Metropolitan Bowls Association Inc

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PENNANT
BOWLS SOUTH AUSTRALIA

MBA METROPOLITAN PENNANT CONDITIONS OF PLAY 2026-2027

A copy of these Conditions of Play MUST be included with the Umpires Equipment at all Metropolitan Pennant venues.

MBA Email: metrobowls@bigpond.com

Match & Program Email: MBAmatchcommittee@metrobowls.com.au

Metropolitan Bowls Association Inc

INTRODUCTION

The Metropolitan Bowls Association (MBA) is the Controlling Body for the Wednesday, Thursday & Saturday MBA Pennant competitions.

These Conditions of Play apply to all the Pennant competitions organised and conducted by the MBA.

The Conditions of Play are reviewed annually by the MBA, with advice from Bowls SA Officiating Committee.

The MBA may alter the Conditions of Play at any time at its discretion.

In these Conditions of Play, the term “exceptional” indicates circumstances that are “unforeseeable” or “rarely encountered”.

All Pennant games will be played in line with ‘The Laws of the Sport of Bowls (Laws) and Domestic Regulations (DRs) Crystal Mark 4th Edition’, Bowls Australia and Bowls SA Policies, and these Conditions of Play (Rules).

No Laws governing a sport can cope with every situation, and the Laws governing the Sport of bowls are no exception. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. So, if a situation arises that is not covered by the Laws or these Conditions of Play, then officials and players must use their common sense and a spirit of fair play to decide the appropriate course of action to be taken.

All Protests are to be sent to the MBA. Protests made in respect of bad behaviour or conduct unbecoming by any Club Officials, players or spectators, or the performance of a Club Umpire will be forwarded directly to Bowls SA.

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1. DEFINITIONS

1.1 Team – refer Laws Definitions B.3
A "Pair" (2 players), a "Triple" (3 players) or a "Four" (4 players).
A team plays a Pennant match against another team e.g., as part of a Pennant game.

1.2 Side – refer Laws Definitions B.1
Several teams playing concurrently whose individual (team) and combined (side) shots gained contribute to the result of a Pennant game.

1.3 Rink – refer Laws Definitions C.28
The section of the green on which a match is played.

1.4 Division
A level of competition e.g., Premier Division, Division 1 etc.

1.5 Section
A sub-division of a Division and made up of 6, 8, 10, or 12 sides as required.

1.6 Starting Time
The "starting time" for a Pennant game is the scheduled time for the commencement of the first end.

1.7 Constitution of sides/players
Players in a Pennant side will become constituted in a game when the jack is rolled in the first end of any rink of that game.
Constituted players are ineligible to act as substitutes in any game in that Round in that competition.
The names on scorecards are the verification of the constituted status of a player (Refer Rule 7.2).

1.8 Counted Games
To be considered a game played in Rule 3.8 or Rule 3.9, a player must have been selected for a side and published on BowlsLink and:

- their game is started, and all required ends are completed.
- their game is started, and play is abandoned for the day without completing the required number of ends (Refer Rule 5.10).
- their game is forfeited during play.
- their game is not started because of extreme local conditions (e.g., greens closure) and is not ever played.
- they have been selected to play in a side that is awarded a game by forfeit prior to the game.

Byes do not involve player entries into BowlsLink and do not count as a game played in Rule 3.8 or 3.9.

Full rounds that are cancelled by Match & Program Committee do not count as a game played unless rescheduled and played later.

2. SIDE REGISTRATION

2.1 Member Club Eligibility
A Member Club may compete in a MBA Pennant competition if it conforms to the requirements of the Bowls SA and MBA Constitutions and By-Laws, and the Laws of the Sport of Bowls.

2.2 Pennant Side Registration
A club can register any number of sides in a MBA Pennant competition up to the maximum number which can be accommodated on the rinks available for its use and which the club believes it can reliably fill week to week with eligible members.

2.3 Amalgamation
When two or more clubs merge, they may nominate the same number of sides in the competition at the start of the next season after the merger. These sides will be at the same levels as held by each of the clubs at the end of the previous season, after promotions and demotions have been determined.

2.4 Side Ranking

2.4.1 Sides of a club in a MBA Pennant competition will be ranked consecutively as 1, 2, 3, 4 etc. in descending order of capability.

2.4.2 All side names will have a numeral added to signify their ranking within the club (e.g., CLUB SIDE I, CLUB SIDE II etc.).

2.4.3 When a Member Club has multiple sides in the same Division of a Pennant competition, the side with the lowest number in the name will be considered highest ranked (e.g., CLUB SIDE II is ranked higher than CLUB SIDE III).

2.5 Combined Sides

A Combined side may be formed to allow available but unselected players from two clubs to take part in Pennant games. This side will exist only for the duration of a season and is not eligible for promotion.

While it is managed by representatives from a nominated Member Club, a Combined side is not considered one of a Member Club's own Pennant sides.

2.5.1 If a Member Club lacks sufficient eligible players to enter any sides in a Pennant competition, it may seek approval from the Match & Program Committee to combine with another club or clubs to establish a Combined side. Upon approval of the Combined side, players from the original clubs will be prohibited from obtaining permits to play for other member clubs in that competition.

2.5.2 If a Member Club has more eligible players than needed for their sides in a Pennant competition, it can request permission from the Match & Program Committee to combine with another club or clubs to form a Combined side. If the entry of a Combined side is approved, available players not selected for club sides for a Round must be assigned to the Combined side.

2.5.3 Match & Program Committee will determine in which Division a Combined side will be entered.

2.5.4 The application to create a Combined side must be made by the Member Club accepting responsibility for the side and be accompanied by written approval of the other club or clubs.

2.5.5 The name of a Combined side shall be determined by the Member Clubs concerned but shall NOT be the name of only one of those Member Clubs.

2.5.6 The venue for Home games for Combined sides shall be notified to their opponents and to Match & Program Committee as soon as possible.

2.5.7 Where a Combined side has been entered, members from the involved Member Clubs may be selected to play for the Combined side as original members, per Section 3.

2.5.8 Players playing in a Combined side will wear the uniform of their Member Club and use the bowls discs of their Member Club, if in use.

2.5.9 Opposite Gender Player and Temporary Player rules apply to Combined sides.

3. PLAYER ELIGIBILITY

3.1 Registration

3.1.1 A Member may only play MBA Metropolitan pennants if they have a current Full or Junior/Student registration with Bowls SA, except where it is allowed by Bowls Australia or Bowls SA Policies or by these Conditions of Play.

3.1.2 A Member may only play MBA Metropolitan pennants for the Member Club with which the Member holds current Full or Junior/Student registration with Bowls SA, except where it is allowed by Bowls Australia Policies, or by the issue of a Pennant Permit by the MBA or Bowls SA, or by these Conditions of Play.

3.1.3 A registered member of Bowls SA may play in a Saturday (including Friday night) Pennant competition for a Member Club other than their own provided that the member's nominated club does not participate.

A registered member of Bowls SA may play in a mid-week (Monday – Friday inclusive) Pennant competition for a Member Club other than their own provided that the member completes the appropriate approval process as described in Bowls SA By-Law 4.6.3, and a permit is issued.

3.1.4 Playing Unregistered / Ineligible Players (Law 39.2.1)

Any Member Club identified as having played an unregistered or ineligible player in any MBA Metropolitan Pennant competition without permission will be penalised in accordance with the MBA Constitution and By-Laws. The penalty will include a fine & side forfeit.

For scoring of side forfeits (Refer to Rule 7.11).

3.1.5 An audit may be conducted by Match & Program Committee at a scheduled time during the season and spot audits may occur at any time throughout the season.

3.2 Player Permits

3.2.1 Pennant Permits

Any player who receives a pennant permit from the MBA shall be eligible for selection in any side and in any position in the Member Club for the competition that they are issued a permit for as an original member.

Players playing under a season permit must wear the uniform of the Member Club that they are playing for.

3.2.2 Game Permits

Players may be issued with a permit by Match & Program Committee for individual games or a series of games.

3.2.3 Permit validation

Where a game permit has been issued, the player concerned must carry permit documentation whenever playing under the permit authorisation.

Side managers must declare their intention to play permit players when the draw of cards for a game is made. Permit (PER) and the abbreviation of the name of the permit player's Member Club (if applicable) must be recorded on the scorecards alongside the permit player's name.

3.3 Player Selection Guidelines

3.3.1 Each Member Club shall have a Pennant selection policy that is based on merit & recent performance regardless of gender, and with consideration given for compatibility and opportunities for player development.

3.3.2 Sides will be selected in highest to lowest rank order from available eligible players according to the requirements of Rule 3.3.1 and in line with the gender requirements of the single gender competitions and other rules in these Conditions of Play.

3.3.3 Sides should be selected to maximise performance and achieve the best possible result, as well as taking into consideration the spirit of fair play.

3.3.4 Clubs are reminded that the selection of players from a higher ranked Side into a lower ranked side, towards the end of playing the Minor rounds, to gain a place in the top four of a Section, or to boost a sides strength to avoid demotion, is against the application of Rule 3.3 and not in the spirit of the game**.**

3.3.5 A Member club identified as not selecting sides according to these guidelines will be penalised in accordance with the MBA Constitution and By-Laws. The penalty will include a fine & side forfeit.
For scoring of side forfeits (Refer to Rule 7.11).

3.4 Opposite Gender Players (OG)

In single gender competitions, the following rules for the use of Opposite Gender Players will apply.
The spirit of these rules is to reduce forfeits and to ensure that as many players as possible get to play but also to discourage the selection of Opposite Gender Players to gain an unfair advantage.

3.4.1 For all games, no Opposite Gender Player shall be selected if the Member Club has sufficient eligible same gender players available. Note: this includes Reserve players for Finals games.
For Rounds 1 – 3 only, the reference playing level for eligibility as an Opposite Gender Player can be based on recent games from the preceding season. For all subsequent Rounds, the Division of games played in the current season will be the reference.

3.4.2 If a Member Club has insufficient eligible same gender players available to complete their sides at any time, then any member of that Member Club may be used in the Member Club's lowest ranked side, provided that the player has been judged eligible as follows:

3.4.2.1 For Wednesday competition, Opposite Gender Players may be selected from eligible Pennant playing members of that club who regularly play as Lead or Second in a club's lowest ranked Saturday Division Five side or any position in their Saturday Division 6 or 7 sides. Members that do not play Saturday pennants may be selected if they regularly play at Division Two level on Thursday. Non-Pennant playing members who are assessed at that level may also be selected.

3.4.2.2 For Thursday competition, Opposite Gender Players may be selected from eligible Pennant playing members of that club who regularly play as Lead or Second in a club's lowest ranked Saturday Division Five side or any position in their Saturday Division 6 or 7 sides. Members that do not play Saturday pennants may be selected if they regularly play at Division Four level on Wednesday. Non-Pennant playing members who are assessed at that level may also be selected.

3.4.2.3 If any club is uncertain of having available sufficient Members who are eligible under Rule 3.4.2.1 or 3.4.2.2 it can apply in writing to Match & Program Committee for permission to play other nominated members, supplying evidence to support their application.

3.4.3 Opposite Gender players are original members of the side.
Opposite Gender (OG) must be recorded on the scorecard next to the player's name.

3.4.4 The maximum number of Opposite Gender players permitted in the Wednesday competition is 4 in a 16-a-side and 3 in a 12-a-side. Only one OG player can play in each team and may only play as Lead or Second in a team of Fours or Lead in a Triple.
The maximum number of Opposite Gender players permitted in the Thursday competition is 3 in a 12-a-side. Only one OG player can play in each team and may only play as Lead or Second.

3.4.5 Opposite Gender players may not be used in any Wednesday or Thursday Premier Division or Division One side.

3.4.6 In exceptional circumstances a club can apply in writing to Match & Program Committee for permission to play other nominated members regarding Rule 3.4.5, supplying evidence to support their application.

3.5 Temporary Players

3.5.1 In a Member Club's lowest ranked side, when there are insufficient eligible Full or Junior/Student registered bowlers from that Member Club available to field a side, that Member Club may play any Bowls SA registered player, or a casual or Night Owl bowler as a Temporary Player.
Temporary players should be included as a last resort only. A club who is short of players should first contact the opposition to see if alternative arrangements can be made.

3.5.2 Temporary Players must be of appropriate playing ability and may only play as Lead or Second in a Four or Lead in a Triple.

3.5.3 The use of unregistered bowlers in Pennant games will be subject to Bowls SA By-Laws Section 4.3.2 (Restricted Players).
Unregistered bowlers "shall be limited to participate in a maximum of three (3) Pennant games in any one pennant season; and may only participate in more than three (3) Pennant games upon registration as a Full or Junior/Student Member of Bowls SA (*Bowls SA By-Laws Section 4.3.2)"* (Refer Rule 3.1.4).

3.5.4 Temporary (TMP) and the Temporary Player's Member Club abbreviation must be recorded on the scorecards next to the player's name.

3.6 Playing with incomplete teams

If a club does not have sufficient players to form a complete side for the club's lowest ranked side or a Combined side in a Pennant competition, the side can play with one or more 4's or Triples teams playing a player short, with the team playing as though the Second is the missing player and each player using the number of bowls originally specified (Refer DR 2.6).

