

# 2024 Mary Terrill Mixed Pairs

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Scorecards: Tim and Amy Nixon with Nixon Group Realtors.

## **Tournament Venue / Dates**

Thursday & Friday January 25<sup>th</sup> & 26<sup>th</sup> – **Johnson LBC** – Report at 8:30am both days.

Last year's winning team: unknown

## Conditions of Play

The Controlling Body reserves the right to change or alter the program to successfully carry out or finish the event per law 55.3.4.

Unless noted differently in these CoPs, all games will be played in line with the Laws of the Sport of Bowls, Crystal Mark 4th Edition.

### **FORMAT AND SCORING:**

- Day 1 – Random draw. Pairs (4 bowls each). 4 (four) 10-end games. Ties stand all ten ends must be played. At the end of each game, skips verify the score and sign the opponent's card. Cards must be turned in to the scorekeeper by the winning skip after the 4<sup>th</sup> game.  
At the end of day 1, teams are ranked according the scoring paragraph below.
- Scoring: Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. Plus points will be maxed at +/- 7 per game.  
Teams are ranked by;
  - 1) Match points
  - 2) Plus point differential
  - 3) Fraction – Your actual total points / (your actual total points + opponent actual total points)
- Tie Breakers: Day 1 – Ties stand, play all 10 ends. Day 2 – Ties must be broken with an extra end.  
For determining the championship bracket only, at the completion of day 1 games, in the case of a tie of match points and plus points there will be a one end playoff. Details are posted below. Any playoff ends will start at 8:30am on Day2.  
For any other ties of wins, plus points, and fractions the tie will be broken by a coin flip.
- Day 2 – Teams will be put into Flights of 8 per Day 1 qualifying criteria. All games are 14 ends, a game may be conceded at any time. Ties must be broken by playing an extra end. 3 (three) games max. All teams are to fill in the names on the flight sheet and find your next rink assignment.
- Trial Ends: Prior to the start of play, at 8:45am each day, each player will be allowed four up and back for trial ends. If both teams or players agree, trials can be skipped.
- No Burned Ends: A jack in motion that passes completely outside the boundaries of the rink of play must be respotted on the 2-meter mark on the center line. If that position is occupied by a bowl, the jack will be placed between the bowl and the mat line without touching the bowl.

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- Byes or forfeits are considered a win. Their score is the average winning score for the round. Their opponent's score is the average losing score for that round. Teams with a bye can practice on a rink assigned by the Tournament Director as available.
- Visit to the Head; Leads – after 3<sup>rd</sup> & 4<sup>th</sup> bowl. Skips – after 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> bowl. Both skips go to the mat at cross-over.
- Please keep games moving. Start each game as soon as your teams and rinks are ready.

## **PRIZE MONEY/AWARDS:**

- The number of entries determines the allocation of prize money and is posted at the venue.

## **PRACTICE:**

- Competitors may practice each morning before play begins and the day prior to the start of the event, according to the host venue's instructions. Hours will be communicated in advance on the tournament entry form.

## **BOWLS, FOOTWEAR AND ATTIRE:**

- Shoes must be flat-soled and heel-less.
- Matching Team members' shirts and below-the-waist attire strongly encouraged. They may be white or colored.
- There will be no inspection of bowls.

## **SUBSTITUTIONS:**

- Substitutes may be allowed, after the commencement of the opening round, in the event of illness or any unforeseen circumstance, once approved by the Tournament Director, as follows:
  - a. All substitutions must abide by the conditions outlined in the updated Substitutions Rules on the Bowls USA website.
  - b. Substitutes may not skip.
  - c. No substitutes for Singles after play has commenced.

## **CHANGES IN SCHEDULING:**

- If an event cannot be conducted in accordance with the published schedule or if a special situation arises, the Tournament Director/Committee may make whatever changes it deems appropriate.
- If a game is suspended due to inclement weather or unforeseen circumstances, the Tournament Director/Committee will determine if/when the game will continue. If all the games in a round cannot be completed, the results will be rolled back to the last fully completed round.

## **UMPIRES:**

- Prior to start of play, umpires, as available, will be introduced.

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## DISPUTES:

- The umpire's decision is final in all circumstances except those relating to the meaning or interpretation of a law, in which case there will be a right of appeal to the Controlling Body (SCD Board & Tournament Director/Committee).
- Dispute Committee;

## OTHER LAWS, REGULATIONS AND POLICIES:

- SCD Code of Conduct. Skips have acknowledged the SCD Code of Conduct, which is section III of the SCD Bylaws. Skips are responsible for informing team members.
- Always let the director of the head know BEFORE delivering a running shot. Please, no surprises.
- Lunch; Day1 after the second game. Day2 after the first game. BRING YOUR LUNCH.
- Erase scoreboards with a wet sponge so as not to scratch them
- Please help pick up the equipment and trash as well as your belongings before leaving the green after your last game of the day.
- Cell Phones and/or Sound-Emitting Devices: Any such devices must be muted or turned down. Violations shall be considered a violation of rink possession. Law 41.7 is not superseded.
- Smoking: Smoking is prohibited on any green and is only allowed in designated areas.

## Special Rules for Qualifying for Championship vs 3<sup>rd</sup> Flight Only

If there is a tie in win points AND plus points with teams that would determine which is in the championship flight and which is in the 3<sup>rd</sup> flight, there will be a play-off of one (1) end at 8:30am.

Here are the playoff possibilities:

Two Way – 8<sup>th</sup> and 9<sup>th</sup>.

One (1) end playoff. Winner is 8<sup>th</sup>.

Three Way – 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> -OR- 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>.

**For example;** 7, 8, 9<sup>th</sup> place ties

7<sup>th</sup> plays 8<sup>th</sup>. Winner is 7<sup>th</sup>, then Loser plays 9<sup>th</sup>. The winner is 8<sup>th</sup>

**For example;** 8, 9, 10<sup>th</sup> place tie

9<sup>th</sup> plays 10<sup>th</sup>, Loser is 10<sup>th</sup>, then winner plays 8<sup>th</sup>. The loser is 9<sup>th</sup>

Four Way – 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> -OR- 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup> -OR – 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>.

**For example;**

6<sup>th</sup> vs 9<sup>th</sup>, 7<sup>th</sup> vs 8<sup>th</sup>.

Winners of first round play for 6<sup>th</sup> and 7<sup>th</sup> place.

Losers of first round play for 8<sup>th</sup> and 9<sup>th</sup> place.

For any other ties of wins, plus points, and fractions the tie will be broken by a coin flip.