

# CONDITIONS OF PLAY

## SCD WOMEN'S OPEN FOURS/ SINGLES/PAIRS

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.

**Date:** Feb 7-8 (Sat-Sun) Fours; Feb 9-10 (Mon-Tue) Singles; Feb 11-12 (Wed-Thu) Pairs

**Venue:** Johnson LBC, Sun City West, AZ

Each day:  
8:30 check-in  
8:50 trial ends  
9:00 start

**Entry Conditions:** Open to female members in good standing affiliated with Bowls USA, or World Bowls

**Entry Fee:** \$40 per player/event

### Practice:

**Friday, Feb 6, 1-4 PM**

CHECK IN WITH MONITORS — MUST USE MATS FOR PRACTICE

### Format:

Day 1 RANDOM DRAW

Fours: Four (4) 10-end Games

Pairs: Five (5) 10-end Games (3 Bowls per Player)

Singles: Four (4) 14-point Games

Day 2 Teams will be put into Flights (3 Games Max)

Fours: 14-end Games

Singles: 18-point Games

Pairs: 14-end Games

### Start of Play:

Play will commence with the sound of a horn or bell or an announcement signalling the start of play.

### Time Limits:

Day 1 Time limit of **1 hour 45 minutes** for **Fours** (including trial ends)

**No time limit** for **Singles** but games start when the assigned rink is available

*Note: The round you sit out is NOT a bye ~ you are required to mark!*

Time Limit of **1 hour 15 minutes** for **Pairs** (including trial ends)

Day 2 Time limit **2 hours 30 minutes** for **Fours**, **2 hours** for **Pairs** (including trial ends)

### Trial Ends:

Two bowls in each direction per player before the first game only (included in time limit)

### Re-spotting (Burnt End):

In the event of a burnt end, the jack will be re-spotted at the 2-meter mark on the centerline

### Dead Ends:

If the bell rings signaling the end of play, the end in progress is completed. If the end is declared dead after the bell rings, the end must be replayed per law 20.

### Restriction of movement of players for Fours:

- Leads after the second player has delivered their second bowl
- Second after delivery of their second bowl
- Third after delivery of their second bowl
- Skips after delivery of each of their bowls; when a skip walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their own first bowl. If a player does not meet the terms of this law, law 13 will apply.

**Restriction of movement of players in Singles:**

- After the delivery of their third bowl

**Restriction of movement of players for Pairs:**

- Leads: after delivery of their third bowl
- Skips after delivery of each of their bowls; when a skip walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their own first bowl. If a player does not meet the terms of this law, law 13 will apply.

**Delaying (slow) play:**

Players must play without undue delay and in a way which does not prevent their opponents from being able to complete the required number of ends within the time limit specified. See Appendix 1 for the full text of A.5.

**Scoring (Day 1):**

Three (3) points for a win, one (1) point for a tie, and zero (0) for a loss — maximum 7 point (plus/minus)

**Scoring (Day 2):**

Ties do not stand. A winner must be determined. Winners remain in the winner's bracket. Losers move to the loser's bracket. After two losses, a team is eliminated. All scorecards must be signed by the opposing Skip or Singles player at the end of each game and turned into the scorekeeper by the winner.

**Prizes:**

Payout charts will be posted for each event

**Dispute/emergency committee:**

Tournament Directors, Claire Day and Jackie Tucker

**Late arrivals:**

A penalty of one point and one end played will be assessed for each 10 minutes after the official start time. A late arrival of 30 minutes or more will result in forfeiture of that game. This rule may be waived in extenuating circumstances.

**Smoking/drinking policy:**

No smoking is allowed anywhere at the facility, and no alcoholic beverages are to be consumed during the course of play, during lunch, or between games

**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: Law 32.4 The substitute must play in any position **other than skip**, and the other members of the team can rearrange their positions as necessary.

**Other:**

- Only completed team entries accepted – no TBAs or entry will be returned
- Lunch after 2<sup>nd</sup> game of each event (For Pairs after 3<sup>rd</sup> game)– BRING YOUR LUNCH
- The use of mobile phones and other electronic/communication devices on the green and surrounds during play is not permitted. Mobile phones must be muted, on vibrate, or switched off during play.
- Shoes must be flat-soled and heelless
- Matching Team members' shirts and below-the-waist attire strongly encouraged
- There will be no inspection of bowls