

BOLAND BOWLS

Conditions of Play - PRO-10

- 1. 2-Bowl pairs in any combination played over 10 ends per game. Approximately 1 hour per game.
- 2. Scoring: 4, 3, 2, 1 per end, with the closest bowl counting 4, which equates to 10 points per end and a total of 100 points per game. NO points are awarded for a win or a draw. Should a "no shot" situation arise, the points available to bowls in contention shall be shared equally.
- 3. The team with the bowl nearest to the jack at conclusion of an end will start the next end.
- 4. One trial end in each direction is allowed before the start of the game.
- 5. Burnt ends are NOT replayed. Jack to be spotted on 2m mark.
- 6. Only skips are allowed to visit the head and only after their first bowl has been delivered.
- 7. Number of entries per club in region will determine allocation of qualifiers for regional play-offs. Clubs to organize their own play-offs to determine qualifiers for regional play-offs.
- 8. Regional Play-Offs: 24 teams in 4 sections of 6. Winners of each section will qualify for the Boland final. After sectional play (round robin) the teams with the most points in each section will be declared the winners. Should 2 Teams in the same section finish on the same points total, the winner of the match between those two sides will qualify.
- 9. Boland final: 4 teams from each region (Overberg, West Coast and Winelands) will contest the Boland final. 12 teams to play in two sections of six (6) each, on a round robin basis. Top two of each section will play crosswise in 2 semi-finals (winner A vs runner-up B and winner B vs runner-up A), followed by final and third place play-off.

WITHDRAWING DURING PLAY

Should a team withdraw at any time after commencement of sectional play, with or without the consent of the Controlling Body, all completed results involving that team, shall be scratched. Where knock-out games are played, the game will be forfeited, and the opponent will be declared the winner