

Bowls Canada Boulingrin 2019 Conditions of Play
Canadian Lawn Bowling Championships: Senior Triples

Controlling Body: Bowls Canada Boulingrin

Event: 2019 Canadian Lawn Bowling Championships: Senior Triples

Venue: Beaconsfield LBC, Montreal, QC

Dates: September 13 - 17, 2019

Entry Conditions

1. Entries for this event shall consist of a maximum of ten men's and ten women's teams. The cost for each entry will be \$100/person.
2. All competitors will be representatives of their respective province, and will have earned the right to represent their province as determined by their respective provincial association, be it through a provincial playdown process or otherwise. The Ontario Lawn Bowls Association is permitted two entries to this event. All provincial association entries must be submitted in accordance with the *Canadian Championships' Entries Policy*. Should a provincial association choose to not submit an entry, the *Alternate Entry Provisions Policy* will be implemented.
3. Competitors must be in good standing with BCB, their respective Association, and an affiliated club during the year of the event.
4. Competitors must not compete in any other BCB Canadian Championship in the same calendar year.
5. All competitors must meet the residency requirements identified in the *Residency Eligibility Policy*.
 - a. For the years 2018-2021, players must have reached their 61st birthday during 2018 or earlier. For the years 2022 and thereafter, players must have reached their 65th birthday in the year of the event.

Format of Play and Trial Ends

6. All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Third Edition, 2015; BCB Domestic Regulations; BCB Canadian Championship Policies; and these Conditions of Play.
7. The format will consist of: two bowls per player; 16 ends, with a time limit of two hours and 15 minutes for round robin play.
8. The draw for round robin play will be created in accordance with the *Draw Policy* and will consist of a full round robin for each gender.
9. All games shall be played using the "re-spotting the jack" rule per section 56.5 of the Laws of the Sport of Bowls and the "one re-spot position" per section 56.5.3 of the Laws of the Sport of Bowls.

10. Prior to the start of a game, each player will be allowed two trial ends. For trial ends, players may use the same number of bowls as they would in the game. Trial ends will commence 15 minutes prior to the official start time.
11. Any player not ready to play at their official start time for any game shall forego their right to play trial ends.
12. An official signal shall be sounded to signal the scheduled starting time for each game. No game shall be started before the official signal is given. If any player is not ready to play within 20 minutes after the official start time of their game, their team shall forfeit the game to their opponent.

Scoring and Tie-Breaking Procedure

13. Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
14. No extra ends shall be played in round robin. No round robin games shall be conceded before the completion of all ends.
15. If a game is forfeited, the non-offending 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 of the same event.
16. At the end of round robin play, the top two ranked entrants will advance to the Gold/Silver medal game while the third and fourth ranked teams will advance to the Bronze medal game.
17. In the event two (2), three (3), or more teams are equal in points after the completion of the round robin, the first four (4) placements in each event will be determined by the Tie Breaking Procedures detailed in Appendix A.
 - a. The Tie-Breaking Procedure will be implemented by a committee composed of the Chief Scorer, Head Event Umpire and a representative of either BCB or the Host Committee.
18. During medal games there must be no further play in a game if, at any point, it becomes impossible for one team to draw or win the game, given the number of ends left.

Practice

19. Competitors may practice, according to Law 3.3 and Law 4 of the Laws of the Sport of Bowls, during the period (between games) prior to the commencement of the trial ends - provided that time permits, and that the practice does NOT interfere with greens maintenance activities, or officials' preparation for the next game.
20. A player or team that has not played due to a bye shall, if possible, be allowed to practice prior to playing a game.

Coaches

21. Each provincial team shall be entitled to accredited support personnel at this event as follows:
 - a. Only NCCP Accredited Bowls Coaches appointed by their provincial authority to act in this capacity for this event will be recognized to provide coaching during the event in accordance with the provisions of the *Coaching Policy*.

Restrictions on the Movement of Players During Play

22. After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.
 - a. Triples game
 - i. the leads: after delivery of their second bowl;
 - ii. the seconds: after delivery of their second bowl; and
 - iii. the skips: after delivery of their first and second bowls.
 - b. If a player does not meet the terms of this law, Law 13 will apply.

Procedure for Applying Time Limits

23. Start of Play – an Official signal (bell, horn, etc.) shall be sounded to signal the scheduled starting time for each game. Any player arriving at the green more than twenty minutes after the official signal has been sounded shall cause that team to forfeit such game to the opposition.
24. End of Play – At the completion of the allocated time, the appointed official will signal the end time of play by a bell, horn, etc. At this time players will complete the current end they are playing. (The start of an end is determined by the delivery of the jack by the first player in that end).
25. Time limits will not be imposed during post round robin play.