3.7 Substitutes – refer DR 2.1.3, 2.4

A substitute will be allowed as a temporary alternative to a selected player who is unavailable to play at any time (including the first end) during a Pennant game for a reason acceptable to the Umpire or Controlling Body.
Only un-constituted players may be used as substitutes (Refer Rule 1.7).
Only one substitute will be allowed in a team at any one time.
Substitutes must play in the same position as the player being substituted unless that player is the skip.
If a substitute is required for a skip, then an original player must become the skip, and the other players rearrange their positions.

A player who has been substituted for may re-join the team in their original position, and the other team members must revert to their original positions. A player who has played as a substitute is eligible to play again as a substitute (Refer DR 2.4).

3.7.1 The substitute player's name and (SUB) should be added to both scorecards.

3.8 Player Eligibility & Movement Between Sides – Minor Rounds (Refer Rule 1.8 for games counted as played for this rule)

3.8.1 Player eligibility criteria for Home & Away Rounds. Note: Games played in Bowls South Australia Saturday Premier League Rounds 1 – 12 will be included for eligibility purposes.

- Prior to MBA Round 15 there will be no restriction on the interchange of players between the MBA Pennant sides of a club.
- To be eligible to be selected in an MBA competition side for Rounds 15 – 18 a player must have played at least as many games for their current club in that side or lower ranked sides as any higher ranked sides in MBA Rounds 1 to 14.

3.8.2 Selection in rounds 15 – 18

For rounds 15 -18 a side may only be selected from players who are eligible according to Rule 3.8.1, with the addition that up to 3 players per Round who have not gained selection in the next highest ranked side for that round and who have played at least one game in the side or lower ranked sides prior to Round 15 can be selected in the side (Refer flow chart for player eligibility).

3.8.3 Any Member Club identified as having failed to comply with Rule 3.8.2 will be penalised in accordance with the MBA Constitution and By-Laws. The penalty will include a fine & side forfeit.
For scoring of side forfeits (Refer to Rule 7.11).

3.8.4 In exceptional circumstances a club can apply in writing to Match & Program Committee for permission to play other nominated members regarding Rule 3.8.2, supplying evidence to support their application.

3.9 Player Eligibility & Movement Between Sides – Finals (Refer Rule 1.8 for games counted as played for this rule)

3.9.1 Player Eligibility criteria for Finals. Note: Games played in Bowls South Australia Saturday Premier League Rounds 10 – 18 will be included for eligibility purposes.

- To be eligible to be selected in a side for a Finals Round a player must have played in five games or more for that club in that day's MBA competition (Saturday, Wednesday and Thursday are separate competitions).
- To be eligible to be selected in a side for a Finals Round a player must have played at least as many games in that side or lower ranked sides as any higher ranked sides during Rounds MBA 10 – 18.

3.9.2 Selection in Finals rounds

3.9.2.1 For Finals Rounds, a side may only be selected from players who are eligible according to Rule 3.9.1, with the addition that if a club has two consecutively ranked sides in a Finals round, a player who has not gained selection in the higher ranked of the two sides can be selected in the lower ranked side. (Refer flow chart for player eligibility).

3.9.2.2 Players in a side for a Finals game may be selected to play in subsequent finals for that side (subject to Rules 3.9.2.3 & 3.9.2.4).

3.9.2.3 Players from a side which has qualified for a Grand Final through the First Semi-Final are not eligible to play in the Preliminary Final in a lower ranked side.

3.9.2.4 Players from a side eliminated from the Finals are not eligible to play in any subsequent final in a lower ranked side. However, where a player was promoted to a higher ranked side only for a particular Finals round to replace a player who was temporarily unavailable, a club can apply in writing to Match & Program Committee for permission to play the nominated player in a subsequent final in a lower ranked side, supplying evidence to support their application.

3.9.3 Any Member Club identified as having failed to comply with Rule 3.9.2 will be penalised in accordance with the MBA Constitution and By-Laws. The penalty will include a fine & side forfeit.
For scoring of side forfeits (Refer to Rule 7.11).

3.9.4 In exceptional circumstances a club can apply in writing to Match & Program Committee for permission to play other nominated members regarding Rule 3.9.2, supplying evidence to support their application.

4. COMPETITION FORMAT & SCHEDULE

4.1 Competitions

4.1.1 These Conditions of Play are applicable to three competitions:
Saturday (Open gender) Wednesday (Men) Thursday (Women)

4.1.2 Open gender competition – open to all eligible players (Refer Rule 3.1).

4.1.3 Single gender competition – a gender specific competition restricted to players identifying with that gender only, apart from exceptions included in these Conditions of Play (Refer Rule 3.4. & Rule 3.5).

4.2 Player Numbers

Saturday
Divisions 1 – 5: Four teams of four players
Divisions 6 and lower: Three teams of four players
Wednesday
Premier Division, Divisions 1-3: Five teams – Pairs (1) Triples (2) Fours (2)
Division 4: Three teams of four players
Thursday
Premier Division, Divisions 1-2: Three **teams** of four players

4.3 Ends to be Played

4.3.1 Normal conditions

Wednesday Premier Division & Divisions 1, 2 & 3

Fours: 21 ends; Triples (2 bowls per player): 27 ends; Pairs (2-2-2-2 format): 18 ends

All other Competitions

Fours: 21 ends

4.3.2 Early start games

If a game is declared as an early start under the Extreme Weather Policy as per Rules 9.1 - 9.5, then the number of ends played will be reduced to:

Fours (all other Divisions): 18 ends
Triples: 23 ends
Pairs: 15 ends

with the minimum number of ends completed before a game can be finalised to be altered as per Rule 5.9.

4.4 Side Divisions

Saturday

Divisions 1 & 2: One Section each of 10 sides
Division 3: Two Sections each of 10 sides
Division 4: Four Sections each of 10 sides
Divisions 5 and lower: The number of Sections and sides to be determined by Match & Program Committee.

Wednesday

Premier Division and Division 1: One Section each of 10 sides
Division 2: Two Sections each of 10 sides
Division 3 and lower: The number of Sections and sides to be determined by Match & Program Committee.

Thursday

Premier Division: One Section of 10 sides
Division 1: Two Sections each of 10 sides
Division 2: The number of Sections and sides to be determined by Match & Program Committee.

4.4.1 Divisions & Sections

Where a Member Club has more than one side in a Division, Match & Program Committee may place the sides into separate Sections as it sees fit, with due consideration to travel of all sides in the Division and requests from the Member Clubs.

In exceptional circumstances, Match & Program Committee may make changes to the composition of Divisions to improve balance in the structure.

4.5 Side Limits

Member Clubs will be limited to the following number of sides in each Division:

Saturday

Divisions 1 – 3: One side in each Division
Division 4: 2 sides only
Divisions 5 – 7: As determined by Match & Program Committee.

Wednesday

Premier Division: One side
Divisions 1 & 2: One side in each Division
Divisions 3 & 4: As determined by Match & Program Committee.

Thursday

Premier Division & Division 1 combined: 2 sides only
Division 2: As determined by Match & Program Committee.

4.6 Pennant Sides – Draw Vacancy

When a vacancy occurs in the draw, the opposing sides will be granted a Bye, and awarded points or shots as applicable under Rule 7.12.

In the event of the withdrawal or addition of a side by a Member Club, Match & Program Committee will consider a redraw of a Section/Sections, if necessary, to avoid Byes.

4.7 Competition Format

All games shall be played in a 'Home and Away' format of 18 Rounds as in the 'Order of Draw', followed by a Finals series.
The minimum number of completed Home & Away Rounds that will constitute a 'completed season' will be 12.
Fixtures will be distributed to Member Clubs and posted on-line once confirmed. Any changes will also be distributed in the same way.

4.8 Alternative Greens

If a Member Club, whose greens have been declared unsuitable or are unavailable for play, uses the rinks of another Member Club, the first mentioned club shall negotiate the payment of green fees and afternoon tea charges with the host club. It is the responsibility of the scheduled 'Home' club to advise the opponents of the change of venue.

5. GAME PROCEDURES

5.1 Start Times

Saturday Trial ends begin no later than 12.45 pm – 1st end starts not later than 1.00 pm
Wednesday: Trial ends begin no later than 12 noon – 1st end starts not later than 12.15 pm
Thursday: Trial ends begin no later than 9.45 am – 1st end starts not later than 10.00 am
Early start: Trial ends begin no later than 9.00 am – 1st end starts not later than 9.15 am

At the scheduled starting time for games the Umpire of the Day will ensure that no further trial ends are played.

5.1.1 The starting times, day and date, and venue of any scheduled game may be varied, with the consent of the Member Clubs involved **and the written approval of Match & Program Committee.** Match & Program Committee may also reschedule the time/date of a game in response to a request from a club affected by the absence of 1 or more players representing the State at a National or International event. Requests must be made in sufficient time (minimum 2 weeks prior to the published date of the game requested for rescheduling) to allow arrangements for the game to be played as soon as possible (Refer Rule 5.8 for time limit/finishing time information).

5.2 Allocation of Rinks

Allocation of rinks to Pennant games shall consist of consecutive adjacent rinks on a single green, or consecutive adjacent rinks across two adjacent greens.

5.3 Pre game Practice

5.3.1 Practice Times

5.3.1.1 Greens are to be made available to those wishing to practice at:

Saturday	12 noon
Wednesday:	11.15 am
Thursday:	9.00 am
Early Start game:	No Practice allowed

5.3.1.2 **Practice earlier than these times is not allowed.** The authority of Home club's greenkeeper or Greens Manager must be respected.

5.3.2 Practice

5.3.2.1 Where pre-game practice is allowed, players can practice on any rink of the green of play prior to the draw of rinks for the games.
Once the draw for rinks has been completed, side Managers should notify players, practice must cease & trial ends commence.

5.3.2.2 No practice will be allowed for early start games played under the Extreme Weather Policy.

5.3.2.4 In extraordinary circumstances relating to inclement weather or mechanical breakdown, the Greens Manager or their proxy may keep the greens at the venue closed past the specified time for practice to enable the completion of the playing surface. Practice may not be available.

5.3.3 Where the start of a game is delayed because of closed greens, game play will start 15 minutes after greens are opened to allow 2 trial ends to be carried out first.

5.4 Trial Ends (Roll up)/ Game Start

After pre-game practice, where allowed, two trial ends are permitted on the rink drawn with the number of bowls to be used in the game.
Play will commence as soon as trial ends are completed, or as indicated in Rule 5.1.

5.5 Playing position changes

No changes to player names/ positions on scorecards shall be permitted once the draw for rinks has been made, except for:

- Player disablement that occurs between the time of the Draw for rinks and the start of play.
- The inclusion of a replacement player between the time of the Draw for rinks and the start of play under exceptional circumstances.
- the absence of a Skip (Refer Rule 5.13).
- the inclusion of a substitute to replace a skip (Refer Rule 3.7).

Permission must be sought from the Umpire of the Day and the opposing side Manager informed.
Any Member Club identified as having failed to comply with this rule will be penalised in accordance with the MBA Constitution and By-Laws. The penalty will include a fine & side forfeit.
For scoring of side forfeits (Refer to Rule 7.11).

5.6 Player Movement during an End (Refer Laws Appendix A.4)

Players must play without undue delay (Refer Laws Appendix A.5).

5.6.1 After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances:

Pairs:
- Leads: after delivery of their third & fourth bowls
- Skips: after delivery of each of their second, third & fourth bowls

Triples:
- Leads: after delivery of their second bowl
- Seconds: after delivery of their second bowl
- Skips: after delivery of each of their bowls

Fours:
- Leads and Seconds: after the second player in their team has played their second bowl
- Thirds: after the delivery of their second bowl
- Skips: after delivery of each of their bowls.

5.6.2 Restricting the movement of players as described above does not prohibit a Skip requesting that a player be called to the head. However, care must be taken to limit this action and to not delay play unnecessarily.

5.7 Mid-Game Break

Saturday Competition

Division 1 & 2 - There will not be a mid-game break.

All other Divisions - A mid-game break shall be taken at 2.30 pm.

Wednesday Competition. A mid-game break shall be taken at 1.45 pm.

Thursday Competition

Premier Division - There will not be a mid-game break.

All other Divisions - Players shall take a 10-minute break at the completion of 11 ends.

Early Start Games. There will not be a mid-game break.

Side Managers are advised to be mindful of their duty of care for all participants and should monitor the conditions and consider breaks, if necessary, to provide participants with opportunities to hydrate.

Mid-game Break Duration. Every attempt should be made to limit the mid-game break to 15 minutes or less from the time the last team leaves the green. Unnecessary delays to the resumption of play must be avoided.

5.8 Time Limit / Finishing Time

All games will be played to a nominal time limit of 4½ hours.

Finishing Times

Saturday	5.30 pm
Wednesday:	4.45 pm
Thursday:	2.30 pm
Early Start:	1.45 pm

Reaching the time limit will be indicated, if required, by ringing a bell or by a P/A announcement. At this time, any started ends shall be completed but not replayed if the end becomes dead.

