match & Program Committee.

8.2.2 Suspended games will resume from the point at which the game was suspended with the **same players in the same teams in the same positions within the sides**. Substitutes – Refer DR 2.3 & 2.4. The number of ends to be played will be the number as set at the start of the original game – refer Rules 3.2.4 & 5.8.1.

9. FINALS

9.1 Finals Series

9.1.1 A finals series will be held for the following Divisions:

Saturday. Premier League and Divisions 1-5

Wednesday. Premier League and Divisions 1-3

Thursday. Premier League and Divisions 1-2

9.1.2 Wednesday, Thursday and Saturday – all Divisions

The sides finishing 1st, 2nd, 3rd and 4th at the end of the minor rounds, will contest the Finals.

The Elimination Final will be between the sides finishing 3rd & 4th

First Semi-final will be between the sides finishing 1st & 2nd.

The loser of the Elimination Final is placed fourth.

The winner of the Elimination final will play the loser of the First Semi-final in the Preliminary Final.

The loser of the Preliminary Final is placed third.

The winner of the Preliminary Final will be the second Grand Finalist.

The winner of the Preliminary Final will be the second Grand Finalist.

9.1.3 Finals dates:

Saturday Elimination and Semi Finals	Saturday 14 th March 2020
Saturday Preliminary Final	Saturday 21 st March 2020
Saturday Grand Final	Saturday 28 th March 2020
Wednesday Semi & Elimination Finals	Wednesday 18 th March 2020
Wednesday Preliminary Final	Wednesday 25 th March 2020
Wednesday Grand Final	Wednesday 1 st April 2020
Thursday Elimination and Semi Finals	Thursday 19 th March 2020
Thursday Preliminary Final	Thursday 26 th March 2020
Thursday Grand Final	Thursday 2 nd April 2020

9.2 Arrangements of Play

- 9.2.1 Finals games will be played without time limits and without a mid-game break. Players will be responsible for their own lunch etc.
- 9.2.2 In the event of a draw after the full allotment of ends, side Managers will toss for the mat and all teams shall complete one end from the end of the rink at which that game was finalised (refer to Law 28). In the event of there still being a draw, the procedure will be repeated until a winner is obtained.
- 9.2.3 If play cannot be completed due to extreme weather conditions, Rule 5.8 will apply. If the appropriate number of ends has not been completed, Match & Program Committee will determine when the games will be resumed as per Rule 8.2.

9.3 Venues/Officials – Finals

- 9.3.1 Semi and Elimination Finals will be played at the venue of the Minor Premier
- 9.3.2 Preliminary Finals will be played at the venue of the highest placed participant side
- 9.3.3 Grand Finals will be played at venues as decided by Match & Program Committee

9.4 Player Eligibility

Refer to Rule 2.10.

10. PROTESTS/APPEALS

Refer to MBA Complaints, Protest Hearings & Appeals Policy for detailed information.

10.1 Protests – Minor Rounds

- 10.1.1 A protest by a Member Club against an alleged infringement of the Metropolitan Rules & Conditions of Play, or the Laws of the Sport of Bowls must be made in writing using the “Protests, Disputes & Complaints lodgement form”, clearly marked ‘Protest – Attention President’, and signed by the Member Club Administrative Secretary or another responsible officer of the Member Club.
- 10.1.2 The protest form, accompanied by payment of a fee of \$110 (including GST), shall be lodged with the MBA Secretary at metrobowls@bigpond.com no later than one working day after completion of the game.
- 10.1.3 At the discretion of the MBA President or his representative, a Hearing Panel selected from members of the Hearing Panel pool shall be appointed by the Executive Committee of the MBA to deal with the protest in line with the MBA Protest/Appeals Policy.
- 10.1.4 If the protest is resolved in favour of the party that made it and no appeal is lodged, the protest fee shall be refunded and, in these circumstances, the fee shall be charged against the losing party. For other situations, refer to the MBA Protest/Appeals Policy.

