



## **CONDITIONS OF PLAY**

### **Multi Nations**

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**Controlling body:** Bowls Australia Ltd.

**Event:** **2023 MULTI NATIONS**

**Dates:** Saturday, March 25 – Friday, March 31, 2023

**Venue:** Broadbeach Bowls Club, Musgrave Hill, Club Helensvale, Mudgeeraba, Paradise Point, Queensland.

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## **1. ENTRY CONDITIONS**

### **1.1. Affiliation**

Open to all bowlers who are affiliated with their National Authority which are a member of World Bowls (WB) or International Bowls for the Disabled (IBD).

### **1.2. Eligibility**

1.2.1 As a condition of entry, all competitors must:

- 1.2.1.1 Not be currently under disqualification or suspension by their National Authority or World Bowls.
- 1.2.1.2 Comply with all applicable 'Laws of the Sport of Bowls and Domestic Regulations for Australia, Crystal Mark 3rd edition (Laws of the Sport of Bowls), including any amendments and Bowls Australia Policies.
- 1.2.1.3 Bowlers in the Para-Sport events must be officially classified through IBD prior to the commencement of the event.

- 1.2.2 Competitors nominating for events in the 'Para-Sport' discipline, must be deemed eligible to play in that event by the appropriate disability governing body and their national governing body.
- 1.2.3 It is not possible for Para-Sport players to also enter any open draw events due to scheduling restrictions.
- 1.2.4 All players and Para-Sport athlete competition directors must meet the Commonwealth Games Federation eligibility criteria.

### **1.3 Para Disciplines Eligible Sport Classes**

#### **1.3.1 Mixed Pairs (eligible sport classes B1-B3)**

- 1.3.1.1 Must include one male and one female player.
- 1.3.1.2 The maximum cumulative point score for each pair is 5 points. The cumulative point score is determined by combining the Sport Classes of both athletes entered within that event. For the avoidance of doubt, the sport class of an individual athlete is worth the actual number value (i.e. sport class B1 is worth 1 point, B2 is worth 2 points, B3 is worth 3 points. B4 athletes aren't eligible for this competition.
- 1.3.1.3 Each athlete entered in the Mixed Pairs event is entitled to one (1) Director.
- 1.6.1.4 B1/B2/B3 athletes will be entitled to use a monocular at any time when not on the mat.

#### **1.4. THE DUTIES OF A DIRECTOR - PARA LAWN BOWLS MIXED PAIRS B2/B3**

- 1.4.1 The director is the sighted person assisting the visually impaired player. Every rule that applies to a player, also applies to the director.
- 1.4.2 All players competing in Mixed Pairs B2-B2 shall have a director with them during play.
- 1.4.3 The director may assist the player with any/all of: picking up bowls; finding/laying the mat; alignment; description of how bowls are running; the position of any bowl; shot selection and strategy. It should though be left to the player to decide how much (or how little) assistance he/she requires.
- 1.4.4 In assisting a player with alignment the director may stand in front of the player (if so desired), but may not stand at a distance further than five meters from the mat. In such cases the director must retire to his/her player before the delivered bowl comes to rest.
- 1.4.5 A jack impeded by touching a director will be re-delivered by the opponent (Law 38.2). A bowl impeded by touching a director shall be removed from the green and will not be replayed.
- 1.4.6 Report on behalf of the player and themselves to the relevant tournament officials.