In any competition~~,~~ the result of a game curtailed by the time limit will stand provided that sufficient ends have been completed to obtain a result in accordance with Rule 5.9.

All night games must cease with the completion of the end in play at 10:30 pm, regardless of the start time.

5.9 Ends to be completed to finalise a game – Minor Rounds

If Match & Program Committee has not determined that all play in a Round shall be cancelled and a game is started but does not complete the full number of ends, the game shall be deemed to have been finalised with the scores at the time of abandonment if:

Saturday Divisions 1 - 5: at least 56 ends have been completed (early start game at least 48 ends)

Saturday Division 6 & 7: at least 42 ends have been completed (early start game at least 36 ends)

Wednesday Premier Division and Divisions 1 - 3: at least 76 ends have been completed (early start game at least 64 ends)

Wednesday Division 4: at least 42 ends have been completed (early start game at least 36 ends)

Thursday Premier Division and Divisions 1 - 2: at least 42 ends have been completed (early start game at least 36 ends)

If a Round has been declared as an "early start", then the numbers of ends required to consider the game to have been deemed as finalised are reduced as indicated above.

5.10 All Saturday Divisions, all Wednesday Divisions and all Thursday Divisions

Incomplete or non-started games will not be continued. Any game not started or not deemed as finalised as per Rule 5.9 will be treated as a draw with game points shared equally and two shots awarded to each team.

5.11 If a full round of games, or games for a Section or Division are cancelled by Match & Program Committee, no points or shots will be awarded for those games and the game will not count as a "played game" (Refer Rule 1.8).

5.12 Late Arrival – Side

Should one side fail to appear at the time appointed, or within 15 minutes thereof, the opposing side, if ready to commence play, shall be awarded the game as a forfeit with points and shots as set out in Rule 7.11.

5.13 Player Absence

5.13.1 Fours Competitions:

If, at the scheduled starting time for a game, one player is absent from one or more teams in a side and no eligible substitute player is available or allowed, affected rinks will postpone the start of play for up to 15 minutes.
If 15 minutes after the scheduled start time for a game, one player is absent from one or more teams in a side, and no eligible substitute player is available or allowed, the matches must begin on affected rinks and the following shall apply (Refer DR 2.6).

5.13.1.1 A team with an absent player plays as though the second is the missing player, rearranging positions if necessary.
The order of play shall be maintained by the second of the complete team playing consecutive bowls.
Each player must use the number of bowls specified in the Conditions of Play for the event.

5.13.1.2 If a player who has commenced a game is unable to continue the game and no eligible substitute player is available or allowed, play will continue as per Rule 5.13.1.1.

5.13.1.3 If an absent player arrives late, they must take their original place in the team when they arrive and enter the game at the completion of the end in progress and team members will revert to their original positions.

5.13.1.4 **I**f an eligible substitute becomes available and is permitted by the Umpire of the Day, they may be introduced to the match to allow it to commence, or at the completion of the end in progress (Refer Rule 3.7).

5.13.2 Wednesday Premier Division and Divisions 1, 2 & 3:

A side without a full complement of players present (with no substitutes available) shall distribute the available players across teams to fill Pairs & Triples teams as the priority.
If, at the scheduled starting time for a game, one player is absent from one or more teams in a side and no eligible substitute player is available or allowed, affected rinks will postpone the start of play for up to 15 minutes.

5.13.2.1 A side that does not have a full complement of players (except in fours or triples teams which can play one player short in each team as in DR 2.6) and where no eligible substitute player is available 15 minutes after the scheduled start time for the game will forfeit the game, with points & shots awarded as per Rule 7.11.

5.13.2.2 After the start of the game, if a player withdraws in any discipline and there is no substitute available or allowed (other than fours or triples, as above), the side will forfeit the game, with points & shots awarded as per Rule 7.11.

6. OFFICIALS

6.1 Umpire of the Day

6.1.1 The Host club is responsible for supplying an Umpire of the Day, with the name of the Umpire of the Day to be shown on the host club's noticeboard.
If more than one qualified Umpire is officiating at the venue, one must be nominated as the Umpire of the Day. Other qualified Umpires officiating at the venue on the day should be identified clearly on the host club's noticeboard.
If no qualified Umpire can be present at the club on game day, the visiting side is to be approached and asked to supply an Umpire of the Day. If both clubs are unable to provide a qualified Umpire of the Day, the Host club is to appoint an experienced and suitable member to fulfil the role of Umpire of the Day.

6.1.2 The person appointed as Umpire of the Day is responsible for the operation of all the Pennant games at the venue and shall not have any other role (such as side Manager, coach etc.).

6.1.3 The Umpire of the Day will act as the representative of the Metropolitan Bowls Association to impartially resolve any issues brought to their attention in accordance with the Laws of the Sport and these Conditions of Play. All decisions relating to the conduct of the game are subject to the agreement of the Umpire of the Day. (Refer Law 43 for Umpire Authority)

- The Umpire of the Day will supervise the drawing of the teams (Refer Rule 6.2.3 for exceptions) & rinks and ensure that play is started in all games according to the Conditions of Play.
- The Umpire of the Day shall have sole responsibility for decisions in all aspects of pauses, deferments, or cancellation of play due to extreme weather conditions, after consulting with side Managers / Greens Manager if required.

6.1.4 The Umpire of the Day must forward a detailed written report about any reportable incident (e.g., involving an Instantaneous Penalty or other disruption to play) to the Secretary of the MBA and Bowls SA within seven (7) days of the incident, for the appropriate investigation and possible disciplinary action.

6.2 Side Manager

The side Manager is the club representative for the side at the venue and should be the link between the side and the Umpire of the Day. The Umpire of the Day may make decisions affecting the side independently of the side Manager.

6.2.1 Pre-Game Administrative Procedures

6.2.1.1 Side Managers must be present at the venue thirty (30) minutes prior to the scheduled starting time of the game to draw rinks & complete scorecard details. The draw for rinks should occur 30 minutes before the scheduled start time of the game (Refer Rules 1.6 & 5.1), and not before.

6.2.1.2 If only one side Manager is at the venue 5 minutes before the starting time for trial ends, that side Manager will allocate the rinks and record them on their scorecards to enable trial ends to begin but will retain the scorecards to complete the draw for rinks & scorecard details when the other side Manager arrives.

6.2.1.3 Both side Managers are to ensure that their scorecards are correctly filled out prior to the draw, with Date, Division, Section, Club & side Name, all Player's Names printed clearly with Last and First Name and, if applicable, Opposite Gender (OG), Pennant permit/ game permit (PER) Temporary Player (TMP) & player's Member Club abbreviation if applicable.

6.2.2 The Draw

Home side Manager – Obtain rink allocation.

Fours Competitions Side Manager Responsibilities

Where both sides have an equal number of teams of only three players, those teams shall be drawn together. Any additional three-member teams shall be drawn with the remaining four member teams. The draw for opponents and rinks shall be drawn separately for each of these groups. The teams shall then play as drawn.

- Home side Manager – shuffle and place scorecards face down on table.
- Visiting side Manager – shuffle and place scorecards face down on top of Home side scorecards.
- Allocate and record rinks to each pair of scorecards before they are moved.
- Both side Managers legibly complete scorecards as indicated in Rule 6.2.1.3, ensuring that notations are correctly recorded on the scorecards and initialled by the Umpire of the Day if necessary.
- Toss for mat – the result of toss to be recorded on each scorecard. (Suggest Member Club abbreviation to be written on front of the scorecard e.g., ADL=Adelaide).

Wednesday Premier Division & Division 1, 2 & 3 Side Manager Responsibilities

- Home side Manager – shuffle and place scorecards face down on table in three groups i.e., Pair on top row, Triples on second row and Fours on third row.
- Visiting side Manager – shuffle if required and place scorecards face down on top of Home side scorecard groups to match.
- Both side Managers legibly complete scorecards as indicated in Rule 6.2.1.3, ensuring notations are correctly recorded on the scorecards and initialled by the Umpire of the Day if necessary.
- Home side Manager will shuffle their cards only face down and allocate rinks. The Away side scorecards can be matched, and the rink numbers recorded.
- Toss for mat – the result of toss to be recorded on each scorecard. (Suggest Member Club abbreviation to be written on front of the scorecard e.g., ADL=Adelaide).

6.2.3 For games that have been identified for live streaming, the Draw of the scorecards may occur earlier than specified in Rule 6.2.1 to allow pre-game promotion & advertising. Draw for rinks will be held 30 minutes prior to the scheduled start of play.

6.2.4 Game Completed

After the game has been finalised:

- Scorecard keepers are to ensure that scores, player names and finishing time on the scorecards agree, then sign both cards.
- Side Managers are to ensure that all scorecards have been completed correctly, all cards are signed in accordance with the Laws of the Sport of Bowls and that the finishing time has been recorded on all cards.

7. TEAM ENTRY, SCORING AND RESULTS

7.1 Entry of Teams Online

7.1.1 Players names must be entered into BowlsLink as soon as possible after selection is made and at the latest by the following times:

Saturday pennant games	Friday 6 pm
Wednesday pennant games	Tuesday 6 pm
Thursday pennant games	Wednesday 6 pm

NO player names should be entered for Byes

(Refer Rule 1.8 and Rule 3.10).

7.1.2 Late team entry

Failure by a Member Club to submit pennant player names within the time frame, as set down in Rule 7.1.1 without an acceptable explanation to the MBA, may incur a fine from the MBA.

7.1.3 Second and subsequent failures to submit pennant player names within the time frame, as set down in Rule 7.1.1 without an acceptable explanation to the MBA, shall incur a fine from the MBA.

7.2 Scorecards and BowlsLink Live Scoring App

Where a club would like to use the Live Scoring app, an email must be sent to MBAmatchcommittee@metrobowls.com.au at least 48 hours prior to the game.

7.2.1 Scorecards for each match shall be the responsibility of the Skip from each team, except as described in Rule 7.2.2.

7.2.2 In a fours match the second of each team shall be responsible for the scorecard as in DR 3.2.4.

7.2.3 At the end of the match, players who are responsible for maintaining the scorecards must record the time of completion, confirm that number of shots and player names & positions agree, and sign both cards. The BowlsLink Live Scoring App does this automatically.

7.2.4 The scorecard is the official record of the scores and names and positions played of the participants.
Scorecards should be retained until the pennant season has been completed for audit and dispute purposes – the BowlsLink Live Scoring App does this automatically.

7.2.5 Where scorecards have been amended in any way (e.g., where a substitution has been allowed, or a player change has occurred for a resumed game), BOTH participating clubs must send an electronic copy of the scorecard showing player names to MBAmatchcommittee@metrobowls.com.au within 24 hours of the game. For scores recorded in the BowlsLink Live Scoring App, changes can be made via BowlsLink and an email must be sent to MBAmatchcommittee@metrobowls.com.au within 24 hours of the game.

7.3 Scoreboards

The scoreboard may be updated at any time by any person but must be updated at least every second end.
The Skip, or Second in a fours game is responsible for ensuring that the scoreboard is correct as per the scorecard.
(Refer DR. 3.1).

7.4 Results – Advice of Results

Do not enter scores into BowlsLink until a game is finalised.
Results must be entered by the Home side on BowlsLink by 6 pm on the day of play.
The Away side should try to confirm the results by the same time, but at the latest by 6.30 pm on the day of play.
In the case of evening games, results need to be entered & saved by 12 noon the following day and confirmed as soon as possible after.
Forfeits – the Home side needs to enter the forfeit and the Away side needs to confirm (Refer Rule 7.6.7).

7.5 Late Results

7.5.1 Failure by a Member Club to submit/confirm pennant results within the time frame, as set down in Rule 7.4, without an acceptable explanation to the MBA, may incur a fine from the MBA.

7.5.2 Second and subsequent failures to submit/confirm pennant results within the time frame, as set down in Rule 7.4, without an acceptable explanation to the MBA, shall incur a fine from the MBA.

7.6 Recording and confirming results

7.6.1 The Home side club must ensure that their player names & positions are adjusted correctly, rinks are matched, and rink scores are entered into the BowlsLink before the prescribed time limits for results entry (Refer Rule 7.4).
Where substitutes / replacement players have been introduced to a match the scorecard will show BOTH names.
Where changes to player names have been made on scorecards, (e.g., where a substitution has been allowed) the original player's name should be retained in BowlsLink and a copy of relevant scorecards emailed to Match & Program committee at MBAmatchcommittee@metrobowls.com.au (Refer rule 7.2.5).

7.6.2 The Away side club must ensure that their player names & positions have been adjusted correctly and that the rink scores have been entered correctly. They should then confirm the result on BowlsLink before the prescribed time limits for results entry (Refer Rule 7.4) unless there is a dispute over the on-line entry of the scores.

7.6.3 **If a protest is foreshadowed by either side, scores should still be entered and confirmed, pending the outcome.**
For protest procedures (Refer to Section 11).