Deliberate Delay of Play

26. If the Umpire, either by their own observation or on appeal from the opposing Skip, decides that a player is deliberately delaying the delivery of the player's bowl or the Skip is acting or issuing instructions designed to deliberately delay play, the Umpire will warn the team in the presence of the Skip. If, in the opinion of the Umpire, the team commits the same offence again, the end will be regarded as completed and the opponents of the offender will be awarded as many shots as there are bowls in use for the game (for example, in the case of Triples, this would be six shots).
27. Any stoppage of play due to time spend in discussion with the offending team or player in regards to the application of this rule will be added to the time limit of the game.
28. Any other delays to the game, such as a player leaving the green multiple times, will prompt the Umpire to warn the player/team, and then take further action if required.

Adherence to the Conditions of Play, Code of Conduct and Event Waiver

29. All competitors and coaches will be required to complete and sign the Bowls Canada Code of Conduct and event waiver. Forms must be completed online with the BCB event registration and must be submitted by **August 23, 2019**.
30. Players who violate the Code of Conduct or Conditions of Play may be fined \$100.00 per player. If a player continues to violate the specific Condition of Play, or any other Condition of Play, they may be deemed ineligible for participation in BCB events for three (3) years after the conclusion of the event in which the violation occurred.

31. All players must adhere to the *BCB Tobacco, Alcohol, Cell Phone, Verbal Abuse and Cannabis Policy*.
32. Provincial Associations are responsible for ensuring that all players, Coaches, and Team Managers receive copies of the current Laws of the Sport, *Conditions of Play* and all applicable national policies for the event prior to leaving their home province. Provincial Associations, or their designates, are also responsible for the department of their players, both on and off the green.

Bowls, Footwear and Attire

33. A bowls and footwear inspection shall be staged prior to the start of the competition. Random checking of bowls and footwear may occur prior to the commencement of games.
34. At the bowls inspection, players are required to present the same number of bowls as they are playing with.
35. All bowls must have visible legible stamps, which comply with the Laws of the Sport and have proper provincial decals affixed. Players will receive bowls decals prior to the start of the competition and will be responsible for removing all old decals and affixing provincial decals.
36. Participants must abide by BCB's *Dress Code Policy*.

Substitutions

37. Substitutes may be allowed, after the commencement of the opening round, in the event of illness or any unforeseen circumstance, once approved by the Emergency Committee, as follows:
 - a. One (1) substitute will be permitted in Triples.
 - b. All substitutions must abide the conditions outlined in the *Substitutions Policy*.

Drug Testing

38. Drug testing may take place in accordance with the Canadian Anti-Doping Program and the *BCB Anti-Doping Policy*.

Alterations to the Format and Length of Games

39. The Controlling Body reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical.
40. Where a program is interrupted or cannot be completed due to inclement weather or local conditions, the Emergency Committee may amend the format and length of games to achieve a result or postpone the event where an outcome cannot be achieved.
 - a. For situations not covered by the Conditions of Play the Emergency Committee will be the governing body for these Championships.

Emergency Committee and Jury of Appeal

41. The Emergency Committee consists of the Head Event Umpire, Assistant Head Event Umpire, or designate as appointed by Head Event Umpire and any two of the following:
 - a. Official BCB technical representative or designate as appointed by BCB;

- b. Host Chairperson, Greens Chairperson or designate as appointed by Host Chairperson;
 - c. Alternate as appointed by Head Event Umpire.
42. The Jury of Appeal consists of one person from each of the following groups:
- a. Head Event Umpire, Assistant Head Event Umpire, or designate as appointed by Head Event Umpire;
 - b. Official BCB technical representative or designate as appointed by BCB;
 - c. Host Chairperson, Greens Chairperson or designate as appointed by Host Chairperson.

Protests and Appeals

43. Protests, complaints and appeals shall be decided by the Jury of Appeal.
44. Any protests, complaints and appeals must be directed to the Head Event Umpire within a timeframe appropriate to the nature of the issue in question and must be directed no later than two (2) hours of the completion of the game in question. The initial communication may be provided orally, but a written submission must be received within 24 hours of the completion of the game, with the timeline to be determined at the discretion of the Head Event Umpire. A protest, complaint or appeal may only be made by the designated Coach registered for a team or player or by an on-duty official. In the absence of a registered Coach, a protest, complaint or appeal may be made by the Skip in a team game.
- a. In the event that the initial two-hour time limit has not been met, the alleged misconduct will not be examined.
 - b. The Jury of Appeal will meet as soon as possible and reach an agreement to resolve the allegation in a timely manner. Any further action will be subject to the provisions of BCB's Discipline and Complaints Policy.

Other Laws, Regulations & Policies

45. The minimum rink width for outdoor play shall be 14 feet (4.267 metres).
46. The Head Event Umpire can make the decision to use groundsheets at any time. The HEU will consult with the Greens Chairperson before deciding where the groundsheets will be placed on the green.
47. The Head Event Umpire is responsible for implementing the *Inclement Weather Policy*.
48. No umbrellas (open or folded) shall be allowed on the green during play.

Appendix A

Tie Breaking Procedures for Final Standings and Medal Match-ups

1. Following the round-robin, the top two ranked entrants, in each discipline, will advance to the Gold/ Silver Championship game, while the third and fourth place entrants will play for the Bronze Medal game.

