

Bowls Canada Boulingrin 2022 Conditions of Play
Canadian Lawn Bowling Championships: Outdoor Singles

Controlling Body: Bowls Canada Boulingrin

Event: 2022 Canadian National Championships: Outdoor Singles

Venue: Burlington LBC, Burlington, ON

Dates: August 21 - August 25, 2022

Entry Conditions

1. Entries for this event shall consist of a maximum of 24 men's and 24 women's participants. The cost of each entry is \$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. All provincial association entries must be submitted in accordance with the *Canadian Championships' Entries Policy*. Should a provincial association choose not to submit an entry, the *Alternate Entry Provisions Policy* will be implemented.

Each province is allocated the following number of entrants for both men and women:

BC – 4	AB – 3	SK – 3	MB – 2	ON – 4
QC – 2	NB – 1	PEI – 1	NS – 3	Host – 1

This allocation will be reviewed by BCB annually.

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 have competed in the Canadian Mixed Pairs Championships or the Canadian Senior Triples Championships in the same calendar year.
5. All competitors must meet the residency requirements identified in the *Residency Eligibility Policy*. In addition, all competitors must meet the following requirements:
 - a. Competitors must not have previously represented another country at an international bowls competition; or if so, make a written declaration that he/she intends to exclusively represent Canada at future international bowls competitions if so qualified or selected.
 - b. 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 – Champion of Champions).
 - c. Players must be prepared to formalize selection or entry by signing a BCB – Athlete Agreement and fulfill obligations contained therein.
 - d. All players entering the competition must declare their agreement to playing in the next World Bowls Champion of Champions event. Failure to meet that agreement may result in disqualification from future Canadian Championships as determined by the BCB Board.

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 4 bowls per player; all games shall be first to achieve 21 shots, with a time limit of 2 hours and 30 minutes. Any shots in excess of 21 are not counted.
8. Sectional round robin will be played leading to post-sectional straight knockout rounds. The creation of the draw and assignment of players into sections will take place as per the *Draw Policy*.
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, they 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 games in the round robin shall be conceded before one player has reached 21 shots.
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. The top two places in each section will advance to single knockout rounds and will be placed into a bracket system designed by the ‘drawmaster’ as per the *Draw Policy*.
 - a. The winners of the semi-final matches play off, with the winner being awarded the gold medal and the loser being awarded the silver medal.
 - b. The losers of the semi-final matches will play off, with the winner being awarded the bronze medal.
17. In the event two (2), three (3), or more players are equal in points after the completion of the round robin, the first two (2) placements in each section 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. (left intentionally blank)

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 that has not played due to a bye shall, if possible, be allowed to practice prior to playing a game.

Coaches

21. Each player 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 after delivering their third and fourth bowls.
 - a. In exceptional and limited circumstances, a Singles player can ask the Marker for permission to walk up to the head earlier than described in the clause above.
 - 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 player 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. 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 prescribed time limit. If an appeal is made by a Skip, a Singles player or a coach that their team or player is being prevented from playing all their bowls within the time decided for the game, the Umpire will warn the offending team, in the presence of the Skip, that they are deliberately delaying play. Deliberate delay of play may include a player leaving the green multiple times, delaying the delivery of a player's bowl, or the Skip acting or issuing instructions designed to delay play.
27. If, in the opinion of the Umpire, as a result of their own observation or on appeal by one of the Skips or a Singles player, the team or player has committed the same offence

again, further action may be taken in consultation with the Head Event Umpire (or designate), such as the following:

- a. If a player is leaving the green more than once, on each occasion after the first, they can leave the green only with their opponent's and the Umpire's permission.
 - b. If a player is leaving the green to smoke, this will not be permitted for the remainder of the game.
 - c. The end in progress 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 Fours, this would be eight shots).
 - d. If, during the end which is in progress immediately before the end time of play is signalled or on completion of that end and before the start of any subsequent end, it has been determined that a team or player is being prevented from playing a further end due to the actions of their opponents, they will notify the teams that they must play one more end, even though the end time of play may have been signalled when such notification is given.
 - e. The offending team may be put on the stopwatch on completion of any end in progress. The offending team will be required to deliver all their bowls in each of the remaining ends within a time period specified by the Umpire. Timing will be undertaken by a technical official specifically allocated for that purpose.
 - f. The offending team may be put on the stopwatch from the start of their succeeding game.
28. Any stoppage of play due to time spent in discussion with the offending team or player in regards to the application of these conditions will be added to the time limit of the game.