7.6.4 **If there is a query concerning the accuracy of the results entered on-line**, the Away side club should contact the Home side club ASAP but at least by the end of the next business day following the game. If this fails to resolve the issue, Match & Program Committee must be contacted via email to MBAmatchcommittee@metrobowls.com.au by 5 pm of the second business day following the game giving details of any discrepancy and including a copy of the scorecards relevant to the issue.

7.6.5 If play in a game has been abandoned for the day but has reached the minimum number of completed ends (Refer Rule 5.9), the game is finalised and scores are to be recorded & confirmed as per Rules 7.6.1 & 7.6.2.

7.6.6 If a game could not be started or if play has been abandoned for the day but not enough ends have been completed to finalise a game (Refer Rule 5.9), the game shall be treated as a draw with results recorded & confirmed as per Rules 7.6.1 & 7.6.2 using the scoring in Rule 7.10.

7.6.7 In the event of a side forfeit, scores are to be recorded & confirmed using the "Forfeit" option in BowlsLink. The Member Club receiving the forfeit must ensure that player names for that side are recorded in BowlsLink.

7.6.8 In the event of a Bye results will be recorded in BowlsLink as usual by the Home side.

7.7 Forfeits – Advice

7.7.1 If a Member Club finds it cannot fill its lowest ranked side after using the three players per team rule (Rule 3.6) and/or Temporary players, it must forfeit its lowest ranked side.

7.7.2 A Member Club considering forfeiting a pennant side from a Round due to insufficient players MUST first contact the opposing club to ascertain whether they are able to supply additional players in accordance with the Laws of the Sport of Bowls and these Conditions of Play to enable the game to continue.

7.7.3 A Member Club finding it necessary to forfeit a side must endeavour to advise the opposing club by 5.00 pm on the day prior to the day scheduled for the game.

7.7.4 Member Clubs forced by extenuating circumstances to forfeit a side on the morning of the game should on:
Saturday & Wednesday: Advise the opposing club not later than 10.00 am.
Thursday/early start: Advise the opposing club not later than 8.00 am.

7.7.5 Where a Member Club forfeits a side more than 30 minutes later than the above times, that club shall be liable for a fine from the MBA. If the Member Club receiving the forfeit is the Home side, that Member Club will receive an allocation of 50% of the fine imposed.

7.7.6 The Member Club forfeiting a side must also notify Match and Program Committee by email to MBAmatchcommittee@metrobowls.com.au, at the time the forfeit was notified to the opposition club.

7.7.7 Forfeiting a side which is not a bottom ranked side will be penalised in accordance with the MBA Constitution and By-Laws. The penalty will include a fine & a side forfeit for that side and any sides ranked below for the forfeited side.

7.8 Forfeits – Withdrawal of Side

Should a Member Club find it necessary to forfeit the same side on three consecutive occasions or on five occasions in total, that side may be withdrawn from the competition, and the side replaced with a Bye or the Section may be re-drawn. A fine may be applied.

7.9 Scoring of Completed Games

The results of each game shall be scored as follows:

Five Team Sides

Game points:	Win 10	Draw 5	Loss 0
Team points:	Win 2	Draw 1	Loss 0

Four Team Sides

Game points:	Win 8	Draw 4	Loss 0
Team points:	Win 2	Draw 1	Loss 0

Three Team Sides

Game points:	Win 6	Draw 3	Loss 0
Team points;	Win 2	Draw 1	Loss 0

7.10 Scoring of Unplayed / Incomplete Games

If a game was unable to be started or if the required minimum number of ends, as per Rule 5.9, are not completed, the game shall be deemed as finalised and treated as a draw with game points shared equally and two shots awarded to each team.

7.11 Scoring of Forfeits

When a side receives a forfeit, the game will be scored as follows when entered into BowlsLink:
Five Team (Wednesday Premier Division & Division 1 - 3) – 20 points and 20 shots
Four Team (16-a-side) competitions – 16 points and 16 shots
Three Team (12-a-side) competitions – 12 points and 12 shots

7.11.1 However, if a side forfeit penalty is imposed after a game has started, the side receiving the forfeit will retain "shots up" if they have scored more shots up than those allocated for a forfeit above.

7.12 Scoring of Byes

When a side has a Bye, scoring will be as follows:
Five Team (Wednesday Premier Division & Division 1 - 3) – 20 points and 20 shots
Four Team (16-a-side) competitions – 16 points and 16 shots
Three Team (12-a-side) competitions – 12 points and 12 shots
BowlsLink will record the game as a forfeit by "Bye".

8. DISRUPTION TO PLAY – INCLEMENT (WET) WEATHER

Refer to Annexure A – EXTREME WEATHER POLICY

Wet Weather – Management of extreme weather (Wet) conditions

For each Metropolitan Pennant competition conducted by the MBA, an attempt will be made to commence and complete all games, applying the Rules below if appropriate.
In the event of the likelihood of extreme weather, Match & Program Committee reserves the right to cancel or re-schedule all games in a Pennant round.
Pennant games will be played at all venues that are open, even if the majority of other venues have been closed.
In the event of inclement (wet) weather, players are to contact their Member Club to determine if play in their game will proceed or be postponed. DO NOT contact Bowls SA, the MBA or Match & Program Committee.

8.1 Cancellation for the Day at a Venue

At each Member Club, the Greens Manager or their proxy is responsible for the decision about whether a Club's greens are unsuitable for play for the day.
As soon as a decision to close a green or all greens for the day is made at the venue, the Home club will immediately notify the decision to cancel play to the designated contact for each of the other clubs that are scheduled to play at the venue on that day.

8.2 Cancellation Prior to Commencement of Play at a Venue

If weather conditions deteriorate at a Member Club which did not declare its greens unsuitable for play for the whole day, as described above, the decision whether play shall start due to the condition of the greens shall be the sole responsibility of the venue Greens Manager or their proxy and announced by the Umpire of the Day.

8.3 Suspension of Games Prior to / during Play

Umpires must only take into consideration the conditions of greens (in conjunction with the venue /Member Club Greens Manager), the safety & well-being of players, and the likely weather conditions moving forward in deciding if play should be started, suspended or abandoned for the day.
In all cases, the Umpire of the day should ensure that all available strategies to enable the game to continue to reach a conclusion are considered before abandoning play for the day. However, to play through inclement weather conditions to achieve a result **must NOT** be a consideration.
A player can withdraw from playing if they consider that it is a detriment to their wellbeing (Rule 8.5).

8.3.1 The Umpire of the Day may suspend play for a maximum of 1 hour (each occurrence) because of poor weather conditions either at the starting time for play if weather conditions are unsuited to play, or when play has commenced and weather conditions deteriorate:

- at his/her own discretion without appeal from either side Manager if it is felt that the conditions warrant it.
- if the Home club's Greens Manager or their proxy closes the green. This may be regarding the condition of one or all greens at the venue.
- if a side Manager appeals on the grounds that the weather conditions are such that continuing to play would constitute a breach of duty of care. A side Manager's appeal shall only affect the game in which their side is engaged and shall not affect any other games at the same venue.

8.3.2 Play shall not be resumed without the permission of the Umpire of the Day, after agreement from the venue / Member Club Greens Manager or their proxy.

8.3.3 Play should resume as per Law 33 (Game stoppages).

8.3.4 Play will be abandoned for the day if play cannot resume after one hour from the start of the most recent stoppage.

8.3.6 For scoring of unstarted or incomplete games (Refer to Rule 7.10).

8.4 Lightning

Lightning can occur without other typical storm characteristics (i.e., thunder, rain and wind) being present.
Bowls SA & the MBA are committed to ensuring that all players, officials, administrators, and spectators are safe during lightning activity.
If lightning is present, the following shall apply:

8.4.1 If the time between a lightning flash and the thunder sound is less than 30 seconds, then play should be suspended by the Umpire of the Day. All players will be required to leave the green IMMEDIATELY and move inside the club house or find safe and suitable shelter.
No place is absolutely safe from lightning strikes, but the Umpire of the Day is to ensure that all parties are made aware of the location's safe areas.

8.4.2 Play should not resume until the Umpire of the Day is satisfied that 20 minutes has passed since the last thunder sound is heard within 30 seconds of the lightning flash (30 seconds relates to 10 kilometres away). Law 33 will apply for unfinished ends.

8.4.3 If lightning continues and it is not possible to finish uncompleted games, the Umpire of the Day will cancel the day's play.

8.5 Player Withdrawal

Any player who considers that the effects of prolonged wet weather will have an adverse effect on their safety and well-being can withdraw from the game without penalty to the player.
The withdrawal of any player from a side due to the effects of extreme weather during the game can be dealt with by the affected side Manager in any of the following ways:

- A substitute, if available may be used with the agreement of the Umpire of the Day.
- The remaining players in the team may be able to continue to play (DR. 2.6).
- The side may forfeit the game.

9. DISRUPTION TO PLAY – EXTREME WEATHER (HEAT)

Refer to Annexure A – EXTREME WEATHER POLICY

Hot Weather – Management of extreme weather (Heat) conditions

For each Metropolitan Pennant competition conducted by the MBA, an attempt will be made to commence and complete all games, applying Rules 9.1 to 9.5 below if appropriate.
In the event of the likelihood of extreme weather, Match & Program Committee reserves the right to cancel or re-schedule all games in a Pennant round.
Catastrophic Fire Conditions – If a Catastrophic rating is issued for a Fire Ban District, all games scheduled for clubs located in that District will be postponed and re-scheduled at the discretion of Match and Program Committee. This includes all home and away games for the affected clubs.
For all games that are played on days of extreme heat, it is recommended that any normally scheduled mid-game breaks are only to be taken by mutual agreement between side Managers. However, side Managers are advised to be mindful of their duty of care for all participants and should monitor the conditions and consider breaks, to provide participants with opportunities to hydrate.
Member Clubs are reminded of the importance of applying the procedures related to extreme hot weather correctly. Failure to do so may attract a penalty.

9.1 Early Start Games

When a decision has been made to play at 9.15am, no changes to the game time are to be made unless by mutual agreement between the sides drawn to play each other and with prior written approval of Match & Program Committee (Refer Rule 5.1.1).
Once the decision has been made two days before to start games early, games will be played at that earlier time regardless of what the forecast maximum temperature is on the day before or on the morning of the day of play. Games will continue until all ends are completed (or the time limit is reached) or until the actual temperature reaches 38 degrees (36 degrees for Thursdays) as measured by the procedures referred to in these Conditions of Play.
For all early start games, the number of ends to be played will generally be reduced – (Refer Rules 4.3 and 5.9).

9.2 Management of Temperature Readings (Member Clubs)

During any game that has been re-scheduled to an earlier starting time, or during any game played on a day of extreme heat, it is imperative that Member Clubs have a process in place to monitor the current temperature of the day.

9.2.1 On a day where games have been re-scheduled to start at an earlier time, or on days where the temperature has the potential to reach either 38 degrees Celsius or above (Saturday & Wednesday) or 36 degrees Celsius or above (Thursday) during the game, the Home side Manager & the Umpire of the Day are responsible for delegating the duty of monitoring the current temperature of the day. Although not compulsory, it is recommended that a person who is "non-playing" for the day be delegated to perform the duty of checking the temperature at the designated Weather Station for the Home club. Refer to document – GETTING THE TEMPERATURE READING DURING HOT WEATHER PENNANT PLAY (available from the MBA Web site).

9.2.2 Member Clubs are required to make the name of this person, and the name of the Umpire of the Day, available to all visiting side Managers.

9.2.3 For the purpose of temperature monitoring above, Member Clubs are required to make available a computer with internet access, where the Bureau of Meteorology Web site www.bom.gov.au can be accessed. The MBA will also approve the use of an Apple or Android Application on a mobile phone or tablet if the application has a direct internet link from the Bureau of Meteorology Web site. **Other weather monitoring applications MUST NOT be used.**

9.2.4 It is a requirement that a check of the temperature at the designated weather station is done shortly after each hour and half hour during play (i.e., to find out the temperature recorded at the assigned Weather Station at the hour and half hour e.g., 2 pm, 2.30 pm, 3 pm etc.). NO INTERMEDIATE READINGS SHOULD BE TAKEN OR CONSIDERED.

9.2.5 If the recorded temperature at the hour or half hour reaches or exceeds the cut-off temperature, the responsible person is to advise the Umpire of the Day, who after confirming the temperature, will direct all players to stop playing after completing the end in play. Any resulting dead ends will not be replayed.
Play will be abandoned for the day. (Refer to Rules 9.3, 9.4 and 9.5 to determine the next steps).

The information below details the process of determining when a game will be re-scheduled to an earlier start, and what process is to occur if play in a game is abandoned for the day as per Rule 9.2.5.

9.3 Saturday Pennant Competition

If the forecast maximum temperature for Adelaide for Saturday on the Bureau of Meteorology website at 4.30 pm on Thursday is 36 degrees Celsius or above, all Pennant games scheduled for Saturday afternoon will be started at 9.15 am (Refer to Rules 9.1 & 9.2).
However, if the Thursday 4.30 pm forecast maximum temperature for Saturday is below 36 degrees but increases to be 38 degrees or above at the 4.30 pm forecast on Friday or the 7.30am forecast on Saturday, then all games will be cancelled and may be re-scheduled at the discretion of Match & Program Committee. (Refer to the attached Flow Chart).
On any day where no play is possible due to the temperature reaching the required 38 degrees prior to the commencement of play, games will be re-scheduled if possible by Match & Program committee.

