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BOWLSLINK



General information & Conditions of Play 2024

As at 10 October 2023

Finals Host: Club Pine Rivers

(Elimination Finals if required TBA)

Critical Dates

Nomination Form in by	4pm, Monday 18th December 2023.
First round played	Saturday 20th January 2024.
Double Headers	20th & 21st January 2024. 24th & 25th February 2024.
Catchup Game	Sunday 17th March 2024.
Elimination Final	Saturday 23rd March 2024.
Quarter Finals	Saturday 6th April 2024. Sunday 7th April 2024.
Semi-Finals and Grand Finals	Saturday 13th April 2024. Sunday 14th April 2024.

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GENERAL INFORMATION

Controlling Body:

The Controlling Body is the Management Committee of the 7s-Qld Inc. and has the right to change conditions of play if deemed necessary and shall be the sole judge to determine, interpret and rule on all matters occurring during the tournament.

The Competition is conducted under the **Laws of the Sport of Bowls, Crystal Mark 4, 1st April 2023.**

1. Entry Fees:

1.1 Entry fee **MUST** accompany each Nomination.

1.2 Failure to adhere to Payment will make the Entry **NULL & VOID.**

1.3 **Entry Fee** is **\$800** for each **Team.**

NB: Teams that are withdrawn AFTER the draw has been completed will NOT have their Nomination refunded.

2. Application to Enter:

2.1 To enter the Sevens Competition, Clubs must complete the **Sevens Nomination Form.**

2.2 A Club may **enter more than one (1) side in a Division** and may apply to enter a Composite Side involving another club. **A maximum of 2 Clubs per composite side.**

2.3 The **Controlling Body** reserves the right to **Re-grade** Sides into Higher or Lower Divisions to **Minimise** the number of **Byes** in the whole competition.

3. Eligibility:

3.1 All Divisions are open to single or any combination of gender with no restriction of age. All Players must be **Full [Financial] Bowling Members** of an **Affiliated Club** which may not necessarily be the Club for which they are intending to play.

3.2 All Players must be **Clear/Free** from any form of **Suspension** and or **Default Status** from any Club or Association.

3.3 Players who play **Fifty Percent** of **Sectional Matches** in a **Higher Division** become constituted for that **Higher Division** and may **not** "play down".

3.4 To be eligible for the **Finals**, Players must have played a minimum of **Fifty Percent** of **Sectional Matches (including Byes)**, in that **Division** or any **Combination of Divisions**. In the case of a **Combination of Divisions**, a **Player's Status** will be the **Highest Division** in which the Player played the **Most Games**. When combining divisions for qualification, if the number of matches is equal, the player will be deemed to be qualified in the higher division.
A Player may be promoted to a **Higher Division**.

3.5 **Premier League and Premier A Grade Players** are **NOT** eligible to play in the **Q7s Competition.**

4. Penalties:

Any 'Sevens' Club, that breaches any part of the above **Player Eligibility**, may have **Penalties Imposed**, which could include, but not restricted to: -

- 4.1 All **Match Points** and **Rink Wins** deducted for all games the **Unqualified Player** participated in. In addition, they would receive the **WORST** loss margin for those **rounds played** with an **Unqualified Player**.
- 4.2 The **Opposing Team** in such cases **may** receive all **Match Points** and **Rink Wins** - and additionally - will receive the **AVERAGE** winning **Shots Margin** for that round.
- 4.3 The **Controlling Body** will determine what action to take in such rule violations.

5. Green Fees:

Green Fees **DO NOT** apply to the **Q7s**; however, Clubs may place a fee on their own players.

6. Prize Money:

Q7s shall retain a **Portion of Entry Fees** to assist with **Administration Costs**, the remainder of **Entry Fees** and **Sponsorship** will go into a **Prize Pool** with the breakdown **determined by the Controlling Body**.