- 1.4.7 Assist the player to and from the green
- 1.4.8 Assist with the setting up and clearing of the greens where necessary
- 1.4.9 Toss the coin on behalf of the skip
- 1.4.10 Ensure the mat is correctly positioned if laid by the player
- 2.4.11 Assist with the direction of the delivery of the jack should the player desire.
- 1.4.12 Ensure that an end commences as soon as possible with no unnecessary delay to play.
- 1.4.13 Once the jack has been centred repeat the distance to the player and the opposition.
- 1.4.14 When directing the team's skip, position the delivered jack on the centre line and indicate the distance to the lead player and director.
- 1.4.15 To avoid the player fumbling for their bowl, pass it to him or her by either placing it in their hand or by rolling it towards them.
- 1.4.16 Immediately after the delivery, join the player and assist him/ her off the mat.
- 1.4.17 Describe the run of the bowl and advise the player of its eventual position in relation to the jack and other bowls.
- 1.4.18 Suggest and describe the type of shot, line, amount of weight etc to be used for all Shots played.
- 1.4.19 Maintain silence when an opposing player is on the mat and preparing to bowl.
- 1.4.20 Whilst on the mat, the director may question the marker and/or their pairs partner with regard to the position of all bowls played. The director may request ideas as to the choice of shot to be played from their team during pairs play.
- 1.4.21 At the completion of the end, both directors are to agree on the number of shots awarded to whom, and during pairs play to measure where applicable.
- 1.4.22 Assist players after the completion of an end with the collection of the bowls and the subsequent separation of each team's bowls.
- 1.4.23 Mark the scoreboard or scorecard where applicable.
- 1.4.24 Ensure that the card is checked and signed by the umpire and that the card is passed to the correct officials where applicable.
- 1.4.25 Mark touchers.

- 1.4.26 Mark the position of the jack and live bowls in the ditch.
- 1.4.26 Prevent the head from being disturbed prior to the number of shots being declared and agreed upon, and also due to players walking into the head accidentally.
- 1.4.27 Ensure that the player is properly attired and neatly dressed.

## 1.5. Men's and Women's Pairs B6-B8 (eligible sport classes B5-B8)

- 1.5.1 The maximum cumulative point score for each Pair is 14 points. The cumulative point score is determined by combining the Sport Classes of both athletes entered within that medal event. For the avoidance of doubt, the sport class of an individual athlete is worth the actual number value (i.e. sport class B5 is worth 5 points, sport class B6 is worth 6 points and sport class B7 is worth 7 points and sport class B8 is worth 8 points).

## 2. EVENT STRUCTURE

### 2.1. Event Structure

- 2.1.1 Singles: Men and Women
- 2.1.2 Pairs: Men and Women
- 2.1.3 Triples: Men and Women
- 2.1.4 Fours: Men and Women
- 2.1.5 Para: Women's pairs, Men's Pairs and Vision Impaired Mixed Pairs

### 2.3 Event Schedule

- 2.1.6 A proposed event schedule has been published on the Gold Coast Multi Nations section of the Bowls Australia website, and the Controlling Body will endeavour to utilise these parameters for the final event schedule as much as possible.
- 2.1.7 The final event schedule will be confirmed and published **one month** prior to the start of the event.
- 2.1.8 The Controlling Body reserves the right to amend the proposed event schedule due to entry numbers, available greens and any other relevant factors.
- 2.1.9 If a change to the proposed schedule is to occur, the commencement date of a specific event will be moved to **later** in the event rather than earlier wherever possible, in order to minimise disruptions to inbound travel for competitors.

2.1.10 The Controlling Body, in case of extreme weather and unforeseen incidents, can extend the length of the tournament if required.

## 2.2. Competition Format

2.2.1 Open event will be a round robin of 7 games, with the top 4 placed teams progressing to Semi Finals. Winners of each semi will play off for gold and silver and loser of each semi will play off for bronze. Players/Teams who finish outside of the top four will play off for final positions 5 & 6 , 7 & 8.

2.2.2 Para Women's and Men's pairs events will be round robin of 10 games, with the top 2 teams progressing to the gold and silver playoff and the third and fourth placed team progressing to the bronze medal playoff.

2.2.3 Para VIP mixed pairs event will be round robin of 6 games, with the top 2 teams progressing to the gold and silver playoff and the third and fourth placed team progressing to the bronze medal playoff.

2.2.4 Each player can compete across all disciplines (open events only). Athletes selected in Australia Yellow or Australia Green sides must represent their original team all event. They can of course change disciplines within their team.