9.3.1 All Divisions

If it becomes necessary to abandon a game due to extreme heat, the game will be deemed as finalised with the scores at the time of abandonment if at least the required minimum number of ends have been completed as per Rule 5.9. If the required minimum number of ends are not completed, the game shall be finalised and treated as a draw. For scoring (Refer to Rule 7.10).

9.4 Wednesday Pennant Competition

If the forecast maximum temperature for Adelaide for Wednesday on the Bureau of Meteorology website at 4.30 pm on Monday is 36 degrees Celsius or above, all Wednesday games will be started at 9.15am (Refer to Rules 9.1 & 9.2). However, if the Monday 4.30 pm forecast maximum temperature for Wednesday is below 36 degrees but increases to be 38 degrees or above at the 4.30 pm forecast on Tuesday or the 7.30am forecast on Wednesday, then all games will be cancelled. (Refer to the attached Flow Chart).

If it becomes necessary to abandon play for the day due to extreme heat, the game will be deemed as finalised with the scores at the time of abandonment if at least the required minimum number of ends have been completed as per Rule 5.9. If the required minimum number of ends are not completed, the game shall be finalised and treated as a draw. For scoring (Refer to Rule 7.10).

9.5 Thursday Pennant Competition

If the forecast maximum temperature for Adelaide for Thursday on the Bureau of Meteorology website at 4.30 pm on Tuesday is 36 degrees Celsius or above, all Thursday games will be started at 9.15am (Refer to Rules 9.1 & 9.2). However, if the Tuesday 4.30 pm forecast maximum temperature for Thursday is below 36 degrees but increases to be 36 degrees or above at the 4.30 pm forecast on Wednesday or the 7.30am forecast on Thursday, then all games will be cancelled
(Refer to the attached Flow Chart).

If it becomes necessary to abandon play for the day due to extreme heat, the game will be deemed as finalised with the scores at the time of abandonment if at least the required minimum number of ends have been completed as per Rule 5.9. If the required minimum number of ends are not completed, the game shall be finalised and treated as a draw. For scoring (Refer to Rule 7.10).

9.6 Stoppages of Play

When play has commenced and the weather conditions deteriorate, play may be abandoned for the day by appeal of a side Manager to the Umpire of the Day. The Umpire of the Day may also act on his/her own discretion without appeal from either side Manager if it is felt the conditions warrant cessation of play. In such cases, the relevant sections of Rules 9.2, 9.3 & 9.4 will apply. In all cases, the Umpire of the Day should ensure that all available strategies to enable the game to continue (including "retiring" individual players) have been used before abandoning play.

9.7 Player Withdrawal

Any player who considers that the effects of prolonged heat or the forecast temperature for the day of play will have an adverse effect on their safety and well-being can withdraw from the game without penalty to the player. Such withdrawal may also occur during play where the temperature on the green is at a level that the player considers that it places them at risk.
The withdrawal of any player from a side because of extreme weather during the game can be dealt with by the affected side Manager in any of the following ways:

- A substitute, if available may be used with the agreement of the Umpire of the Day.
- The remaining players in the team may be able to continue to play. (DR. 2.6)
- The side may forfeit the game.

10. FINALS

10.1 The sides finishing 1st, 2nd, 3rd, and 4th in their Section at the end of the Minor rounds will qualify for the Finals. Finals rounds will be held for all Divisions in all competitions.

10.1.1 Finals Schedule

The first Finals Round will be the First Semi-final between the sides finishing 1st & 2nd in each Section, and the Elimination Final between the sides finishing 3rd & 4th.
The winner of the First Semi-final will be the first Grand Finalist.
The loser of the Elimination Final is placed fourth.
The second Finals Round will be the Preliminary Final between the winner of the Elimination final and the loser of the First Semi-final.
The winner of the Preliminary Final will be the second Grand Finalist.
The loser of the Preliminary Final is placed third.
The third Finals Round will be Grand Finals.

10.1.2 Finals dates:

Saturday Elimination and First Semi Finals	Saturday 6th March 2027
Saturday Preliminary Final	Saturday 13th March 2027
Saturday Grand Final (not Premier Division)	Saturday 20th March 2027
Wednesday Elimination and First Semi Finals	Wednesday 10th March 2027
Wednesday Preliminary Final	Wednesday 17th March 2027
Wednesday Grand Final	Wednesday 24th March 2027
Thursday Elimination and First Semi Finals	Thursday 4th March 2027
Thursday Preliminary Final	Thursday 11th March 2027
Thursday Grand Final	Thursday 18th March 2027

10.2 Finals – Arrangements of Play

10.2.1 Finals games will be played without time limits.
10.2.2 All Finals will be played without a mid-game break. Players will be responsible for their own food.
10.2.3 In the event of a draw (combined shots gained after the full allotment of ends are equal), side Managers will toss for the mat and all teams shall complete one end from the end of the rink at which the previous end was completed (Refer to Law 28). In the event of there still being a draw, the procedure will be repeated until a winner is obtained.
10.2.4 If play cannot be completed due to extreme weather conditions, Rule 5.9 will apply. If the appropriate number of ends has not been completed, Match & Program Committee will determine when the games will be resumed as per Rule10.5.1.
10.2.5 If the result of a Finals game has been determined before the completion of the full number of ends, the game can be declared as "completed" and play will cease upon agreement of the two side managers and the Umpire of the Day.

10.3 Finals – Venues

First Semi Finals will be held at the venue of the Minor Premier of a Section.
Elimination Finals will normally also be held at the venue of the Minor Premier of the same Section. If the venue does not have enough rinks available to host all associated Elimination Finals, Match & Program committee will schedule unplaced Elimination Finals at the venue of the 3rd placed side from the highest ranked Division wherever possible.
Preliminary Finals will be played at the venue of the highest placed participant side.
Grand Finals will be played at neutral venues decided by the MBA.

10.4 Finals – Officials

Host venues must provide non-playing Event managers and Umpires for Semi, Elimination & Preliminary Finals. Clubs anticipating difficulty regarding this requirement should appeal to nearby clubs for assistance.

10.5 Finals – Completing Games

10.5.1 In the event of play in final games being abandoned for the day due to extreme weather conditions, games will be rescheduled at the discretion of Match & Program Committee.
10.5.2 Resumed **g**ames will continue from the point at which the game was suspended with the **same players in the same teams in the same positions within the sides**. Substitutes – (Refer DR 2.4 & 2.5.3).
10.5.3 The number of ends to be played will be the number as set at the start of the original game – (Refer Rules 4.3 & 5.9).

11. PROTESTS/APPEALS

Refer to MBA Complaints, Protest Hearings & Appeals Policy for detailed information.

11.1 Protests – Minor Rounds

11.1.1 A protest by a Member Club against an alleged infringement of the Metropolitan Bowls Association Rules & Conditions of Play, or the Laws of the Sport of Bowls must be made in writing using the "Protests, Disputes & Complaints lodgement form", clearly marked 'Protest – Attention President', and signed by the Member Club Administrative Secretary or another responsible officer of the Member Club.
11.1.2 The protest form, accompanied by payment of the prescribed fee shall be lodged with the MBA Secretary at metrobowls@bigpond.com no later than 5 pm of one working day after completion of the game.
11.1.3 At the discretion of the MBA President or his representative, a Hearing Panel shall be appointed by the Executive Committee of the MBA to deal with the protest in line with the MBA Protest/Appeals Policy.
11.1.4 If the protest is resolved in favour of the party that made it and no appeal is lodged, the protest fee shall be refunded and, in these circumstances, the fee shall be charged against the losing party. For other situations (Refer to the MBA Protest/Appeals Policy).

11.2 Protests – Finals

11.2.1 In the event of any protest by any Member Club during the playing of the Finals series, such protest shall be made in writing in accordance with Rule 11.1 except in circumstances where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided (Refer Rule 11.2.2).

11.2.2 Protests – Finals (Immediate Decision Required)

11.2.2.1 In the event of a protest by a Member Club relating to a Final where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided, such protest shall be made in writing in accordance with Rule 11.1.1.

11.2.2.2 The protest form, accompanied by payment of the prescribed fee shall be lodged with the Manager of the Day within 15 minutes of the completion of the game.

11.2.2.3 The Manager of the Day shall immediately contact the MBA Secretary. The protest shall be dealt with as soon as practicable, and the decision given to the relevant parties forthwith.

11.3 Appeals – Minor Rounds

11.3.1 The decision of the Hearing Panel may be appealed against in accordance with the MBA Protest/Appeals Policy. The appeal must be in writing using the "Notice of Appeal lodgement form", clearly marked 'Appeal – Attention President', and signed by the Member Club Administrative Secretary or another responsible officer of the appealing club.

11.3.2 The appeal form, accompanied by payment of the non-refundable prescribed fee shall be lodged with the MBA Secretary no later than three working days following notification of the protest decision.

11.3.3 The MBA President will arrange for the appeal to be forwarded to the CEO of Bowls SA within three working days or as soon as practicable following receipt of such notice**.**

11.4 Appeals – Finals

11.4.1 The decision of the Hearing Panel may be appealed in writing to the MBA in accordance with Rule 11.3 except in circumstances where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided (Refer Rule 11.4.2).

11.4.2 Appeals – Finals (Immediate Decision Required)

11.4.2.1 In the event of an appeal of the decision of the Hearing Panel where an immediate decision is required to enable the next Finals round to be played as scheduled or a Grand Final to be decided, such appeal shall be made in writing to the MBA in accordance with Rule 11.3.1.

11.4.2.2 The appeal form, accompanied by payment of the non-refundable prescribed fee shall be lodged with the Manager of the Day within 30 minutes following the protest decision.

11.4.2.3 The Manager of the Day will immediately contact the MBA Secretary. The appeal shall be dealt with as soon as practicable and the decision given to the relevant parties forthwith.

11.5 Hearing Panel Decisions

In the event of a player/s being suspended by a Hearing Panel, the player will be allowed to participate in all activities and events pending the decision of an appeal process unless it is believed necessary by the Hearing Panel to exclude the player/s from all or some activities and events after considering the nature of the complaint.

12. PROMOTIONS & DEMOTIONS

12.1 Section Minor Premiers and rankings will be determined after the completion of the Home & Away round according to the total points scored. In the event of two or more sides having equal points, then shots up shall decide. If points and shots up are equal, then the side with the least shots scored against it shall rank higher.

12.2 Promotions & Demotions Procedure

Promotions and demotions will be determined by applying Rules 12.3, 12.4 & 12.5.

All demotions are first applied, followed by promotions, and finally adjustments related to eligibility (side limits etc.).

12.2.1 No side shall be promoted if it would result in Rule 4.5 being broken – i.e., a side is eligible for promotion only if it's Member Club has less than the maximum allowable number of sides in the next higher Division.

12.2.2 If demotion of a side would result in Rule 4.5 being broken, a side in the next lower Division from the same Member Club shall also be demoted and an eligible demoted club will be reinstated from the Division below, based on rankings from Home & Away games.

12.2.3 Any side that has earned promotion from Wednesday Division 4 (12-a-side) to Division 3 (16-a-side) or Saturday Division 6 (12-a-side) to Division 5 (16-a-side), and would prefer not to be promoted, may seek approval for exemption from promotion in writing from Match and Program Committee prior to 31 July.

12.2.4 Filling of extraordinary vacancies in a Division other than a lowest Division (e.g., caused by pre-season withdrawal of a side) will be from the Division below; unpromoted Grand Final Runners Up who were Minor Premiers, remaining Grand Final Runners Up and if necessary, demoted "9th place" sides (based on a comparison of points obtained from the Home & Away season).

12.3 Promotions & Demotions – Saturday:

9th & 10th sides WILL BE demoted from Bowls SA Premier League if eligible sides can be promoted from MBA Division 1.

Division 1

Grand Final winner and Runner Up promoted to Bowls SA Premier League if eligible.
9th & 10th sides demoted if eligible sides can be promoted from Division 2.

Division 2

Grand Final winner and Runner Up promoted if eligible.
9th & 10th sides demoted if eligible sides can be promoted from Division 3.

Division 3

Grand Final winner of each Section to be promoted if eligible.
If ineligible, Grand Final Runner Up (from the same Section) to be promoted if eligible.
9th & 10th sides of each Section demoted if eligible sides can be promoted from Division 4.

Division 4

Grand Final winner of each Section to be promoted if eligible.
If ineligible, Grand Final Runner Up (from the same Section) to be promoted if eligible.
9th & 10th sides of each Section demoted if eligible sides can be promoted from Division 5.

Division 5

Grand Final winner of each Section to be promoted if eligible.
Plus, required number of Grand Final Runners Up who were Minor Premiers promoted if eligible, & then the required number of remaining Grand Final Runners Up (based on a comparison of points obtained from the Home & Away season) promoted if eligible.
Bottom two sides of each Section demoted if eligible sides can be promoted from Division 6.