- 6.1 **Final Eight Prize Money** will be paid by **Cheque** on the day of the Club's very last game.
- 6.2 Clubs **MUST** supply the **Controlling Body** with a Nominated Payee **BSB and Account Number via the Sevens Nomination Entry Form. Remaining Prize Money & Rink Win** payments will be paid by **EFT**.
- 6.3 The **APPROXIMATE Prize Money** payable for **Each Division**:
 - Winner; \$7000.**
 - Runner Up; \$3000,**
 - Third; \$1250 (x2).**
 - Fourth; \$800 (x4).**
 - Total \$15,700 per Division.**

7. Rink Win Bonuses:

- 7.1 A **Rink Win Bonus** will be paid to **Non-Major Prize Winners** (as per **General Information 6.3**) and (subject to **General Information 7.2**).
- 7.2 Value of **Rink Win Bonus** will be determined from the **Remaining Income** after **Major Prize Money & Administration Costs** are deducted from the **Total Cash Pool** available for **Sevens 2024**.
- 7.3 The total **Rink Win Bonus** will not exceed **\$800** per Side.
 - A. The **Rink Win Bonus** will **not exceed \$25** per Discipline win.
 - B. **No bonus** will be paid on games **Not Played, Byes and Forfeits**.

8. Club Liaison:

Each Club **MUST** appoint, (via the **Nomination Entry Form**), **one only Liaison Person**. Any **contact** with the **Controlling Body** {Other than Round Result Sheets} **MUST** be through the appointed **Club Liaison**, for all Teams entered by the Club.

9. Managers:

Each Side must have an appointed **Manager** for the Season. The **Side Manager** is to complete **Game Cards** and **Match Result Sheets** in conjunction with the **Opposition Manager**; and ensure that the **Result Sheets** are completed correctly. **Club Liaisons** are to ensure that each **Side Manager** is fully conversant with the **Conditions of Play**; can apply them as they are written; and have a reasonable understanding of the **Laws of the Game**.

10. Protest/Disputes:

10.1 The **Controlling Body** **MUST** be informed of all **Protests and Disputes** within **24 hours** of the Disputed Event and lodged in writing to **The Secretary, of the Controlling Body** within **48 hours**, accompanied by a **\$50 fee**.

10.2 The **Controlling Body** will rule on **Protests and Disputes** that involve participating **Sides and/or Clubs**.

10.3 If any **Protest or Dispute** is against the **Controlling Body**, a Committee will be formed comprising three members: **one** of which will be an **Independent Person** (not a Current Member of 7s-Qld Inc.), **Chairman of 7s-Qld Inc**; and an **Appointed Person** from the **7s-Qld Inc**. [Membership.] to officiate on such a Protest or Dispute.

10.4 An **Umpire** submitting a **Report** of an **Incident** which happened **during or as a result of a Q7s match** **MUST** do so in writing within **24 hours**. No fee is applicable in this instance.

11. BowlsLink:

Timely Attention to the Input of Information into **BowlsLink** is **Essential** for the system to operate at its **Optimum**.

Players Names are to be entered into **BowlsLink** **Two (2) Days Prior** the start of **Play for Round Games**. **Failure** for this to Occur may result in the **Player/s not being credited with a game played for the purpose of Finals Qualification**. For **Finals**, **Player Names** are to be entered **the Wednesday Prior to the Scheduled Games**.

Clubs are to have in place a **“backup person”** who can undertake the responsibilities of **BowlsLink** should the **Authorised Person be Incapacitated or Away**. Ideally, **one (1) person** from **each side** should have access to entering **Results**, so that this function can be **done immediately the game is completed**.

12. Composition of Sides:

Sides will consist of **Seven (7) Playing Positions & One (1) Optional Reserve:**

- **One rink 3 Bowl Pairs.**
- **One rink 4 Bowl Pairs.**
- **One rink 2 Bowl Triples.**
- **Optional Reserve can only be used ONCE at any time during the game.**

13. Compositions of Sections / Divisions:

13.1 The number of **Sections and Sides** in each **Section** will be determined by the **Entries Received** and, if necessary, **Byes** will be **allocated** should the **Controlling Body** be **unable to fill the Division by Promotion or Relegation**.

13.2 The **Number of Sides per Section** and **Sections per Division** shall be determined by the **Number of Entries** received. **Multiple Entries per Division** are **allowed**; **BUT** one of the **Sides** may be asked to **Move Up (or Down)** a **Division** to better balance that **Division**.