2.2.5 Countries must advise of their team line up 30 minutes prior to the commencement of each round.

2.2.6 The international standard minimum length of an end (23 metres) shall apply. Law 10

## 2.3. Match Format

### Open Multi Nations Schedule

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
AUS G v NFK	AUS G v AUS Y	AUS Y v NFK	NFK v RSA	NFK v HKG	NFK v NZL	NFK v IRE
MAS v IRE	MAS v NFK	MAS v RSA	AUS Y v HKG	RSA v NZL	HKG v IRE	NZL v AUS G
NZL v AUS Y	RSA v IRE	AUS G v HKG	MAS v NZL	AUS Y v IRE	RSA v AUS G	HKG v MAS
HKG v RSA	HKG v NZL	IRE v NZL	AUS G v IRE	MAS v AUS G	AUS Y v MAS	RSA v AUS Y

### Para Multi Nations Schedule

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6
AUS Y v AUS G	AUS Y v HKG	AUS Y v RSA	AUS Y v AUS G	AUS Y v HKG	AUS Y v RSA
HKG v RSA	AUS G v RSA	HKG v AUS G	HKG v RSA	AUS G v RSA	HKG v AUS G

2.3.1 Rink allocations are subject to change at any time prior to the trial ends for a specific round, at the discretion of the controlling body.

The Format of Play will be:

2.3.2 **Singles:** Four bowls per player, 21 shots up, in excess of 21 shots shall not count.

- 2.3.3 **Pairs:** Three bowls per player, 18 ends (3x3).
- 2.3.4 **Triples:** Two bowls per player, 18 ends.
- 2.3.5 **Fours:** Two bowls per player, 15 ends.
- 2.3.6 **Para:** Three bowls per player, 15 ends (3x3)
- 2.3.7 In the case of delay due to extreme weather, the time limit relates to the length of time allowed for match play on the green. Any time off the green will not be considered towards this time.

## **2.4. Time Limits**

- 2.4.1 All events have a time limit of **two-and-a-quarter hours** (not including trial ends). This time limit will apply to all round robin matches for all disciplines.
- 2.4.1.1 Time limits will not apply to knockout finals matches: however, delaying (slow) play rules will still apply.
- 2.4.2 Any player/team arriving after the official start time for an event, shall lose the right to play trial ends. Any player/team arriving at the green more than 15 minutes after the official starting time for an event shall forfeit the game and the points for that game (during round matches), and/or not progress through to the next round (in Knockout Play). This determination will be made by the Tournament Director on recommendation by the umpire in control of the match.

## **2.5. Respotting of the jack**

- 2.5.1 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 must not be declared dead. Instead, the jack must be placed with the nearest point of the jack to the mat line at a spot on the rink, which is two metres from the front ditch and on the centre line, and play should continue.
- 2.5.2 If the spot mentioned in 2.5.1 is partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.
- 2.5.3 The spot mentioned in 2.5.2 must be marked using spray chalk or some other suitable method.

## **2.6. Procedure for applying time limits**

- 2.6.1 Trial Ends: An announcement will be made over the venue's public address (PA) system (or equivalent) for the commencement of trial ends 15 minutes before the scheduled match start time.
- 2.6.2 Start of Play: Play will commence with the sound of a horn or bell or an announcement signalling the start time over the venue's PA system. Those who finish trial ends early must wait for one of the above before commencing their match.

- 2.6.3 End of Play: When the time limit is reached a horn, bell or an announcement will be made over the venue's PA system. If an end is in progress when the time-limit is reached, that end must be completed. (The start of an end is determined by the delivery of the jack by the first player to play that end).
- 2.6.4 Should a venue be unable to use their PA system for any reason, all matches in play should be made aware of the announcements in sections 2.8.1, 2.8.2 and 2.8.3 by the best available method as soon as practicable.