Division 6

Grand Final winner of each Section to be promoted if eligible.
Plus, required number of Grand Final Runners Up who were Minor Premiers promoted if eligible, & then the required number of remaining Grand Final Runners Up (based on a comparison of points obtained from the Home & Away season) promoted if eligible.
Bottom two sides of each Section demoted if eligible sides can be promoted from Division 7.

Division 7

Grand Final winner of each Section to be promoted if eligible.
Plus, required number of Grand Final Runners Up who were Minor Premiers promoted if eligible, & then the required number of remaining Grand Final Runners Up (based on a comparison of points obtained from the Home & Away season) promoted if eligible.

12.4 Promotions & Demotions – Wednesday:

Premier Division.

9th & 10th sides demoted if eligible sides can be promoted from Division 1.

Division 1

Grand Final winner and Runner Up promoted if eligible.
9th & 10th sides demoted if eligible sides can be promoted from Division 2.

Division 2

Grand Final winner of each Section to be promoted if eligible.
If ineligible, Grand Final Runner Up (from the same Section) to be promoted if eligible.
9th & 10th sides of each Section demoted if eligible sides can be promoted from Division 3.

Division 3

Grand Final winner of each Section to be promoted if eligible.
If ineligible, Grand Final Runner Up (from the same Section) to be promoted if eligible.
Bottom two sides of each Section demoted if eligible sides can be promoted from Division 4.

Division 4

Grand Final winner of each Section to be promoted if eligible.
Plus, required number of Grand Final Runners Up who were Minor Premiers promoted if eligible, & then the required number of remaining Grand Final Runners Up (based on a comparison of points obtained from the Home & Away season) promoted if eligible.

12.5 Promotions & Demotions – Thursday

Premier Division

9th & 10th sides demoted if eligible sides can be promoted from Division 1.

Division 1

Grand Final winner of each Section to be promoted if eligible.
If ineligible, Grand Final Runner Up (from the same Section) to be promoted if eligible.
9th & 10th sides demoted if eligible sides can be promoted from Division 2. Note: If all 5 Division 2 Grand Final winners are eligible for promotion, worst performing 8th side will be demoted (based on a comparison of points obtained from the Home & Away season).

Division 2

Grand Final winner of each Section to be promoted if eligible. If less than 4 Grand Final winners are eligible, required number of Grand Final Runners Up who were Minor Premiers promoted if eligible, & then the required number of remaining Grand Final Runners Up promoted if eligible (based on a comparison of points obtained from the Home & Away season).

13. ATTIRE/DRESS CODE

13.1 Uniforms

In accordance with the Bowls SA Uniform Policy, all players in a side must be dressed in the Pennant uniform of their Member Club and have the Bowls Australia logo on shirts, pants/skirts/hats in accordance with the Bowls Australia Logo Policy, except as described below in Rule 13.2. Bowls Australia approved footwear should be worn.
Some Member Club uniforms differ between women and men. It is satisfactory if the uniform registered with Bowls SA for male and female club members, which carries the club name and logo and the BA logo, are worn to establish a level of uniformity.

13.2 Lowest ranked Side/Combined Side

In a club's lowest ranked side or in a Combined side, the Dress Code is satisfied if an Opposite Gender or Temporary player is wearing a plain white or pale coloured shirt or their own club approved uniform.

14. EQUIPMENT

14.1 Wheelchairs & Walkers

Refer to Bowls Australia Artificial Devices Policy.

14.2 Bowling Arms

Refer to Bowls Australia Artificial Devices Policy.
Players using a bowling "arm" are responsible for always controlling the arm in a safe manner. Players using a bowling arm have a duty of care to avoid injury to other players. Bowling arms are for the sole purpose of delivering a bowl or jack and must not be used for any other purpose where they could cause damage, interference, or injury to other players.

14.3 Bowls Lifters

Players using a bowls lifter have a duty of care to avoid injury to other players. Bowls lifters are for the sole purpose of lifting a bowl or jack and must not be used for any other purpose where they could cause damage, interference, or injury to other players. Bowls lifters must not be left on the green when not being used.

14.4 Bowls Discs (Club Stickers)

In all games where bowls discs are being used, all players in a team or a side must use bowls with identical discs. If a substitute player is required, then he/she may use bowls with his/her own club identification discs (Refer Law 52.1.8 and DR 4.7).

14.5 Scoreboards, Flags, Corner Flags, Rink Numbers, Boundary Pegs

During play, all Scoreboards, Flags, Corner Flags, Rink Numbers, Boundary Pegs, if in use, must be left in place on all rinks on a green until the completion of play on the last rink in use.

15. POLICIES

15.1 Fines and Penalties

The MBA may impose fines or penalties on any player, team, side or club for any action or behaviour in breach of the MBA Metropolitan Pennant Conditions of Play or Laws of the Sport of Bowls or where actions are considered to bring the game into disrepute.
If a Member Club believes that a club has deliberately undertaken a non-sporting action, they can protest to the MBA. The MBA Executive Committee or MBA Match & Program Committee may also instigate a protest for the same reason.

15.2 Death

In the event of the death or apparent death of a player during a game either on the green or within the club premises, all play at the venue will be abandoned for the day. For **guidance** on completion of games and game results
(Refer to Rules 5.9 & 5.10).

15.3 Mobile Phones

Mobile phones are permitted for Live Scoring purposes only. The use of mobile phones or any similar electronic device (including radios) on the green or immediate surrounds during play for any other purpose is not permitted.
Should a player have a legitimate reason (personal emergency or medical/emergency services personnel) to ANSWER a mobile phone during play they must notify the Umpire of the Day prior to playing. The phone may be carried by the player but must be on "silent" and responded to on the bank away from play.
Refer to BA Policy "The Use of Personal Electronic and Communications Devices" for details of other exemptions and penalties for inappropriate use.

15.4 Player Code of Conduct

The Bowls Code of Conduct shall apply.

15.5 Unacceptable Behaviour (Refer to Bowls Australia Instantaneous Penalties Policy February 2025)

Players are expected to conduct themselves in a respectful, polite and sporting manner when participating in any Pennant game.
If a player behaves in any abusive, threatening, or disruptive manner (Refer Policy) to other players or spectators during the playing of a Pennant game, the Umpire of the Day will:

15.5.1 for minor matters, give the player an official warning in the presence of that player's side Manager.

15.5.2 If unacceptable behaviour by the player continues after a warning, or for matters considered serious, the Umpire shall call the end in progress as completed and award as many shots to the opponents as there are bowls in use by the opponents in that rink.

15.5.3 If unacceptable behaviour by that player continues, or similar behaviour by another member of the same team occurs, the player and team shall be excluded from taking any further part in that game. The side will forfeit the game, with points & shots awarded as per Rule 7.11.

15.5.4 The Umpire of the Day must forward a written report on the Instantaneous Penalty report form about any reportable incident to the Secretary of the MBA and Bowls SA within seven (7) days of the incident (Refer Rule 6.1.4).

15.6 Umpire Abuse

If a player abuses or threatens an Umpire whilst they are performing their duties, the Umpire shall give the player an official warning. The warning shall be given in the presence of that player's side Manager.
If further abuse or threatening behaviour continues after the warning, the Umpire of the Day shall immediately apply the contents of Bowls Australia Instantaneous Penalties Policy (Refer to Rules 15.5.3 & 15.5.4).

15.7 Throwing the Mat

The Laws of the Sport of Bowls prescribe that, after the last bowl in each end has been delivered, a player should lift the mat and place it completely beyond the face of the rear bank. Forceful behaviour/ aggressive throwing of the mat will not be tolerated and penalties as per Rule 15.5 shall apply.

15.8 Coach (Refer Law 44)

Either the coach of a side, or in their absence, the coach's delegated deputy, can give advice to a player during play as long as:

- The Umpire of the Day is given the name of the coach prior to the game.
- Only one person is present at the rink to give advice at any one time.
- Advice must only be given when the team is in possession of the rink.
- Advice must be given from outside the boundaries of the green.
- Interaction between coach & player must not interfere with play on the rink or other rinks.
- If, after observation, the umpire's opinion is that rule has been broken, the umpire must ask the coach to follow the rule. If the Coach does not stay within the rule, the umpire must ask the MBA to take immediate action to make sure the offender stops breaking the rule.

15.9 Spectators (Refer Law 45).

Spectators and anyone else not directly taking part in the game are required to stay outside the boundaries of the green and clear of the players. Spectators are encouraged to applaud good play to promote the sport and healthy competition. They should not disturb or advise the players in any way. The Bowls SA Code of Conduct shall apply.
A spectator not complying with this Rule may receive a warning from the Umpire of the Day. Further non-compliance with this Rule will lead to the Umpire making a report to the MBA.

15.10 Smoking

No player shall smoke on the playing surface. The Bowls SA 'No Smoking / Vaping' Policy shall apply.
It is the responsibility of the Member Club Administration to ensure that this policy is complied with. Individual Member Clubs may have their own policies.

15.11 Damage to Greens

The MBA has adopted the Bowls SA "Damage to Greens" Policy. Individual Member Clubs may have their own policies.
"Dumping bowls" is defined as the act of dropping a bowl on the green at any time so as to leave a depression on the playing surface. Players who are observed "dumping" bowls during a Pennant game may be approached by a representative of the host club in the presence of the players side Manager and asked to immediately modify their bowling action.
Further observation of dumping by the host club is likely to lead the introduction of a "dump mat" for the offending player, which cannot be refused.
In exceptional circumstances, a player may be banned from the host club greens, with potential consequences for their team & side.

15.12 Bowls – Compliance

(Refer DR 4.8.1 & 4.9.2).
For MBA Metropolitan Pennant competitions, the stamp of a current or future year is NOT required.

15.13 Carers

Carers should be identified to players on the rink.
Carers are spectators (Rule 15.9) and should not interfere with the conduct of the game, or coach the side.
Carers should wear approved footwear and preferably remain off the green except when assisting their bowler to deliver their bowl or when moving between the ends of the rink with their bowler.

15.14 Background music

Background music is acceptable through the clubs PA system or dedicated speaker but must be muted or have the volume reduced upon request by a side manager.

ANNEXURE A – EXTREME WEATHER POLICY

The Metropolitan Bowls Association is conscious of its responsibility to provide direction to its Member Clubs in relation to the conduct of the game of bowls under extreme weather (heat or bad weather) conditions. The following statements have been developed to enable all members to participate in a safe environment.

The intent of this Policy is to enable play to continue wherever possible, empowering side Managers & the Umpire of the Day to display leadership, to consult widely and to make decisions in the interests of good sportsmanship and preserving the safety and well-being of players.

EXTREME HEAT

Play must not continue for the day in any capacity if the temperature as measured by the procedures referred to in these Conditions of Play reaches 38 or 36 degrees Celsius or more (as appropriate) on the Bureau of Meteorology website www.bom.gov.au for the nominated weather station for the venue.

In all instances the Bureau of Meteorology website www.bom.gov.au is the only source to be used to access the forecast temperature, current temperature, or Fire Danger rating for the local area.

When the Bureau of Meteorology or Country Fire Service declare a day of Catastrophic Fire Danger for a Fire Ban District all games scheduled for clubs located in that District will be postponed and re-scheduled at the discretion of Match & Program Committee. This includes all home and away games for the affected clubs.

Duty of Care

In all circumstances Member Clubs are urged to ensure a duty of care of participants by exercising caution and regularly monitoring the temperature and any potential Extreme Weather Policy weather conditions before commencing, continuing, or terminating Pennant games. Club selection policies should include specific clauses to manage player participation on days of extreme weather.

If the forecast maximum temperature is sufficiently high it is the responsibility of Member Clubs to monitor, at regular intervals of no longer than 30 minutes, the temperature during all practice and Pennant play and cease play when the temperature reaches 38 or 36 degrees Celsius or more (as appropriate).

Cancer Council Australia always recommends protecting the eyes from UV when outdoors during daylight hours by wearing close-fitting wraparound sunglasses and a broad-brimmed, bucket or legionnaire style hat to protect the eyes from ultraviolet (UV) radiation.

Responsibility

In addition to adopting and applying the Extreme Weather Policy before commencing, continuing, or terminating any Pennant games, Member Clubs have the responsibility to ensure that they exercise a duty of care to all players by providing adequate breaks, water for player hydration, and shade and sun protection products on all days of play.

Players also have a personal responsibility to ensure that they apply sound self-management practices to minimise any likely effects of heat on their safety and well-being.

Any player who considers that the effects of prolonged heat or the forecast temperature for the day of play will have an adverse effect on their safety and well-being can withdraw from the game without penalty to the player. Such withdrawal may also occur during play where the temperature on the green is at a level that the player considers places them at risk. The withdrawal of a player from a team under such circumstances be dealt with according to Rule 9.7.

WET WEATHER

Play must be suspended if rain at the venue interferes with player safety & well-being; or the greens are unplayable or are liable to be damaged.

Resumption of play will be according to the procedures referred to in these Conditions of Play (Section 8).

Duty of Care

In all circumstances Member Clubs are urged to ensure a duty of care of participants by regularly monitoring any potential extreme weather conditions before commencing, suspending, or continuing Pennant games.

