



CONDITIONS OF PLAY

2021 BPL CUP

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Controlling body:	Bowls Australia Ltd.
Event:	2021 BPL CUP
Dates:	Qualifying Rounds to be played between March and September National Finals to be played November 7 – 11, 2021
Venue:	Qualifying Rounds – Australia wide National Finals – Club Pine Rivers, QLD

1. ENTRY CONDITIONS

1.1. Affiliation

All players must be an affiliated bowler with a State or Territory Association that is affiliated to Bowls Australia as defined in the Bowls Australia Constitution or affiliated to an international body that is a member of World Bowls.

- 1.1.1 All participating players must be a registered financial member of the club they are representing in the calendar year of the competition. If a player changes their Club during the BPL Cup season (i.e. the calendar year), then the player's Club for the purposes of the competition will be the one that they played their first Preliminary Round.
- 1.1.2 Players can only register to participate in the state or territory that they are affiliated with in the current calendar year.

1.2. Eligibility

As a condition of entry to compete in this event, all competitors must:

- 1.2.1 Not be currently under disqualification or suspension by their STA or their national authority.
- 1.2.2 Comply with all applicable Laws of the Sport, Domestic Regulations and policies of Bowls Australia, including the Anti-Doping Code.

- 1.2.3 Players participating in the National Final matches must have played at least one match in the previous rounds and must be a registered player of the team.
- 1.2.4 Players who are currently an existing competitor in the Bowls Premier League (BPL 12 & 13) are ineligible to compete in the BPL Cup, until such time as it is announced they are no longer a member of a team. Players who are not a current competitor in the Bowls Premier League are eligible to compete in the BPL Cup until such time as they are named in a Bowls Premier League team, in which case they then become ineligible to play and their team must find a replacement.
- 1.2.5 If a player does get selected in the Bowls Premier League (BPL 14) for the first time at such short notice they are eligible to play as they were not an existing BPL player at the time they played their preliminary round.

1.3. Team Structure, Player Numbers and Substitutions

- 1.3.1 Teams can register a minimum of three (3) and a maximum of four (4) players, but only three players can participate at any one time. Teams can swap players within their team following the completion of an end and/or at the completion of any given match during a round. This includes any alteration of playing positions.
- 1.3.2 All teams and players must be registered via the BPL Cup registration portal (via www.bowls.com.au/events/BPL-Cup) before the close of registrations for the Preliminary Round that they wish to participate in.
- 1.3.3 A team's players can be altered up until the completion and distribution of the draw, including the addition of a fourth player. Any changes to teams must be communicated to the competitions coordinator and updated within the registration portal accordingly.
- 1.3.4 A fourth player cannot be added to a team of three (3) for subsequent rounds after the completion of a Preliminary Round. This includes any substitute players that compete.
- 1.3.5 If a team of four (4) has one (1) player unavailable for a subsequent round, a substitute cannot be used, and the team must proceed with the remaining team of three (3). The fourth player may return to the team for subsequent rounds assuming said player meets all other eligibility criteria. Substitutes can be made in a team of three (3), or a team of four (4) if a second player becomes unavailable, in special circumstances.
- 1.3.6 All substitutes must be of same or lower playing ability to that of the player being substituted (i.e. same or lower grade of pennant) and can only be made in exceptional circumstances.
- 1.3.7 Any applications for substitutes must be made in writing where possible to the competition coordinator prior to the commencement of the first match for the applicable round.
- 1.3.8 Each team may comprise of all males, all females or mixed. BPL Cup is an open gender competition

- 1.3.9 As this is a Club based competition, all players within each team have to be affiliated with the same Club

2 COMPETITION FORMAT

2.1. Game format

- 2.1.1 The matches will be played in a two bowl triples format. The matches will consist of two sets of five ends with a one end tie-breaker if the sets are evenly split. One optional roll up end per match (for all players registered in a team).
- 2.1.2 To ensure quick play, there are to be no jack rolls – jacks are to be placed by team that controls the mat. Ideally, there will be two jacks for each rink of play (one jack at each end).