Procedure:

2. Order the entrants based on the total number of match points accumulated during the round robin portion of the event.
3. If total match points are equal, tie breakers will be played, when necessary, to determine qualifiers for the medal games. The following format will be used only to rank tie breaker teams, when necessary (three or more teams tied), for their tie break matches by:
 - a. Comparing the total match points earned by each of the tied entrants from head-to-head games between those entrants during the round robin;
 - b. If still tied, by comparing the shot differential (shots for minus shots against) from head-to-head games between those entrants during the round robin;
 - c. If still tied, by comparing the shot differential from all other games played by those entrants during the round robin;
 - d. If still tied, by using the aggregate system shots for divided by shots against, from all games played by those entrants during the round robin;
 - e. After all teams are "ranked" for tie breakers using the above procedure the following format shall be used as tie breakers to determine qualifiers for the medal games;
4. In all instances, if five or more teams are tied for any position, only the top four ranked teams will advance to tiebreakers. All other teams will be eliminated from further competition.

Teams tied for first place:

5. Two teams tied for first place:
 - a. No tiebreaker game. Both teams advance to the Gold medal game.
6. Three teams tied for first place:
 - a. Bottom ranked team has a bye to the final tiebreaker.
 - b. The other two teams play a mini tiebreaker. The winner of this mini tiebreaker advances to the Gold medal game.
 - c. The loser of that first mini tiebreaker then plays the bottom ranked team in another mini tiebreaker. The winner of this match advances to the Gold medal game, the loser plays in the Bronze medal game.
7. Four teams tied for first place:
 - a. Top ranked team plays team ranked #4 in a full length tiebreaker.
 - b. Team ranked #2 plays team ranked #3 in a full length tiebreaker.
 - c. The winners of the tiebreakers advance to the Gold medal game.
 - d. The losers of the tiebreakers play in the Bronze medal game.

Teams tied for second place:

8. Two teams tied for second place:
 - a. Full length tiebreaker. The winner of this match advances to the Gold medal game, loser plays in the Bronze medal game.
9. Three teams tied for second place:
 - a. Top ranked team has a bye to the final tiebreaker.
 - b. The other two teams play a mini tiebreaker.
 - c. The winner of this first mini tiebreaker then plays the top ranked team in another mini tiebreaker.
 - d. The winner of this game advances to the Gold medal game, the other two teams play in the Bronze medal game.
10. Four teams tied for second place:
 - a. Top ranked team plays team ranked #4 in a mini tiebreaker.
 - b. Team ranked #2 plays team #3 in a mini tiebreaker.
 - c. The winners of the first mini tiebreaker games then play each other in another mini tiebreaker, the winner of which advances to the Gold medal game, while the loser plays in the Bronze medal game.
 - d. The losers of the first mini tiebreaker games then play each other in another mini tiebreaker game, the winner plays in the Bronze medal game.

Teams tied for third place:

11. Two teams tied for third place:
 - a. No tiebreaker game. Both teams play in the Bronze medal game.
12. Three teams tied for third place:
 - a. Bottom ranked team has a bye to the final tiebreaker.
 - b. The other two teams play a mini tiebreaker. The winner of this mini tiebreaker plays in the Bronze medal game.
 - c. The loser of that mini tiebreaker then plays the bottom ranked team in another mini tiebreaker.
 - d. The winner of this match plays in the Bronze medal game.
13. Four teams tied for third place:
 - a. Top ranked team plays team ranked #4 in a full length tiebreaker.
 - b. Team ranked #2 plays team ranked #3 in a full length tiebreaker.
 - c. The winners of the tiebreakers play in the Bronze medal game.

Teams tied for fourth place:

14. Two teams tied for fourth place:
 - a. Full length tiebreaker. The winner of this game plays in the Bronze medal game.
15. Three teams tied for fourth place:
 - a. Top ranked team has a bye to the final tiebreaker.
 - b. The other two teams play a mini tiebreaker.
 - c. The winner of this first mini tiebreaker then plays the top ranked team in another mini tiebreaker.
 - d. The winner of this game plays in the Bronze medal game.

16. Four teams tied for fourth place:
 - a. Top ranked team plays team ranked #4 in a mini tiebreaker.
 - b. Team ranked #2 plays team ranked #3 in a mini tiebreaker.
 - c. The winners of the mini tiebreakers then play each other in another mini tiebreaker.
 - d. The winner of this game plays in the Bronze medal game.

Tiebreaker number of ends to be played

17. The number of ends to be played in tiebreaker matches will be based on the number of ends played in the round robin portion of the tournament.
18. Two ends of full trials bowls shall be held prior to each tiebreaker.
19. Full length tiebreaker number of ends:
 - a. Senior Triples: 16 ends
20. Mini tiebreaker number of ends:
 - a. Senior Triples: 8 ends
21. In all cases, if a match ends in a tie, then an extra end is to be played. A coin flip is to be used to determine "choice of mat" for the extra end.