Responsibility

In addition to adopting and applying the Extreme Weather Policy before commencing, suspending, or continuing any Pennant games, Member Clubs have the responsibility to ensure that they exercise a duty of care to all players by providing adequate protection from extreme weather on all days of play.

Players also have a personal responsibility to ensure that they apply sound self-management practices to minimise any likely effects of extreme bad weather on their safety and well-being.

Any player who considers that the effects of prolonged bad weather for the day of play will have an adverse effect on their safety and well-being can withdraw from the game without penalty to the player. Such withdrawal may also occur during play if player considers themselves at risk. The withdrawal of a player from a team under such circumstances be dealt with according to Rule 8.5.

LIGHTNING

Lightning can occur without other typical storm characteristics (i.e. Thunder, rain and wind) being present).
Bowls SA & the MBA are committed to ensuring that all players, officials, administrators, and spectators are safe during lightning activity. (Refer Section 8). When directed by the Umpire of the Day, all players should leave the green “IMMEDIATELY” and move to a safe structure.

ANNEXURE B – WEATHER STATION ALLOCATION

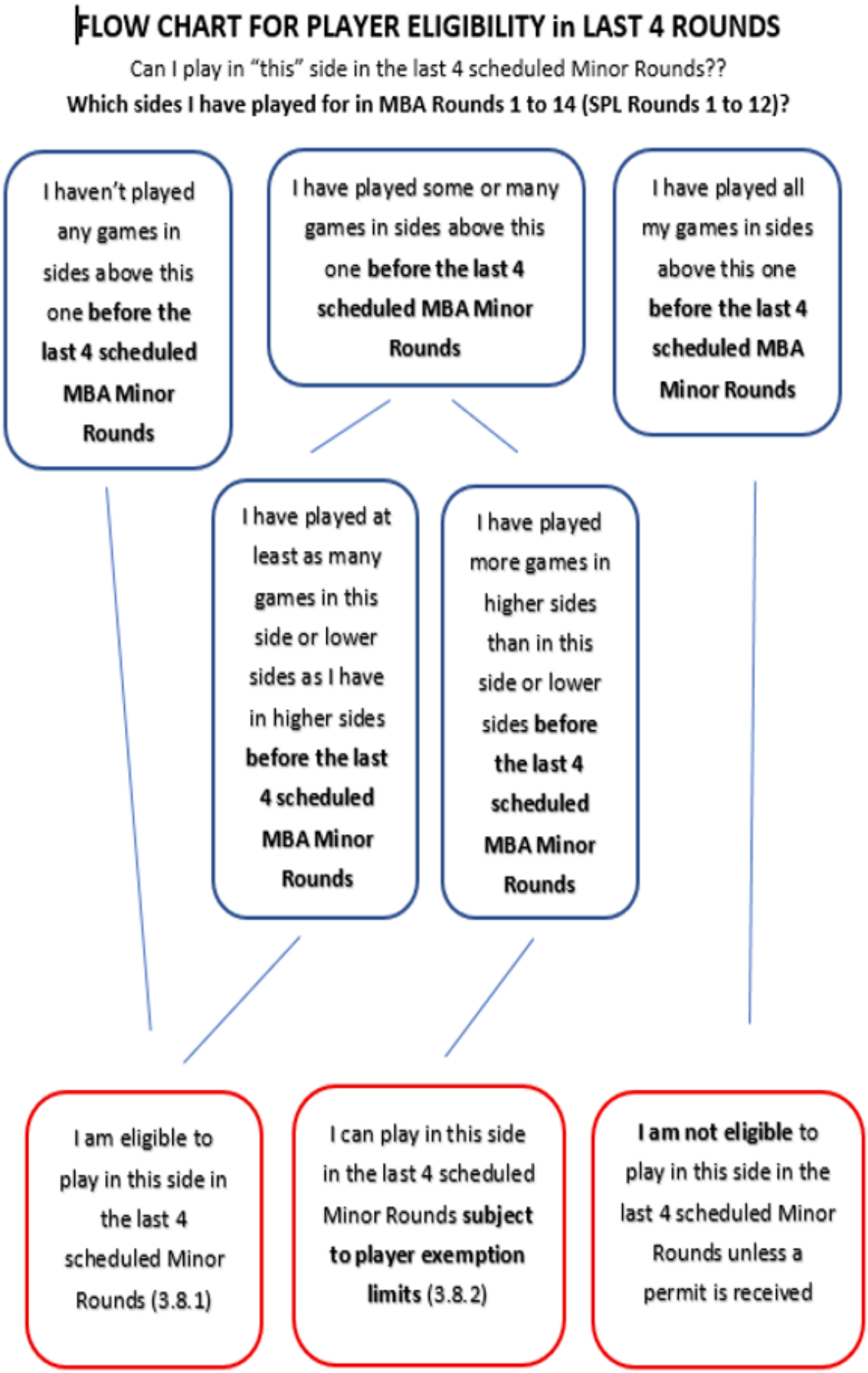
Club	Weather Station	Club	Weather Station
Adelaide	Adelaide (West Terrace)	Modbury	Edinburgh
Adelaide High O/S	Adelaide (West Terrace)	Morphett Vale	Noarlunga
Adelaide Oval	Adelaide (West Terrace)	Novar Gardens	Adelaide Airport
Ascot Park	Adelaide Airport	Para Hills	Edinburgh
Beaumont	Adelaide (West Terrace)	Payneham	Adelaide (West Terrace)
Blackwood	Noarlunga	Penfield	Edinburgh
Brighton	Adelaide Airport	Playford	Edinburgh
Christies Beach	Noarlunga	Port Adelaide	Adelaide Airport
Clarence Gardens	Adelaide (West Terrace)	Port Noarlunga	Noarlunga
Club Holdfast	Adelaide Airport	Prospect Broadview	Adelaide (West Terrace)
Colonel Light Gardens	Adelaide (West Terrace)	Reynella	Noarlunga
Croydon	Adelaide (West Terrace)	Rosewater	Adelaide Airport
Edwardstown	Adelaide Airport	Salisbury	Edinburgh
Gawler	Edinburgh	Semaphore	Adelaide Airport
Glenelg	Adelaide Airport	Somerton	Adelaide Airport
Grange	Adelaide Airport	Sturt	Adelaide (West Terrace)
Happy Valley	Noarlunga	Toorak Burnside	Adelaide (West Terrace)
Hawthorn	Adelaide (West Terrace)	Torrensville	Adelaide (West Terrace)
Henley	Adelaide Airport	Tranmere	Adelaide (West Terrace)
Hope Valley	Edinburgh	Trinity Gardens	Adelaide (West Terrace)
Kensington Marryatville	Adelaide (West Terrace)	Two Wells	Edinburgh
Lockleys	Adelaide Airport	Walkerville	Adelaide (West Terrace)
Marion	Adelaide Airport	West Lakes	Adelaide Airport
Millswood	Adelaide (West Terrace)		

ANNEXURE C – ADELAIDE METROPOLITAN PENNANT BOWLS CLUBS

ABB		PHONE	LOCATION
ADL	ADELAIDE	8223 5516	58 Dequetteville Terrace, Kent Town
AHO	ADELAIDE HIGH O.S	8223 5516	See Adelaide
ADO	ADELAIDE OVAL	8223 5516	See Adelaide
APK	ASCOT PARK	8276 5539	Davidson Avenue, Parkholme
BAU	BEAUMONT	8379 3132	71 Devereux Road, Linden Park
BLK	BLACKWOOD	8278 1937	10 Simla Parade, Blackwood
BRI	BRIGHTON	8296 6818	13 Keelara Street, Brighton
CBE	CHRISTIES BEACH	8382 8311	Smith Avenue, Christies Beach
CGD	CLARENCE GARDENS	8293 2134	6 Winona Avenue, Clarence Gardens
HOL	CLUB HOLDFAST	8295 1444	583 Anzac Highway, Glenelg North
CLG	COLONEL LIGHT GARDENS	8276 3532	Flinders Avenue, Colonel Light Gardens
CRO	CROYDON	8346 3242	64 Blight Street, Ridleyton
EDW	EDWARDSTOWN	8293 7549	Raglan Avenue, South Plympton
GAW	GAWLER	8522 1306	Victoria Terrace, Gawler
GLG	GLENELG	8295 2112	23 Partridge Street (off Jetty Road), Glenelg
GRA	GRANGE	8356 8389	11 Wilson Court (off Grange Road), Grange
HAP	HAPPY VALLEY	8270 5162	Taylors Road West, Aberfoyle Park
HAW	HAWTHORN	8357 8250	86a Monmouth Road (Cnr Price Oval) Hawthorn
HEN	HENLEY	8356 8506	104 East Terrace (off Henley Beach Road), Henley Beach
HOV	HOPE VALLEY	8396 2277	1225 Grand Junction Road, Hope Valley
KEM	KENSINGTON MARRYATVILLE	8431 4102	Cnr Parade & East Terrace, Kensington Gardens
LOC	LOCKLEYS	8443 6798	46 Rutland Avenue, Lockleys
MAR	MARION	8296 9435	262 Sturt Road, Marion
MIL	MILLSWOOD	8271 3172	20 Millswood Crescent, Millswood
MOD	MODBURY	8396 0113	Jack High Lane, Ridgehaven
MOV	MORPHETT VALE	8382 4738	Cnr South & Wheatsheaf Roads, Morphett Vale
NOV	NOVAR GARDENS	8295 4803	489 Anzac Highway, Novar Gardens
PAH	PARA HILLS	8285 6744	92 Bridge Road, Para Hills
PAY	PAYNEHAM	8337 1251	402 Payneham Road, Glynde
PEN	PENFIELD	8258 1546	Woomera Road, Salisbury
PLA	PLAYFORD	8255 1895	Goodman Rd, Elizabeth SA 5112

ABB		PHONE	LOCATION
PAB	PORT ADELAIDE	8447 5096	Fifth Avenue, Cheltenham
PNO	PORT NOARLUNGA	8382 4160	River Road, Port Noarlunga
PRB	PROSPECT BROADVIEW	8344 4836	Collingrove Avenue, Broadview
REY	REYNELLA	8322 4535	Oval Road, Reynella
ROS	ROSEWATER	8341 0706	134 Grand Junction Road, Rosewater
SAL	SALISBURY	8258 1551	Orange Avenue, Salisbury
SEM	SEMAPHORE	8449 6337	Woolnough Road, Largs Bay
SOM	SOMERTON	8296 8849	King George Avenue, Somerton Park
STU	STURT	8271 4362	Cnr Trimmer Terrace & Edmund Avenue, Unley
TOB	TOORAK BURNSIDE	8331 0062	25 Giles Street, Toorak Gardens
TOR	TORRENSVILLE	8443 7104	2 Dennis Mutton Drive, Thebarton
TRA	TRANMERE	8431 6197	Cnr Magill Road and Kings Grove, Tranmere
TRG	TRINITY GARDENS	8431 2003	Canterbury Avenue, Trinity Gardens
TWE	TWO WELLS	8520 2316	Old Port Wakefield Road, Two Wells
WAK	WALKERVILLE	8344 2064	Smith Street & Church Street, Walkerville
WLK	WEST LAKES	8242 1286	21 Edwin Street, West Lakes Shore
WOD	WOODVILLE	8445 2244	Oval Avenue, Woodville South

ANNEXURE D – FLOWCHARTS



FLOW CHART - PLAYER ELIGIBILITY FOR FINALS RND 1

Can I play in "this" side in the first Round of Finals??