First to play

- 2.1.3 First set: teams will toss a coin and the winner of the toss can choose whether their team places the mat and jack, and then delivers the first bowl or tells the opposing team to place the mat and jack, and then deliver the first bowl (the opposing player cannot refuse).
- 2.1.4 Second set: the winner of the first set shall place the mat and jack and then deliver the first bowl. If the first set is a draw, the winner of the last scoring end in that set shall place the mat and jack.
- 2.1.5 The first and any further ends of a tie-breaker: teams should toss a coin and the winner of the toss has the options as described in 2.1.3 above.
- 2.1.6 In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, advise the skip the length of jack and then deliver the first bowl. If, however, the first end of the first set is a tied end, the first to play in that end shall also play first in the second end of the first set.
- 2.1.7 Each team will have one power play each set which will double the shots for their team only for one end. Teams must nominate to use a power play before the commencement of an end for the power play to take effect – the opposing team must be informed of the intention to use a power play before placement of the mat. Both teams can choose to use their power play on the same end. If a team has not utilised their power play before the fifth end of a set, then the fifth end will automatically become that team's power play.
- 2.1.8 If the jack is killed it will be re-spotted on the two metre mark at the end of the "T"
- 2.1.9 A skipper is allowed to be at the head while the leads and seconds deliver their bowls
- 2.1.10 Movement to the head – leads cannot follow their bowl.
Seconds can only follow their second bowl each end.
Skips must walk back to the mat end together, however skippers may follow either bowl

Slow play will not be tolerated with an aim to complete each match within 75 minutes.

- 2.1.11 All rounds, from Preliminary Rounds to National Finals will consist of sectional play.
- 2.1.12 The Tournament Committee reserves the right to alter the Conditions of Play for the National Finals if circumstances necessitate alterations.
- 2.1.13 The minimum number of teams for a Preliminary Round event to be held is four teams. The maximum number for any Preliminary Round is sixteen teams.

2.2 Determination of Winners

- 2.2.1 Sectional Winners and Ladder rankings will be determined in the following order:
- 2.2.2 Firstly, by the highest number of game points (wins) scored – a win is worth three points and there cannot be any draws.
- 2.2.3 If game points are equal, the team with the highest number of sets won shall be ranked higher – one point per set won and 0.5 points for a drawn set.
- 2.2.4 If game points, and sets won are equal, the team with the highest net total shots (total shots for less total shots against) over all games in the section shall be ranked higher (shown as score difference on the ladder).
- 2.2.5 If game points and sets won, and net total shots are equal, shot percentage will be used which will divide a player/teams' total of shots for, by the total of shots against to calculate a shot percentage. The player/team with the highest shot percentage will be ranked higher.
- 2.2.6 If everything is equal, the head to head game will be used to separate the teams.
- 2.2.7 The points tables linked from the BPL Cup webpage (under the National Events tab of www.bowls.com.au) should reflect the above ranking order in each case.

2.3 Contrived Results

- 2.3.1. The Committee shall have power to investigate a game or the actions of the clubs or any players involved in a match if it suspects the assistance or collusion of any person or club have colluded to contrive the result of a match. If the Committee decides to carry out an investigation, it will conduct such inquiries as it sees fit and invite submissions about the match or conduct of players and will give any person the opportunity to be heard.
- 2.3.2. If the Committee finds that clubs or players have colluded to contrive the outcome of a match the Committee may in its absolute discretion do one or more of the following:
 - A) Suspend a club or player from playing in future matches;
 - B) Take any other action that it deems appropriate.

2.4 Qualification Process

- 2.4.1 For venues hosting Preliminary Rounds, where the number of teams that have entered are between 4-8 teams (inclusive), then one team will progress through to the next stage, most likely a Regional Final. Where the host venue has between 9-16 teams (inclusive), then two teams will progress to the next stage.
- 2.4.2 The progression path for Regional and State/Territory Finals will be determined by the BPL Cup Committee and communicated to participants before the commencement of each of the Preliminary Rounds.

3 PRACTICE

3.1 Trial ends

There will be one (1) trial ends before the commencement of any game.

4 EQUIPMENT

4.1 Stamp on bowls

- 4.1.1. For teams who qualify for the National Finals, all players' bowls must carry the World Bowls Stamp of the current or 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.
- 4.1.2 Players competing in preliminary, regional and state finals don't need to carry the current or future years World Bowls Date stamp on their bowls.

5 FOOTWEAR AND ATTIRE

As per the Laws of the Sport of Bowls, footwear must adhere to the standards as denoted in the Bowls Australia web site for all Bowls Australia event participation. This policy is available on the Bowls Australia website www.bowls.com.au.

5.1 Team uniforms (qualifying rounds)

Players must wear their club uniform when competing in all matches.

6 OTHER LAWS, REGULATIONS AND POLICIES

6.1 Policies

All Bowls Australia policies will apply for the event, inclusive of the Smoking, Alcohol, Anti Doping and Match Fixing policies. These are available from the Bowls Australia website - <https://www.bowls.com.au/about-ba/key-documents/constitution-and-policies/>

7 CONTACT & STAFF

For any event enquiries, please contact Bowls Australia's Events and Competition Manager Andrew Howie directly or the local Regional Bowls Managers which are listed below.

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