13.3 The **Draw** will be **compiled** by the **Controlling Body** and include **Play Dates for Each Match**.

14. Game Start Times:

14.1 It is a **Policy of 7s-Qld Inc.** to encourage Clubs to **Schedule Matches** to avoid the **hottest part of the day** in Summer. **Morning, Evening, or Night Games are encouraged.**

14.2 Clubs competing in each match **MUST** agree to a suitable **Date and Time** to play matches. **Club Liaisons MUST** make every effort to **negotiate a Date and Time** to play **all round matches** prior to **Commencement of the Competition.**

If agreement **cannot be reached**, the match must be **played on the date/time set by the Controlling Body.** All **Club Liaisons MUST double check game times** with their **Opponent's Club Liaison** during the week **leading up to the match.**

14.3 Clubs must notify the **Controlling Body** of the **agreed playing times:**

The **Controlling Body** will enter these details into **BowlsLink** before the Commencement of the **Competition.** **Clubs** wishing to change any agreed **playing times or date (as per Condition 14.2)** must notify the opposing Club Liaisons and the Controlling Body a minimum of **7 days** before the **Scheduled Date** of the match they wish to change. If agreement **cannot be reached** on an alternate time or date, the **match MUST be played on the time & date originally agreed to (as per General Information 14.2)**

15. Umpires, Measurers:

The **Host Club** shall supply **Accredited Umpires or Measurers** (preferably non-playing) OR appoint a suitable **Competent Person to perform the duties.**

16. Heat; Tobacco; Alcohol; Green Protection:

The **Home or Host Club** must have in place a **policy** addressing these matters; and it will be **that policy** which will apply.

17. Social Media

No **Player** shall use **Social Media** to make **Derogatory Comments** about the **Q7s Organization**, any **Official**, the **Event** or any **Other Player** for the **Duration of the Competition.** Any **Infringement** of this **General Information** shall **render the Offender liable to disqualification** from the event.

18. Communications and Media

18.1 All Electronic Communication Devices located within **Six (6) Metres** of the green, whilst a **match is in progress**, must be **Switched Off or On Silent.** **Electronic Devices** include - but are not limited - to **mobile phones, pagers, iPads, iPods, Tablets, Radios etc.** Special **Dispensation** may be given by the Controlling Body upon request from a player or official for **Emergency or Compassionate Reasons.**

18.2 Where **Electronic Devices** are being used by **Q7s Officials/Appointees** or **Q7s Volunteers** in association with the **BowlsLink System or Live Streaming** of matches, these devices are to be **switched to silent wherever possible.**

19. Attire:

Club approved attire is to be worn. **Composite Side Members** may **dress in their Own Club attire.**

CONDITIONS OF PLAY

1. Game Format:

- **3 Bowl Pairs - 24 Ends (3 Bowls).**
- **4 Bowl Pairs - 18 Ends (4 Bowls per player 2x2x2x2).**
- **2 Bowl Triples - 24 Ends (2 Bowls per player).**
- **Optional Reserve.**

1.1 All three (3) Disciplines **MUST** be played.

1.2 If a **Club** cannot field all Three (3) Disciplines (**one player short**), they will play as though there is **no Second** in the **Triples Discipline**.

1.3 Should a **Player be unable to continue** a game, and **no Eligible Reserve** is available, play will **continue as though there is no Second in the Triples Discipline**. That means, as per **DR 2.6**, the **Effected Side** will play **4 Bowls**: while the **Other Side** play **6 Bowls**.

1.4 The **Reserve** may be **injected** into the game at **any time once only**.

1.5 The **Reserve** **MUST** be in **attendance** and **attired** ready to play if required and **MUST remain** for the entire game.

1.6 Timed Games: - There will be **No Time Limit** on any games in the **Q7s Competition**.

2. Rink Allocations

The **Home Side** may **Pre-allocate Rinks** OR decide to do a **Blind Rink Draw** prior to the match commencing.

3. No Dead Ends:

If the **Jack**, by the effect of play, **leaves the rink of play** over the bank or side boundary, it shall be **replaced at the "T"**.

4. Temporary Markings (Decals):

Where **Temporary Bowl Markings (Decals)** are used **all bowls in a Side must be marked identically**.

5. Inclement & Adverse Weather / Incomplete Game:

5.1 A Match unable to be completed due to **Inclement or Adverse Weather** shall be **declared completed if Two (2)** of the **Three (3) Disciplines** have reached the following **Minimum Requirements** of:

- 3 Bowl Pairs - 13 ends.**
- 4 Bowl Pairs - 10 ends.**
- 2 Bowl Triples - 13 ends.**

5.2 If **two (2)** of the **Disciplines** meet the **Minimum Requirements**, the **third** shall be declared **Abandoned**; and the **match declared complete**. There will be **no points** awarded for the **Abandoned Game**. In the event that the remaining **Two (2)** Disciplines result in a **Win a Piece**, the **Score** on the **Abandoned Rink** will decide the match result.