10.2 Protests – Finals

In the event of any protest by any Member Club during the playing of the Finals series, such protest shall be made in writing in accordance with Rule 10.1 except in circumstances where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided.

Protests – Finals (Immediate Decision Required)

- 10.2.1 In the event of a protest by a Member Club relating to a Final where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided., such protest shall be made in writing in accordance with Rule 10.1.1.
- 10.2.2 The protest form, accompanied by payment of a fee of \$110 (including GST) shall be lodged with the Manager of the Day within 15 minutes of the completion of the game.
- 10.2.3 The Manager of the Day shall immediately direct the protest to a member of the duly appointed Hearing Panel in attendance at the game. The protest shall be dealt with immediately and the decision given to the relevant parties forthwith.

10.3 Appeals – Minor Rounds

- 10.3.1 The decision of the Hearing Panel may be appealed against in accordance with the MBA Protest/Appeals Policy. The appeal must be in writing using the “Notice of Appeal lodgement form”, clearly marked ‘Appeal – Attention President’, and signed by the Member Club Administrative Secretary or another responsible officer of the appealing Club.
- 10.3.2 The appeal form, accompanied by payment of a non-refundable fee of \$550 (including GST), shall be lodged with the MBA Secretary no later than three working days following notification of the protest decision.
- 10.3.3 The MBA President will arrange for the appeal to be forwarded to the CEO of Bowls SA within three working days or as soon as practicable following receipt of such notice.

10.4 Appeals – Finals

The decision of the Hearing Panel may be appealed in writing to the MBA in accordance with Rule 10.3 except in circumstances where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided.

Appeals – Finals (Immediate Decision Required)

- 10.4.1 In the event of an appeal of the decision of the Hearing Panel where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided, such appeal shall be made in writing to the MBA in accordance with Rule 10.3.1.
- 10.4.2 The appeal form, accompanied by payment of a non-refundable fee of \$550 (including GST) shall be lodged with the Manager of the Day within 30 minutes following the protest decision.

10.4.3 The Manager of the Day will immediately advise the designated MBA Executive Committee member in attendance at the game. The Committee member shall attend to the appeal within 30 minutes or as soon as practicable following receipt of such notice.

10.5 Hearing Panel Decisions

In the event of a player/s being suspended by a Hearing Panel, the player will be allowed to participate in all activities and events pending the decision of an appeal process unless it is believed necessary by the Hearing Panel to exclude the player/s from all or some activities and events after considering the nature of the complaint.

11. PROMOTIONS & DEMOTIONS

11.1 Saturday Promotions & Demotions:

Premier league

9th & 10th sides demoted if eligible sides can be promoted from Division 1.

Division 1

Grand Final winner and Runner Up promoted if eligible.

9th & 10th sides demoted if eligible sides can be promoted from Division 2.

Division 2

Grand Final winner and Runner Up promoted if eligible.

9th & 10th sides demoted if eligible sides can be promoted from Division 3.

Division 3

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

9th & 10th sides of each section demoted if eligible sides can be promoted from Division 4.

Division 4

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

9th & 10th sides of each section demoted if eligible sides can be promoted from Division 5.

Division 5

Grand final winner and Runners Up of each section promoted if eligible.

Bottom two sides of each section demoted if eligible sides can be promoted from Division 6.

Division 6

Premiers of each section and required number of Runners Up based on ranking promoted if eligible.

Bottom two sides of each section demoted if eligible sides can be promoted from Division 7.

Division 7

Premiers of each section and required number of Runners Up based on ranking promoted if eligible.

11.2 Wednesday Promotions & Demotions:

Premier league.

9th & 10th sides demoted if eligible sides can be promoted from Division 1.

Division 1

Grand Final winner and Runner Up promoted if eligible.

9th & 10th sides demoted if eligible sides can be promoted from Division 2.

