



BOLAND BOWLS

Conditions of Play - Champion of Champions

1. Games in rounds 1 to 3 will be played with 4 bowls per player on a round robin basis over 20 ends. 2 Points awarded for a win, 1 for a peel and nil if the game is lost.
2. Concluding the round robin, the winner shall be the player with the most points and if a tie, the following sequential criteria will be used until a winner is determined:
 - 2.1. Net shots.
 - 2.2. Shot percentage (shots for, divided by shots against) and the winner will be the one with the higher result.
 - 2.3. The winner of the game when the two played each other.
3. Playoff games will be played over 20 ends. DURING PLAY-OFFS, game will be decided if at any point it becomes impossible for one player to draw or win the game given the number of ends remaining. Should a game be tied, an extra "SUDDEN DEATH" end must be played. The winner of this end will be declared the winner.
4. One trial end in each direction is allowed before the start of the game (2 trial ends)
5. Burnt ends are to be replayed.
6. Players are allowed to visit the head ONCE per end.
7. Boland Final will be on a knock-out basis, with 2 semi-finals over 20 ends. The winners of the SF's will progress to the Final. The losers of the SF's will progress to the 3rd/4th play-off match. Should a game be tied, an extra "SUDDEN DEATH" end must be played. The winner of this end will be declared the winner of the match. Semi-finals to start at 10:00. Final and 3rd/4th play-off match to start at 12:30.

WITHDRAWING DURING PLAY

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