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 **July 25, 2022**.
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, Cannabis, Alcohol, Cell Phone, and Verbal Abuse 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.
- a. It should be noted that the winners of the event, when representing Canada at the World Bowls Champion of Champions event, must use bowls that bear a legible, approved World Bowls stamp of the current year (year of the event) or later.
36. Participants must abide by BCB's *Dress Code Policy*.

Substitutions

37. No substitutes are permitted.

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 any player in a Singles game or 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.

COVID-19

49. Due to the ever-changing requirements and restrictions from provincial governments and local public health agencies, BCB reserves the right to alter, modify, or adjust these Conditions of Play at any time such that they adhere to local, provincial, or national requirements. Furthermore, BCB reserves the right to alter, modify, or adjust these Conditions of Play above and beyond the minimum requirements set forth by government or health agencies to further enhance participant safety and limit the spread or possibility of harm due to COVID-19. Examples of such changes may include, but is not limited to:
- a. Altering the schedule, including reducing the number of ends, number of games, or timing of games
 - b. Modifying visits to the head, or where players can stand on the green, such that physical distancing can be maintained
 - c. Tie-breakers
 - d. Minimum rink widths
 - e. The Draw Policy, especially as it relates to rink allocation
 - f. Entries Policy, Game and Event Forfeiture Policy, Alternate Entry or Substitutions Policy, specifically as they may be impacted by COVID-19
 - g. Dress Code, specifically as it relates to face masks

Depending on how much time is available, the BCB Board may call an emergency

meeting to decide on these matters. During the event, the Emergency Committee will decide on COVID matters.

50. Anyone developing symptoms upon arrival to the event and/or during the event will be considered a presumed COVID positive case and must follow the local public health COVID positive protocol for self-isolation.

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, in each section, will advance to the playoffs.

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 playoffs. The following format will be used only to rank tie breaker entrants, when necessary (three or more entrants 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 entrants 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 players are tied for any position, only the top four ranked players will advance to tiebreakers. All other players will be eliminated from further competition.

Entrants tied for first place:

5. Two players tied for first place:
 - a. No tiebreaker game. Both players advance to the playoffs.
6. Three players tied for first place:
 - a. Bottom ranked player has a bye to the final tiebreaker.
 - b. The other two players play a mini tiebreaker. The winner of this mini tiebreaker advances to the playoffs.
 - c. The loser of that first mini tiebreaker then plays the bottom ranked player in another mini tiebreaker. The winner of this match advances to the playoffs, the loser is eliminated from further competition.
7. Four players tied for first place:
 - a. Top ranked player plays #4 ranked player in a full length tiebreaker.
 - b. #2 ranked player plays #3 ranked player in a full length tiebreaker.
 - c. The winners of the tiebreakers advance to the playoffs.
 - d. The losers of the tiebreakers are eliminated from further competition.

Entrants tied for second place:

8. Two players tied for second place:

- a. Full length tiebreaker. The winner of this match advances to the playoffs, while the loser is eliminated from further competition.
9. Three players tied for second place:
- a. Top ranked player has a bye to the final tiebreaker.
 - b. The other two players play a mini tiebreaker.
 - c. The winner of this first mini tiebreaker then plays the top ranked player in another mini tiebreaker.
 - d. The winner of this game advances to the playoffs, the other two players are eliminated from further competition.
10. Four players tied for second place:
- a. Top ranked player plays #4 ranked player in a mini tiebreaker.
 - b. #2 ranked player plays #3 ranked player 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 playoffs, while the loser is eliminated from further competition.
 - d. The losers of the first mini tiebreaker games are eliminated from further competition.

Entrants tied for third place:

11. Two or more players tied for third place:
- a. No tie breakers are needed as only the top two from each section advance to playoffs.

Entrants tied for fourth place:

12. Two or more players tied for fourth place:
- a. No tie breakers are needed as only the top two from each section advance to playoffs.

Tiebreaker number of ends to be played

13. Two ends of full trials bowls shall be held prior to each tiebreaker.
14. Full length tiebreaker number of ends:
- a. Outdoor Singles: 21 shots
15. Mini tiebreaker number of ends:
- a. Outdoor Singles: 11 shots