Division 2

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

9th & 10th sides of each section plus the lowest ranked 8th side as determined by Match & Program Committee demoted if eligible sides can be promoted from Division 3.

Division 3

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

Bottom two sides of each section demoted if eligible sides can be promoted from Division 4.

Division 4

Premiers of each section and required number of Runners Up based on ranking promoted if eligible.

11.3 Thursday Promotions & Demotions:

Premier League

9th & 10th sides demoted if eligible sides can be promoted from Division 1.

Division 1

Grand Final winner and Runner Up promoted if eligible.

9th & 10th sides demoted if eligible sides can be promoted from Division 2.

Division 2

Grand Final winner of each section to be promoted if eligible.

If ineligible, Grand Final Runner Up (from the same section) to be promoted if eligible.

9th & 10th sides of each section demoted if eligible sides can be promoted from Division 3.

Division 3

Premiers of each section to be promoted if eligible.

If ineligible, Runner Up (from the same section) to be promoted if eligible.

Plus Highest Ranked Runner Up as determined by Match & Program Committee.

11.4 Promotions & Demotions – Eligibility

11.4.1 No side shall be promoted if it would result in Rule 3.4 being broken – i.e. a side is eligible for promotion only if it's Member Club has less than the maximum allowable number of sides in the next higher Division.

11.4.2 If demotion of a side would breach Rule 3.4, a side in the next lower division from the same Member Club shall be demoted.

11.5 Amalgamation

When two or more clubs amalgamate, they may, at the commencement of the next season after amalgamation, nominate in the competition a similar number of sides, and at the same levels, as were held by each of the Member Clubs at the conclusion of the preceding season after promotions and demotions had been determined.

12. ATTIRE/DRESS CODE

12.1 In accordance with the Bowls SA Uniform Policy, all players in a side must be dressed in a uniform manner and have Bowls Australia logo on all club attire in accordance with the Bowls Australia Logo Policy, except as described below in Rule 12.2.

12.2 In a club's lowest side, the Dress Code is satisfied if an Opposite Gender player or a substitute is wearing a plain white or pale coloured shirt or their own club approved uniform.

12.3 Some Member Club uniforms differ between women and men and therefore uniformity in playing apparel for the team may be difficult to achieve. It is therefore satisfactory if the uniform registered with Bowls SA for male and female club members, which carries the club name and logo and the BA logo, are worn to establish a level of uniformity.

13. EQUIPMENT

13.1 Artificial Devices for Delivering the Jack or Bowl – Wheelchairs, Walkers & Bowling Arms

Refer to Bowls Australia Artificial Devices Policy

13.2 Bowls Discs

In all games where discs are being used, all players in a team or a side must use bowls with identical discs. If a replacement player is required, then he/she may use bowls with his/her own club identification discs. Law 52.1.8 and DR 4.7

13.3 Bowls Lifters

Players are reminded that lifters are for the sole purpose of lifting a bowl or jack and must not be used for any other purpose, or left on the green when not being used, where they could cause damage, interference or injury to other players.

13.4 Scoreboards, Flags, Corner Flags, Rink Numbers, Boundary Pegs

During play, all Score Boards, Flags, Corner Flags, Rink Numbers, Boundary Pegs, if in use, must be left in place on all rinks on a green until the completion of play on the last rink in use.

14. POLICIES

14.1 Fines and Penalties

The MBA may impose fines or penalties on any player, team, side or club for any action or behaviour in breach of the Metropolitan Rules & Conditions of Play or Laws of the Sport of Bowls or where actions are considered to bring the game into disrepute.

14.2 Death

In the event of the death or apparent death of a player during a game either on the green or within the club premises, all games shall be abandoned at that club (venue) and results will be treated as in Rule 5.8

If insufficient ends have been completed to obtain a result, all points for all games abandoned in this manner shall be shared.

14.3 Mobile Phones

Mobile Phones are not permitted to be used on the green.

