

CONDITIONS OF PLAY - 2019 QUALIFYING MASTERS

Please note that the use of the bell and time limits is being used for the first time as an experiment to ascertain its advantages/disadvantages

Registration & Play Times

Players are to register and check in between 08:00 to 08:30am on Saturday 15th June at their designated venue.

NB Trial ends to be played from 15 mins before start times

1st Session 08:45 to 11:00 (2 hours 15 min)

2nd Session 11:30 to 13:45 (2 hours 15 min)

3rd Session 14:15 to 16:30 (2 hours 15 min)

Should **ALL** participants be available, having had a minimum of fifteen minutes since the conclusion of a previous game, play may commence earlier than the scheduled time with the 2 hours 15 mins and trials time limit still being relevant.

Players are required to bring their own markers.

Format of Play

Singles matches will be played first to 21 points

If scores are equal at the end of the time limit, play will continue for one more end to determine the winner.

A warning will be given five minutes before the time fixed for starting each session.

A siren will sound to indicate the commencement of play, and then again to indicate the end of the time limit.

Any player arriving after the official start time shall lose the right to play trial ends.

Any player arriving at the green more than 15 minutes after the official starting time shall forfeit the game and the points for that game, or not progress through to the next round.

If a game is forfeited, the non-offending player will be awarded one match point and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same section.

Procedure for Applying Time Limits

Start of play – play will commence with the designated timekeeper signaling the official start time by a bell, horn, etc.

A warning will be given five minutes before the end time approaches of each session.

End of play – at the completion of the allocated time, the designated timekeeper will signal the end time of play by a bell, horn, etc. At this time players will complete the current end they are playing.

The start of an end is determined by the delivery of the jack by the first player in that end.

Trial Ends

One trial end in each direction will be allowed for all games in accordance with Law 5.1. In trial ends players can use any combination of bowls taken from different sets.

Trial ends can be commenced up to 15 minutes before the official start time for the round.

Restriction of Movement of Players During Play

Players may visit the head after delivery of their third bowl.

In exceptional and limited circumstances, a player may ask the marker, earlier than described above.

Delaying (Slow) Play

Players are required to play without undue delay and in a manner which does not prevent their opponents from being able to complete the requisite number of ends within the time limit prescribed by the Controlling Body. The following conditions will apply in cases where players fail to meet this requirement.

- 1) The umpire, on appeal by one of the players that they are being prevented from playing all their bowls within the time prescribed for the game due to the actions of their opponent, or on appeal by the Controlling Body as a result of its own observation, will notify the offending player that they are being 'put on the stopwatch' on completion of any end in progress.
- 2) When notification has been given, the offending player will be required to deliver all his/her bowls in each of the remaining ends within a four minute time period (timing will be undertaken by an official specifically allocated for that purpose).
- 3) In each end timing will start as soon as the offending player has delivered the jack (if he/she is the first to play in an end) or as soon as the non-offending player's first bowl has come to rest (if the non-offending player is the first to play in an end). Thereafter, timing will continue whenever the offending player is in possession of the rink, and will stop when the offending player's last bowl of the end has been delivered.
- 4) No timing will occur during any interventions by the umpire (for example, to check a short jack or a line bowl).
- 5) A player can call for a maximum of two time-outs during the period in which timing is being carried out. When a time-out is called, the time allowed to complete an end will be extended from four minutes to five minutes.
- 6) The timing official will advise the offending player when the time remaining in any end reaches one minute.
- 7) At the end of the four minute period (five minute period if a timeout has been called) the offending player will forfeit any bowls remaining to be delivered in that end. Their opponent will, however, deliver his/her remaining bowls to complete the end.

Leaving the Rink of Play

If a player wishes to leave the rink of play, Law 33.2 will apply. However, if on more than one occasion, then on each occasion after the first they can do so only with their opponent's and the umpire's permission.

The clock will not be stopped during this break time.
