

2018 PROVINCIAL INDOOR CHAMPIONSHIPS

CONDITIONS OF PLAY

ELIGIBILITY

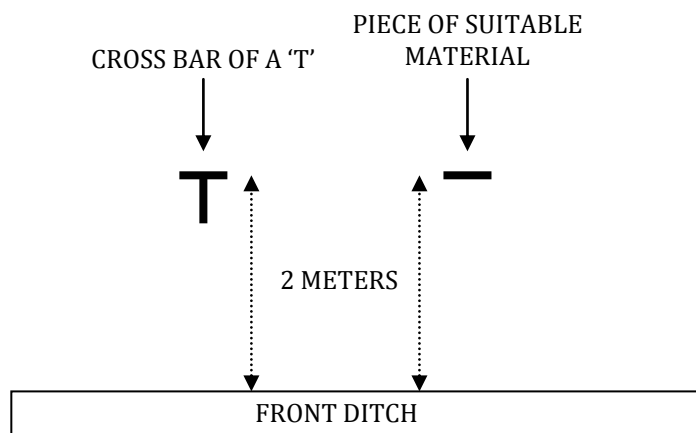
1. Players must be a Canadian citizen or possess a Canadian Permanent Resident Card and meet the regulations of the international bowls authority having jurisdiction over the event (World Bowls – World Cup Indoor Championship).

GAME PLAY

2. Singles: Four bowls per player
Pairs & Mixed Pairs: Three bowls per player
Triples: Two bowls per layer
3. Prior to the start of a match, each player/team will be allowed two complete trial ends (four, three or two bowls per player). Players may practice before each game as rinks are available, but not on the rink they will be playing on in the upcoming game.
4. Each match will consist of two sets, each set being played over 9 ends. The winner of each set will be the player/team with the most shots at the completion of the 9th end. The winner of the match being the better of two sets. (A match tie-breaker is not a set.) In knockout play a set will be decided if, at any point, it becomes impossible for one player to draw or win the set given the number of ends left.
5. If the shot scores are tied after the last end of a set, the set is drawn. If the match is tied (two drawn sets or one set each) after the two sets have been completed, a match tie-breaker consisting of 3 ends will be played to determine the winner. The match tie-breaker is decided by the winner of the total number of shots scored in the three ends. If at the completion of the third end of a tie-breaker the scores are equal, a fourth tie-breaker end will be played. In both section play and knockout play there should be no further play in the tie-breaker if, at any point, it becomes impossible for one player to draw or win the tie-breaker given the number of ends left.
6. In all cases a tied end will count as one of the 9 ends played.
7. Sets play and any tie-breakers shall proceed according to law 56.4 First to Play.
 - a. First Set: The opponents should toss a coin and the winner of the toss has the option to either: place the mat and then deliver the jack and the

first bowl: or tell the opposing player to place the mat and deliver the jack and the first bowl (the opposing player cannot refuse).

- b. Second Set: The winner of the first set will place the mat and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set will place the mat and then deliver the jack and the first bowl.
 - c. First, fourth and any further ends of a tie-breaker: the opponents in will toss a coin and the winner of the toss has the options as described in 7.a.
8. Play in all other ends: In all ends after the first but apart from an extra end, the winner of the previous scoring end will place the mat and then deliver the jack and the first bowl.
9. For championships with six(6) or less players/teams the first and second place players/teams after the round robin will play a play-off game for the Gold and Silver medals. The third and fourth place teams will play a play-off game for the Bronze medal.
10. Re-spotting the jack
- d. If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at the central 2 metre spot.
 - e. If the spot is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl. Law 56.5.4.





Players may only visit the head:

Singles: after delivery of their third and fourth bowls. In exceptional circumstances, a player may seek permission of the Marker to visit the head before they deliver their third bowl,

Pairs and Mixed Pairs: leads can visit the head after delivery of their third bowl. The skips can visit the head after the delivery of their second or third bowl.

Triples: leads and thirds can visit the head after delivery of their second bowl. Skips can visit the head after delivery of their first bowl.

ADMINISTRATION

11. Prior to the commencement of play, all players must present all their bowls and their bowling shoes for inspection by the Event Umpire. All team bowls must have identical stickers attached. All team members must dress in matching team uniforms.
12. Any player/team not ready to play at their official start time for any match shall forego their right to play trial ends and then if they are not ready to play within 15 minutes after the official start time of their match shall forfeit the match to their opponent.
13. Rules and regulations shall be adhered to as stated in the Crystal Mark Third Edition of the Laws of the Sport of Bowls.