14.4 National Competitions

No special arrangements will be made to reschedule games to accommodate National Events.

14.5 Player Code of Conduct

The Bowls SA Member Protection Policy Player Code of Conduct shall apply

14.6 Unacceptable Behavior

Players are expected to conduct themselves in a polite and sporting like manner when participating in any Pennant bowls game.

14.6.1 If a player behaves in an abusive, threatening or disruptive manner to other players or spectators during the playing of a game, the Umpire of the Day may give the player an official warning. If a warning is issued, it shall be given in the presence of that player's side Manager.

14.6.2 Refer to Bowls Australia Instantaneous Penalties Policy (Laws book page 126-127)

If the unacceptable behaviour by the player continues after a warning, the Umpire shall call the end in progress as completed and award as many shots to the opponents as there are bowls in use in that game.

14.6.3 If the unacceptable behaviour by the player continues, the player shall be excluded from taking any further part in that game-

No replacement or substitute player will be allowed for his/her team. If no further play under Rules 2.4.2.2 or 2.4.3 is possible for that team, the side will forfeit the game, with points & shots awarded as per Rule 5.6

14.6.4 The Umpire of the Day must forward a detailed written report about any incident involving an instantaneous penalty to the Secretary of the MBA and Bowls SA within seven (7) days of the incident. for the appropriate investigation and possible disciplinary action and or police involvement.

14.7 Abuse of an Umpire

If a player abuses or threatens an umpire whilst performing their duties, the umpire shall give the player an official warning. The warning shall be given in the presence of that player's side Manager.

If further abuse or threatening behaviour continues after the warning, the umpire shall immediately apply the contents of Bowls Australia Instantaneous Penalties Policy & send the player from the green

Refer to Rule 14.6.4 for further action by the Umpire of the Day.

14.8 Throwing the Mat

The Laws of the Sport of Bowls prescribe that, after the last bowl in each end has been delivered, a player should lift the mat and place it completely beyond the face of the rear bank. Forceful behaviour/ throwing of the mat will not be tolerated and penalties as per Rule 14.6 shall apply.

14.9 Coach

Either the coach of a side, or in their absence, the coach's delegated deputy, can give advice to a player during the course of play as long as they abide by the sub-clauses of Law 44

14.10 Spectators

Spectators and anyone else not directly taking part in the game are required to stay outside the boundaries of the green and clear of the players. Spectators are encouraged to applaud good play to promote the sport and healthy competition. They should not disturb or advise the players in anyway – Law 45

The Bowls SA Member Protection Policy shall apply.

14.11 Pregnancy Policy

Before making the decision whether to continue to participate in lawn bowls the pregnant competitor should obtain expert medical advice and a clear understanding of the risks related to playing sport in that condition. Member Clubs should ensure that their public liability insurance and professional indemnity insurance are current and do not contain exclusions for pregnant participants.

14.12 Smoking

No player shall smoke on the playing surface. The Bowls SA 'No Smoking on the Green' Policy shall apply.

It is the responsibility of the Member Club Administration to ensure that this policy is complied with.

14.13 Damage to Greens

The MBA has adopted the Bowls SA "Damage to Greens" Policy & is developing its own policy in conjunction with Member Clubs.

"Dumping bowls" is defined as the act of dropping a bowl on the green at any time so as to leave a depression on the playing surface. Players who are observed "dumping" bowls during a Pennant game may be approached by a representative of the host club in the presence of the players Side Manager and asked to immediately modify their bowling action.

Further observation of dumping by the host club is likely to lead the introduction of a "dump mat" for the offending player, which cannot be refused.

In exceptional circumstances, a player may be banned from the host club greens, with potential consequences for their team & Side.

14.14 Bowls – Compliance

Refer DR 4.8.1 & 4.9.2

For Metropolitan Pennant competitions, the stamp of a current or future year IS NOT required.

14.15 Footwear

Bowls Australia approved footwear should be worn.

