

Metropolitan Pennant - Conditions of Play Explained

Information for clubs including:

⇒ Commonly misunderstood Conditions of Play/Clauses.

On the day each team should appoint:

- a) Side Manager.
- b) Umpire.
- c) Controlling Body (CoP) delegate.

Clause 7.3 **Protected Events are Victorian Open, BA Nationals.** These days are to be available for all bowlers to compete in (Club Championships/Competitions should not be scheduled to coincide with these events).

Clause 11 **An Umpire must be appointed at each game by:**

- Home team - if not ask visiting club or
- An accredited measurer can be asked or
- A competent player.

When Side Managers are unable to agree on any issue during a game an Umpire must be called for. The Umpires decision is final i.e., dump mats, request for a particular rink allocation, interruption to a game.

Clause 12 **Qualifying for Finals - Divisions 2-7 Metropolitan**

- Played a minimum of 6 games in the team that has qualified for the finals.
- Or has played a minimum of 6 games in the team that has qualified for finals or 6 games in a lower divisional team.

Clause 13 **Last four Rounds of the season**

No more than 2 players can be moved down to a lower division who have played majority of their games in a higher division.

Clause 26 **Pre – Game Practice**

- Both teams can practice prior to the game on the rinks they will be competing on.
- Home team may practice on their green anytime on match day.
- Visiting team is to be advised of what time the green will be open for practice.
- Visiting team must have access for 1 hour on the rinks they will be playing on for pre-game practice at least 90 minutes prior to the game.
- 2 rinks are to be designated to the visiting team to practice on (preferably Side by Side).
- **ALL PRACTICE MUST CEASE at 12.30 PM.**

Finals Practice - After Round 1 of Finals - Both visiting teams have access to 1 hour practice on the rinks they will be playing on.

Clause 27 **SIDE MANAGERS ARE NOT TO DRAW RINKS UNTIL PRACTICE HAS CEASED**

- Home Side Manager **MUST SHUFFLE** the cards prior to placing them face down.
- Visiting Side Manager **MUST THEN SHUFFLE** their cards before placing them face down on the home Side cards.

- **THEN** home Side Manager allocates which rinks for each card set.
- Agreement on a Break - taken/not taken. If the Side Managers cannot agree a **break is to be taken**. This agreement is flexible on the day - should conditions change: sudden onset of rain likely (i.e., Side Managers may agree to play on to complete the game or 60 ends for a result).

Clause 33 To Constitute a result in a game

- A total of 60 ends must have been completed - 16 Players Divisions.
- A total of 45 ends must have been completed - 12 Players Divisions.

If the above number of ends is not reached the game is abandoned. Total number of ends is across all rinks, does not mean each rink has to have completed 15 ends.

Clause 36 Interruption/Abandoned/Heat Rule

- Side Managers must agree to an interruption to the game.
- At any time that Side Managers cannot agree an Umpire can be asked to make the decision.
- The Greenkeeper can close greens at any time.

Heat:

- Temperature must be from your local weather station (BOM).
- Once the temperature reaches 36 at your local BOM play must cease.
- Play can recommence up to 1 hour - after 1 hour the game is abandoned.
- All metropolitan pennant competitions are abandoned when “Code Red” or Total Fire Ban is announced by the (BOM) on day of play.

Rain:

- An interruption is under 10 minutes - head remains prior to interruption and the end continues on returning to the green.
- Stoppage is **more than 10 minutes** – head is declared dead.
- The minutes in any stoppage or interruption are included in the 1 hour wait period. After 1 full hour the game is abandoned.
- Clock is re-set every time an interruption or stoppage occurs.
- Ensure you take note of the time in any interruption/stoppage.
- If Side Managers cannot agree the Umpire makes the decision.
- Players are not able to simply walk off the green, this is the decision of the Side Managers.
- If a player refuses to play on - (Leaving the game) the rink can continue to play with 1 less bowler. Position to be left vacant is **Second**. Multiple rinks can continue to play with one less bowler.
- If two players from the same rink refuse to play on (leaving the game) the Side will forfeit the match.

Side Win	10 points	Team Win (Rink)	2 Points
Side Tie	5 points	Team Draw (Rink)	1 Point
Bye	No Points		
Abandoned Game-16 players	9 points, no shots	Abandoned Game – 12 players	8 points, no shots
**Side who receives a		**Give a walkover or	Nil points, minus the shots as

walkover or forfeit**		forfeit**	below
Walkover- 16 Players	18 points plus 15 shots	Walkover- 12 Players	16 points plus 12 shots
Forfeit-16 Players	18 points plus 15 shots	Forfeit-12 Players	16 points plus 12 shots

Points Table