## **2.7. Incomplete Matches**

- 2.7.1 Should a match not be completed as per the Laws of the Sport of Bowls (Law 28) or the Format of Play stipulated under sections 2.5 and 2.6, then the score stands as at the completion of the end in play, with the below clauses.
- 2.7.1.1 *Round matches*: If scores are equal when the time limit is reached or when the required number of ends has been reached, the match shall be declared a tie, with game points awarded as per section 6.1.2.
  - 2.7.1.2 *Knockout matches*: If the scores are equal at the completion of the end being played when the time limit is reached or when the required number of ends has been played, one additional end (or additional ends if required) will be played to determine a winner (as per Law 28).

## **2.8. Alterations to the format and length of games**

- 2.8.1 The Controlling Body reserves the right to alter the format, times of play, greens and venues to suit local unforeseen circumstances, giving as much notice as practicable. The preferred method of contact in these circumstances will be via email.
- 2.8.2 Where an event is interrupted or cannot be completed due to inclement weather or other unsuitable conditions, the Controlling Body may alter any of the conditions of its program if it decides it is essential to successfully carry out or finish the Championship. (Law 55.3.4)
- 2.8.3 Games shall proceed under artificial lights, if necessary, to achieve a result. The Controlling Body will determine the number of ends required to complete a game depending on the conditions.

## **2.9. Trial ends**

- 2.9.1 One trial end in each direction will be allowed for all games in accordance with Law 18.1. In trial ends players can use any combination of bowls taken from different sets so long as all bowls are registered and carry a registered World Bowls stamp of either the current year or a future year.
- 2.9.2 Trial ends will commence 15 minutes before the official start time of the round.
- 2.9.3 The Controlling Body reserves the right to amend the number of trial ends played in the case of unforeseen circumstances (as per law 5.1.2, Laws of the Sport of Bowls).

### 3. COMPOSITION OF TEAMS AND ENTRIES

#### 3.1. Intended Players

- 3.1.1 Players are able to be rotated across all disciplines.
- 3.1.2 Players must play a minimum of 1 game in the discipline to qualify for any finals game.
- 3.1.3 Any player /team that is unable to begin or complete a match shall forfeit the game and the points for that game/or not progress through to the next round.
- 3.1.4 All nominated and intended players must conform to all Conditions of Play.
- 3.1.5 If a game is forfeited, the non-offending player or team will be awarded three match points 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 in the same section.
- 3.1.6 Constituted Players may change positions within a team prior to the start of any subsequent game within an event. Scorecards must be amended to reflect any change in playing positions.

### 4. RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY

Prior to the start of each end, the following players will take their position at the mat-end of the green:

- *Pairs*: the leads
- *Triples*: the leads, seconds
- *Fours*: the leads, seconds and the thirds.

On changeovers, the skips (in pairs and fours) will move to the mat end together.

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances:

#### 4.1. Singles game:

- 4.1.1 *The opponents*: after delivery of their third and fourth bowls.

#### 4.2. Pairs game (each player playing three bowls)

- 4.2.1 *The leads*: after the delivery of their third bowl;
- 4.2.2 *The skips*: after the delivery of their second and third bowls.



#### **4.3. Triples game (each player playing two bowls)**

- 4.3.1 The leads: after the second player in their team has delivered their second bowl;
- 4.3.2 The seconds; after the delivery of their second bowl;
- 4.3.3 The skips; after the delivery of each of their bowls.

#### **4.4. Fours game (each player playing two bowls)**

- 4.4.1 The leads: after the second player in their team has delivered their second bowl;
- 4.4.2 The seconds; after the delivery of their second bowl;
- 4.4.3 The third: after the delivery of their second bowl;
- 4.4.4 The skip: after the delivery of each of their bowls.

#### **4.5. Exceptional Circumstances**

In exceptional and limited circumstances, a Singles player can ask the marker for permission to walk up to the head, or a skip can ask that a player walks up to the head earlier than described above. If a player does not meet the terms of this law, Law 13 (Laws of the Sport of Bowls) will apply.