Annexure A – EXTREME WEATHER (HEAT) POLICY

The Metropolitan Bowls Association is conscious of its responsibility to provide direction to its Member Clubs in relation to the conduct of the game of bowls under extreme weather (heat) conditions. The following statements have been developed to enable all members to participate in a safe environment

The intent of this Policy is to enable play to continue wherever possible, empowering side Managers & officials to display leadership, consult and make decisions in the interests of good sportsmanship and preserving the safety and well-being of players at all times.

Play must not proceed in any capacity if the temperature as measured by the procedures referred to in these Conditions of Play reaches 38 or 36 degrees Celsius or more (as appropriate) on the Bureau of Meteorology website www.bom.gov.au for the nominated weather station for the venue.

In all instances the Bureau of Meteorology website www.bom.gov.au is to be used to access the forecast temperature, current temperature or Fire Danger rating for the local area.

When the Bureau of Meteorology or Country Fire Service declare a day of Catastrophic Fire Danger, all bowls must be cancelled in the area affected.

Duty of Care

In all circumstances Member Clubs are urged to ensure a duty of care of participants by exercising caution and regularly monitoring the temperature and any potential extreme weather (Heat) Policy weather conditions before commencing, continuing or terminating Pennant games.

If the forecast maximum temperature is 35 degrees or more it is the responsibility of Member Clubs to monitor, at regular intervals of no longer than 30 minutes, the temperature during all practice and Pennant play and cease play when the temperature reaches 38 or 36 degrees Celsius or more (as appropriate).

Responsibility

In addition to adopting and applying the extreme weather (Heat) Policy before commencing, continuing or terminating any Pennant games, Member Clubs have the responsibility to ensure that they exercise a duty of care to all players by providing adequate breaks, water for player hydration, and shade and sun protection products on all days of play

Players also have a personal responsibility to ensure that they apply sound self-management practices to minimise any likely effects of heat on their health and well-being.

Cancer Council Australia recommends protecting the eyes from UV at all times when outdoors during daylight hours by wearing close-fitting wraparound sunglasses and a broad-brimmed, bucket or legionnaire style hat to protect the eyes from ultraviolet (UV) radiation.

Any player who considers that the effects of prolonged heat or the forecast temperature for the day of play will have an adverse effect on their health, safety and well-being can withdraw from the game without penalty to the player. Such withdrawal may also occur during the course of play where the temperature on the green is at a level that the player considers places them at risk. The withdrawal of a player from a team under such circumstances be dealt with according to Rule 7.7

Annexure B – Weather Station Allocation

Club	Weather Station	Club	Weather Station
Adelaide	Adelaide (West Terrace)	Modbury	Edinburgh
Adelaide High O/S	Adelaide (West Terrace)	Morphett Vale	Noarlunga
Adelaide Oval	Adelaide (West Terrace)	Novar Gardens	Adelaide Airport
Ascot Park	Adelaide Airport	Para Hills	Edinburgh
Beaumont	Adelaide (West Terrace)	Payneham	Adelaide (West Terrace)
Blackwood	Noarlunga	Penfield	Edinburgh
Brighton	Adelaide Airport	Playford	Edinburgh
Christies Beach	Noarlunga	Port Adelaide	Adelaide Airport
Clarence Gardens	Adelaide (West Terrace)	Port Noarlunga	Noarlunga
Clearview	Adelaide (West Terrace)	Prospect Broadview	Adelaide (West Terrace)
Colonel Light Gardens	Adelaide (West Terrace)	Reynella	Noarlunga
Croydon	Adelaide (West Terrace)	Rosewater	Adelaide Airport
Edwardstown	Adelaide Airport	Salisbury	Edinburgh
Gawler	Edinburgh	Semaphore	Adelaide Airport
Glenelg	Adelaide Airport	Somerton	Adelaide Airport
Grange	Adelaide Airport	Sturt	Adelaide (West Terrace)
Happy Valley	Noarlunga	Toorak Burnside	Adelaide (West Terrace)
Hawthorn	Adelaide (West Terrace)	Torrensville	Adelaide (West Terrace)
Henley	Adelaide Airport	Tranmere	Adelaide (West Terrace)
Holdfast Bay	Adelaide Airport	Trinity Gardens	Adelaide (West Terrace)
Hope Valley	Edinburgh	Two Wells	Edinburgh
Kensington Marryatville	Adelaide (West Terrace)	Walkerville	Adelaide (West Terrace)
Lockleys	Adelaide Airport	W C & K RSL	Adelaide (West Terrace)
Marion	Adelaide Airport	West Lakes	Adelaide Airport
Marion RSL	Adelaide Airport	Woodville	Adelaide Airport
Millswood	Adelaide (West Terrace)		