5.3 If **two (2) of the three (3) Disciplines haven't reached the Minimum Requirement, the Match is to be**

continued ASAP at a **time mutually agreed** upon by the Participating Sides and approved by the **Controlling Body**.

5.4 In the event of a **match/s not being able to be played** due to Adverse Conditions, the “catch up” game is to be **played on or before the Scheduled Catch-Up Date** set by the **Controlling Body**. **Mutually agreed Forfeits** will result in both sides being awarded **Zero Points** (as per Condition 8.5).

6. Scoring:

6.1 **Seven (7) Match Points** will be given for a **Match Win** plus **one (1) point** per **Rink Win**.

6.2 Win on **three (3) Rinks = 10pts**, win on **two (2) Rinks = 9pts**, win on **one (1) Rink = 1pt**.

7. Notification of Results:

7.1 Results will be Recorded in **BowlsLink** by the Designated Home Side **immediately** after the Conclusion of Play: or **NO later** than **Midday** the **following day**.

7.2 The **Away Side** MUST Check **BowlsLink** results and **report discrepancies** within **24 hours**.

7.3 **Result Sheets** will continue to be used in the usual manner and retained in the **Eventuality of a Dispute**.

7.4 **Failure** to Enter results within these time frames may result in **loss of Rink Win Bonuses**.

8. Forfeits, Byes, Games Not Completed and Unplayed Games:

8.1.1 A Side awarded a **Forfeit**, will receive **Seven (7) Points Match Win & Three (3) Rink Win** Points.

8.1.2 A Side awarded a **Bye** will receive **Seven (7) Points Match Win & Two (2) Rink Win** Points.

8.1.3 An **Average Margin** of the **Other Sides'** Played in that Section from that Round **will be applied** at the end of that rounds play.

8.2 The **Side Conceding the Forfeit** shall receive **No Points** and be **debited** with a shot **margin equal** to that credited to **their opponents**. In the case of a **Forfeit**, both Clubs MUST **submit Result Sheets**.

8.3 **No Points** or **Rink Win Bonus** will be allocated to games **not completed**.

8.4 Should there be a **Double Forfeit**, each Side will receive **No Points** nor **Rink Win Bonus**.

8.5 **Un-Played Games**, each Side will receive **Five (5) Match Points** with **No Rink Wins** nor **Rink Bonus**.

9. Practice:

9.1 Instead of **Trial Ends**, Players may **Practice** up until the agreed **Starting Time** (unlimited ends) on any Rink.

9.2 Home Clubs are to make every effort to have greens available for practice a **Minimum of 30 Minutes** prior to the agreed **Starting Time**.

10. Player Movements During Play:

NOTE: Players will only be allowed to walk up to the head as follows:

10.1 Pairs:

Leads may be called to the head after delivery of their **Second and Third Bowl** in the **3 Bowl** Discipline and **Third and Fourth Bowl** in the **4 Bowl** Discipline.

Skips may walk to the head after delivery of their **Second, Third and/or Fourth Bowl**.

10.2 Triples:

Leads may go to the head after the **Second Player** in their Side has delivered their **Second Bowl**.

Seconds may go to the head after delivery of their **Second Bowl**.

Skips may walk to the head after delivery of each of their **Bowls**.

NOTE: Restricting the movements of players does not prohibit a player being called to the head by the Skip, however care should be taken not to delay play.

11. Drawn Rink:

11.1 There shall be **No Drawn Rinks**.

11.2 In the event of the **Scores** on any Rink being **Equal** after the prescribed **Number of Ends**, an **Extra End** will be played.

11.3 Skips must **toss** to decide the **Mat**.

11.4 The **End** will be played **from** where the **last end finished**.

12. Finals:

12.1 All finals are **Knockout Matches**.

12.2 The **Top Two (2) Sides** from **Each Section**, after completion of Sectional Play, will progress to the **Finals**. This will be decided by the **Highest Match Points** won. If Sides are **Equal on Points, Score Difference (Margin)**, if **still equal, Score Percentage** will determine Placings.

12.3 Divisions which are **Too Large** to move directly into **Quarter Finals**, will be required to play an **Elimination Final**.

12.4 The **Next Best** Sides will **fill** the number of **Vacancies** required to **Complete the Draw**.

12.5 The **Next Best** will be determined by **Combining** all **Remaining Sides** from **all Sections** and Ranking them in **Descending order of Points, Score Difference (Margin)** and **Score Percentage**.