## **5. DELAYING PLAY**

**5.1.** 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.

- 5.1.1 The umpire, on appeal by one of the skips or one of the team managers or coaches that their team is being prevented from playing all their bowls within the time prescribed for the game due to the actions of their opponents, or on appeal by the Controlling Body as a result of its own observation, will notify the offending team that they are being 'put on the stopwatch' on completion of any end in progress.
- 5.1.2 When notification has been given, the offending team will be required to deliver all their bowls in each of the remaining ends within a four-minute time period (15-end games) or a three-and-a-half-minute time period (18-end games). Timing will be undertaken by a technical official specifically allocated for that purpose.
- 5.1.3 In each end, timing will start as soon as the jack has been properly delivered and centred (if the offending team is the first to play in an end) or as soon as the non-offending team's first bowl has come to rest (if the non-offending team is the first to play in an end). Thereafter, timing will continue whenever the offending team is in possession of the rink, and will stop when the offending team's last bowl of the end has been delivered.

- 5.1.4 No timing will occur during any interventions by the umpire (for example, to check a short jack or a line bowl) or any interventions by a team manager or coach.
- 5.1.5 A skip 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 (15-end games) or from three and a half minutes to four and a half minutes (18-end games).
- 5.1.6 The timing official will advise the offending team when the time remaining in any end reaches one minute.
- 5.1.7 At the end of the four / five-minute period (15-end games) or the three and a half / four-and-a-half-minute period (18-end games) the offending team will forfeit any bowls remaining to be delivered in that end. The non-offending team will, however, deliver their remaining bowls to complete the end.

## **6. SCORING**

- 6.1.1 The top four players or teams with the greatest number of points after all round-robin matches will qualify for the semi-finals. Winners of the semi-final will play for Gold and Silver while the loser of either semi will play for bronze.
- 6.1.2 All teams outside the top four will play finals to decide the final placings of 5 & 6, 7 & 8. (Open only)
- 6.1.3 If games won and points are equal, then the player or team with the highest net total of shots ('shots for' minus 'shots against') will be ranked higher.
- 6.1.4 If games won, points, and net total of shots are all equal, then the player or team with the lowest number of 'shots against' will be ranked higher.
- 6.1.5 If there is still equality having applied the criteria described in points 1) to 4) above, then the player or team that won the game between the players or teams that are equal will be ranked higher.
- 6.1.6 If the game between the players or teams that are equal is drawn, then the first player or team in the drawn game to win an end will be ranked higher.
- 6.1.7 Final scorecards must be checked and signed by a representative of both teams and the umpire in charge of that match prior to submission to the tournament office.
- 6.1.8 Errors in the result of any scorecard that has been signed by the participating players/teams will not be amended due to the impact on other results and sectional qualifiers. All signed scorecards will be taken as final. Exceptions will only be made if the players concerned can prove to the Tournament Director that a genuine error has occurred.

## **7. DETERMINATION OF WINNERS**

### **7.1. Sectional Winners**

Section winners and rankings will be decided as follows:

- 7.1.1 Highest number of game points scored will be ranked higher;
- 7.1.2 If game points are equal, the player or team with the highest net total of shots over all games in the section (shots for minus shots against) will be ranked higher;
- 7.1.3 If game points and net total shots are equal, the Controlling body will divide the total of shots scored against each player or team into the total of shots it has scored to calculate a shot percentage. The player or team with the highest shot percentage will be ranked higher;
- 7.1.4 If game points, net total shots and shots percentage are all equal, the player/team who won the game between the players or teams that are equal within their section will be declared the winner. The winner of each section will progress through to the knockout rounds.

## **8. ATTIRE AND FOOTWEAR**

As per the 'Laws of the Sport, Crystal Mark, 3<sup>rd</sup> Edition, Version 3.1, April 2019, including Domestic Regulation 5.

### **8.1. Footwear**

Footwear must adhere to Appendix A.2 and Domestic Regulation 5.2, and must be approved for use by Bowls Australia (or as listed on the Bowls Australia website).