Annexure C – Adelaide Metropolitan Pennant Bowls Clubs

ABBREV	CLUB	PHONE	LOCATION
ADL	ADELAIDE	8223 5516	58 Dequetteville Terrace, Kent Town
AHO	ADELAIDE HIGH O.S	8223 5516	See Adelaide
ADO	ADELAIDE OVAL	8223 5516	See Adelaide
APK	ASCOT PARK	8276 5539	Davidson Avenue, Parkholme
BAU	BEAUMONT	8379 3132	71 Devereux Road, Linden Park
BLK	BLACKWOOD	8278 1937	10 Simla Parade, Blackwood
BRI	BRIGHTON	8296 6818	13 Keelara Street, Brighton
CBE	CHRISTIES BEACH	8382 8311	Smith Avenue, Christies Beach
CGD	CLARENCE GARDENS	8293 2134	6 Winona Avenue, Clarence Gardens
CLE	CLEARVIEW	8262 3242	Gordon Avenue, Clearview
CLG	COLONEL LIGHT	8276 3532	Flinders Avenue, Colonel Light Gardens
CRO	CROYDON	8346 3242	64 Blight Street, Ridleyton
EDW	EDWARDSTOWN	8293 7549	Raglan Avenue, South Plympton
GAW	GAWLER	8522 1306	Victoria Terrace, Gawler
GLG	GLENELG	8295 2112	23 Partridge Street (off Jetty Road), Glenelg
GRA	GRANGE	8356 8389	11 Wilson Court (off Grange Road), Grange
HAP	HAPPY VALLEY	8270 5162	Taylor's Road West, Aberfoyle Park
HAW	HAWTHORN	8357 8250	86a Monmouth Road (cnr Price Oval) Hawthorn
HEN	HENLEY	8356 8506	104 East Terrace (North of Henley Beach Road), Henley Beach
HOL	HOLDFAST BAY	8295 1444	583 Anzac Highway, Glenelg North
HOV	HOPE VALLEY	8396 2277	1225 Grand Junction Road, Hope Valley
KEM	KENSINGTON	8431 4102	Cnr Parade & East Terrace, Kensington Gardens
LOC	LOCKLEYS	8443 6798	46 Rutland Avenue, Lockleys
MAR	MARION	8296 9435	262 Sturt Road, Marion
MAS	MARION RSL	8296 4535	31-39 Norfolk Road, Marion
MIL	MILLSWOOD	8271 3172	20 Millswood Crescent, Millswood
MOD	MODBURY	8396 0113	Jack High Lane, Ridgehaven
MOV	MORPHETT VALE	8382 4738	Cnr South & Wheatsheaf Roads, Morphett Vale
NOV	NOVAR GARDENS	8295 4803	489 Anzac Highway, Novar Gardens
PAH	PARA HILLS	8285 6744	92 Bridge Road, Para Hills
PAY	PAYNEHAM	8337 1251	402 Payneham Road, Glynde
PEN	PENFIELD	8258 1546	Woomera Road, Salisbury
PLA	PLAYFORD	8254 1892	Goodman Rd, Elizabeth SA 5112
PAB	PORT ADELAIDE	8447 5096	Fifth Avenue, Cheltenham
PNO	PORT NOARLUNGA	8382 4160	River Road, Port Noarlunga
PRB	PROSPECT	8344 4836	Collingrove Avenue, Broadview
REY	REYNELLA	8322 4535	Oval Road, Reynella
ROS	ROSEWATER	8341 0706	134 Grand Junction Road, Rosewater
SAL	SALISBURY	8258 1551	Orange Avenue, Salisbury
SEM	SEMAPHORE	8449 6337	Woolnough Road, Largs Bay
SOM	SOMERTON	8296 8849	King George Avenue, Somerton Park
STU	STURT	8271 4362	Cnr Trimmer Terrace & Edmund Avenue, Unley
TOB	TOORAK BURNSIDE	8331 0062	25 Giles Street, Toorak Gardens
TOR	TORRENSVILLE	8443 7104	80 South Road, Torrensville
TRA	TRANMERE	8431 6197	Cnr Magill Road and Kings Grove, Tranmere
TRG	TRINITY GARDENS	8431 2003	Canterbury Avenue, Trinity Gardens
TWE	TWO WELLS	8520 2316	Old Port Wakefield Road, Two Wells
WAK	WALKERVILLE	8344 2064	Smith Street & Church Street, Walkerville
WCK	W C & K RSL	8346 4855	19 Rosetta Street, West Croydon
WLK	WEST LAKES	8242 1286	21 Edwin Street, West Lakes Shore
WOD	WOODVILLE	8445 2244	Oval Avenue, Woodville South