I need to remember which sides I played in during the Minor Rounds

Include SPL

I have played at least 5 games in the Home & Away Rounds of this competition for this club in this season

This side is a part of 2 consecutive ranked sides that have qualified for the first Round of Finals

This side is not a part of 2 consecutive ranked sides that qualified for the first Round of Finals

I have played at least as many games in one or both sides involved or lower ranked sides as I have in all higher ranked sides combined during Rounds 10 to 18

I have played more games in all higher sides combined than in one or both 2 sides involved, or lower ranked sides combined during Rounds 10 to 18

I have played at least as many games in this side and lower ranked sides combined as I have in all higher ranked sides combined during Rounds 10 to 18

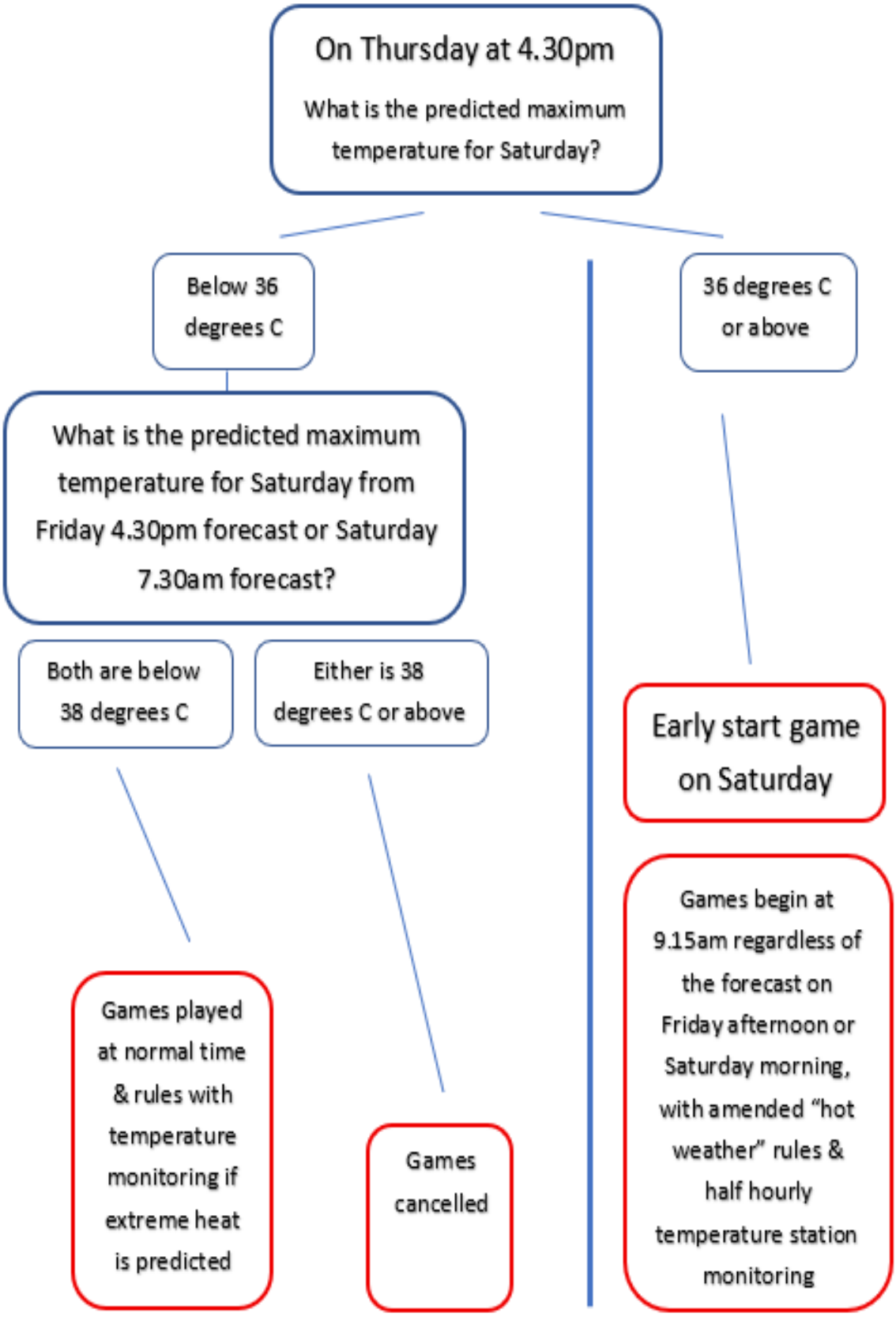
I have played more games in all higher sides combined than in this side and lower ranked sides combined during Rounds 10 to 18

I am eligible to play in either side in the first Round of Finals

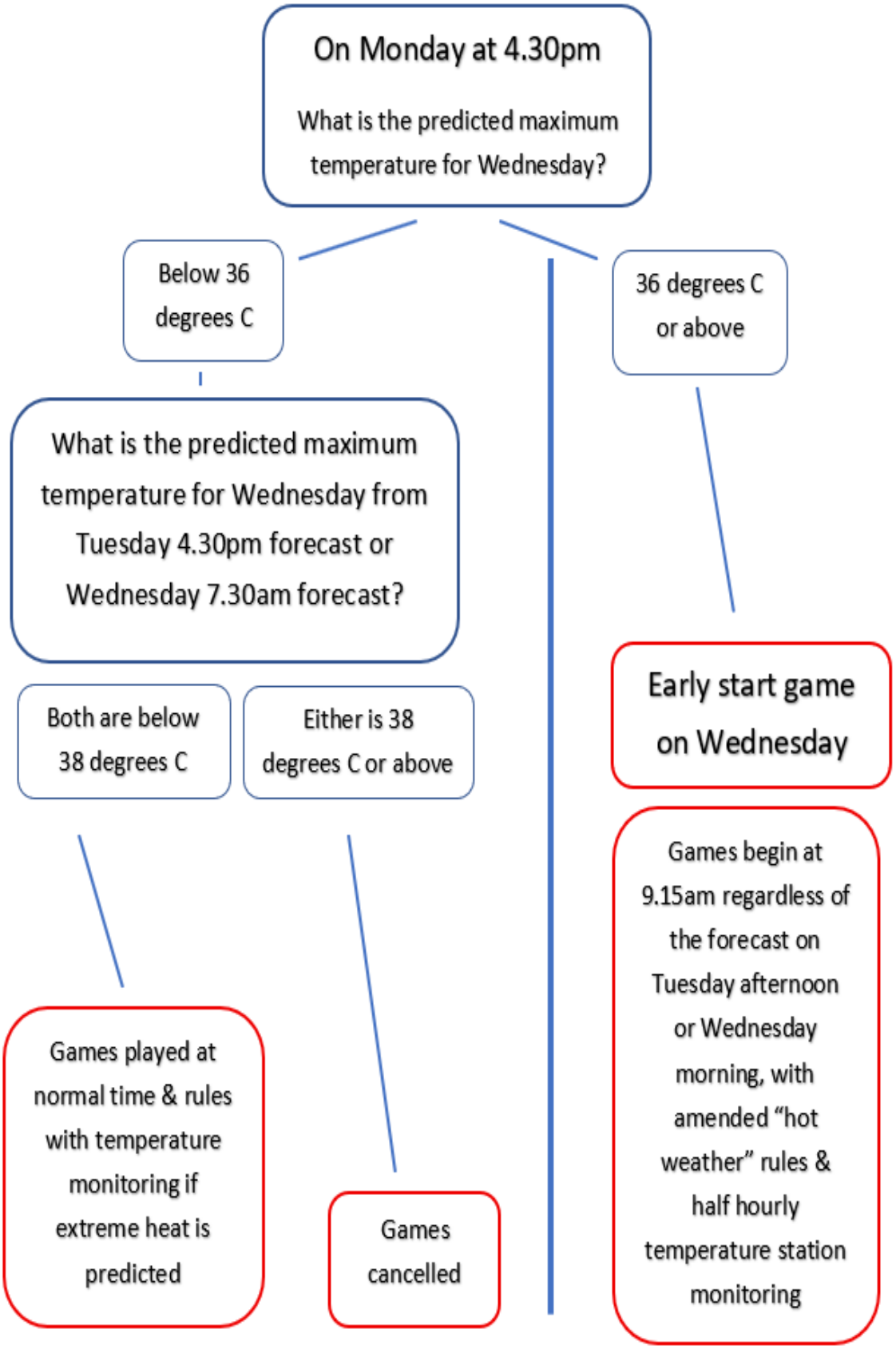
I am eligible to play in this side in the first Round of Finals

I am not eligible to play in this side in the first Round of Finals unless a special permit is granted

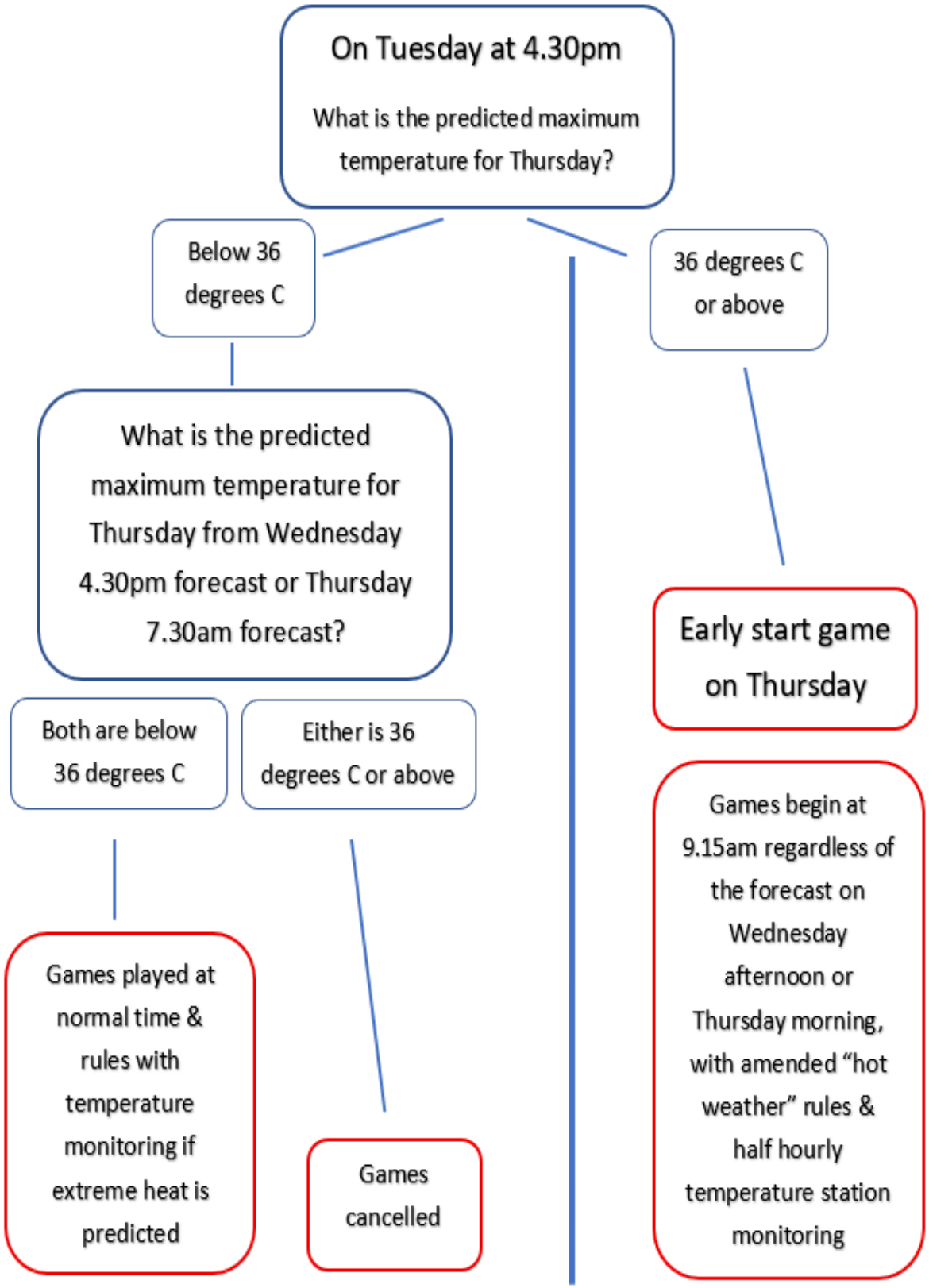
FLOW CHART FOR DETERMINATION OF SATURDAY PENNANT PLAY



FLOW CHART FOR DETERMINATION OF WEDNESDAY PENNANT PLAY



FLOW CHART FOR DETERMINATION OF THURSDAY PENNANT PLAY



	Rule 7.1 Entry of Teams	**Rule 5.3** Pre-game Practice	**Rule 6.2.2** Draw For Rinks (in the presence of the Umpire)	**Rule 5.1** Start Times		**Rule 5.7** Mid Game Break	**Rule 4.3** Ends to be played	**Rule 5.9** Completing games	**Rule 5.8** Finishing Time	**Rule 7.4** Advice of Results
	Player names entered on-line by:	Practice rinks available at:	Rink draw begins at:	Begin play by:	Division	Mid game break at:	Number of ends:	Minimum number of ends for a completed	Finish by:	Enter results on-line by:
Saturday game	6pm Friday	12:00pm*	12:30pm**	1:00pm	Div 1 & 2	None	21 (18) ends	56 (48) ends	5:30pm	6.00pm/6:30pm game day
					Div 3 – 5	2:30pm	21 (18) ends	56 (48) ends		
					Div 6 & 7	2:30pm	21 (18) ends	42 (36) ends		
Wednesday game	6pm Tuesday	11:15am*	11:45am**	12:15pm	Premier League Div 1, 2 & 3	1:45pm	Pairs – 18 (15) ends Triples – 27 (23) ends Fours – 21 (18) ends	76 (64) ends	4:45pm	6.00pm/6:30pm game day
					Div 4	1:45pm	21 (18) ends	42 (36) ends		
Thursday game	6pm Wednesday	9:00am*	9:30am**	10:00am	Premier League	None	21(18) ends	42 (36) ends	2:30pm	6.00pm/6:30pm game day
					Div 1 & 2	After 11 ends	21 (18) ends	42 (36) ends		
Early Start game	N/A	**No practice**	8:45am**	9:15am		Hydration breaks	(In brackets) above	(In brackets) above	1:45pm	6.00pm/6:30pm game day

* **Respect the greenkeeper and club officials.** During the practice period, players can practice on any available rink on the green until the draw is completed.

** Rinks will be drawn at the indicated time. Once the draw for rinks has been completed, players should be notified, practice must cease, and trial ends begin.