### **8.2. Attire**

Any bowler registered with a State or Territory Association that is affiliated with Bowls Australia must adhere to the [BA NMP Policy](#). This policy is available on the Bowls Australia web site. Competitors must adhere to Appendix A.3 and Domestic Regulation 5.3.

### **8.3. International Bowlers**

International bowlers must wear either the uniform of their national team, or adhere to conditions stipulated under section 8.2. If none of these conditions is satisfied, the player/team must apply to the Controlling Body for permission to wear a specific uniform. In regards to footwear, international bowlers must comply with section 8.1.

## **9. EQUIPMENT**

### **9.1. Stamps on Bowls**

All bowls used during the event must carry a registered World Bowls stamp of either the current year or of a future year. Random checking of bowls may occur prior to the commencement of games. Bowls Australia's bowls testing policy is available on the Bowls Australia web site.

### **9.2. Marking Touchers**

Spray chalk will be used to mark touchers in all Singles games and is the preferred method for marking touchers in all team games.

### **9.3. Bowls Stickers (Stick on markings)**

- 9.3.1 Each Nation are to provide bowls stickers for all players.
- 9.3.2 Players must use any bowls stickers supplied by the Controlling Body if requested, including during the latter rounds of the event and for television matches.
- 9.3.3 Any bowls stickers that are used on bowls must not obscure the Serial Number or the World Bowls stamp (Law 52.1.8.3).
- 9.3.4 Officials or the controlling body have the right to instruct players to remove, replace or apply alternate bowls stickers due to discolouration, damage, inappropriate placement or colour clashes.

## **10. PROHIBITIONS**

### **10.1. Anti-Doping**

Bowls Australia's policy shall apply.

SIA officials may carry out prohibited substance testing at the event. Any player identified by SIA officials must undergo testing as requested.

### **10.2. Smoking and Alcohol**

Bowls Australia's [Smoke Free and Alcohol Policy](#) will be enforced during all days of the event.

### **10.3. Match-Fixing**

Bowls Australia's [Match Fixing Policy](#) shall apply throughout the event. All of those directly involved with the event, including but not limited to players, officials and event staff, must comply with this policy, which can be found on the Bowls Australia website.

## **11. JURY OF APPEAL**

**11.1.** A jury of appeal shall be appointed for the purpose of deciding upon any matters not provided in the Conditions of Play, for dealing with any appeals from decisions made by umpires and/or event staff or volunteers, and generally for the purpose of exercising overall authority on behalf of Bowls Australia.

**11.2.** Any appeal against a decision made by an official relating to a Law or a Condition of Play may be referred to the Tournament Director in the first instance before being referred to the Jury of Appeal.

**11.3.** In the event of an appeal during the playing of the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls, and shall be directed to a Jury of Appeal which shall consist of:

- BA President or nominee;
- BA CEO or nominee;
- Tournament Director or nominee;
- Event Manager or nominee.

11.4. In an emergency situation any three members of the Jury of appeal may constitute a quorum.

## 12. OTHER LAWS, REGULATIONS AND POLICIES

### 12.1. Photography

Bowls Australia reserves the right to use any photographs taken during this event for further promotional requirements.

### 12.2. Laws of the Sport of Bowls

All other Laws, Regulations & Policies other than stated above shall conform to the Laws of the Sport of Bowls Crystal Mark 3rd Edition, Version 3.1, April 2019.

### 12.3. Mobile Devices

The use of personal electronic and communication devices will not be used during a match except with the expressed permission of the Controlling Body.

All Bowls Australia policies will be enforced during this event. To access these, visit the BA website: <http://bowlsaustralia.com.au/About-BA/Documents/Constitution-Policies>.

## 13. CONTACT INFORMATION

For any event enquiries, please contact Bowls Australia's Events and Competition Manager Andrew Howie directly:

- **Email:** [ahowie@bowls.com.au](mailto:ahowie@bowls.com.au);
- **Phone:** 0409 498 786