Annexure D – Pennant Practice and Game Times

	Rule 4.2 Side Managers Responsibilities	Rule 3.12 Practice		Rule 3.10 Start Times		Rule 3.16 Mid Game Break	Rule 3.2 Ends to be played	Rule 5.8 Incomplete games	Rule 3.17 Finishing Time	Rule 5.10 Advice of Results
	Player names entered on-line by:	Practice rinks available by: *	Rink draw begins at: **	Trial ends begin by:	Begin play by:	Division	Number of ends:	Minimum number of ends for a completed game:	Finish by:	Enter results on-line by:
Saturday	10:00am Friday	12:15pm	12:45pm	1:00pm	1:15pm	Premier League Div 1 & 2 Div 3 – 5 Div 6 & 7	25(18) ends 21(18) ends 21(18) ends 21(18) ends	67(48) ends 56(48) ends 56(48) ends 42(36) ends	5:45pm	6:30pm game day
Wednesday	10:00am Tuesday	11:30am	12:00md	12:15pm	12:30pm	Premier League Div 1 & 2 Div 3 Div 4	Pairs – 18(15) ends Triples – 25(21) ends Fours – 21(18) ends Pairs – 18(15) ends Triples – 25(21) ends Fours – 21(18) ends 21(18) ends 21(18) ends	74(61) ends 74(61) ends 56(48) ends 42(36) ends	5:00pm	6:30pm game day
Thursday	10:00am Wednesday	9:00am	9:30am	9:45am	10:00am	Premier League Div 1 & 2 Div 3 Div 4	21(18) ends 21(18) ends 21(18) ends 21(18) ends	42(36) ends 42(36) ends 42(36) ends 28(24) ends	2:30pm	6:30pm game day
Friday	N/A	5:15pm	5:45pm	6:00pm	6:15pm	None			10:30pm	12:00md Saturday
Early Start	N/A	N/A	9:00am	9:15am	9:30am	None (or by negotiation)	(in brackets) above	(in brackets) above	2:00pm	6:30pm game day

* Practice may commence earlier if greens are available

** Rinks WILL be drawn at the indicated time in the presence of the Umpire of the day
Cards will be distributed once rinks are drawn – Practice MUST cease
Players CAN practice until draw is completed.