

# SAN JOSE LAWN BOWLS

## **2022 Winter League - RULES**

### **Format**

Round Robin event: 14 teams - 4 Games Week 1      3 Games each in Weeks 2 & 3

10 end games - each game lasts a maximum of 1.5 hours. A warning bell will sound when there are 15 minutes left. If the game is not completed by the expired time, the score will be the final result of the last end played.

### **Schedule**

Registration:	8:45 am
Announcements:	9:00 am
Trial ends:	9:15 am (2 bowls per player – 1 <sup>st</sup> Game only, each day)
Game 1:	9:30 am to 11 am
Game 2:	11 am to 12:30 pm
<u>Lunch:</u>	<u>12:30 pm to 1:15 pm</u>
Game 3:	1:15 pm to 2:45 pm
Game 4:	2:45 pm to 4:15 pm (week 1 only)

The start of Game 1 of the Tournament is 9:30 am. A penalty of 1 point, per 10 min. being late, will be assessed. After 30 minutes, the game is considered a forfeit with 3pts awarded for the Team present for that Game along with the average of the Plus Pts from that Game.

### **Comments**

Should a rain out occur during play: a game is considered scored if 8 ends have been played. Rained out games (<8 Ends completed) will be made up as soon as possible at the discretion of the Tournament Director.

One substitute is allowed per team for any game, the substitute must play the lead position. It is the Team Skip's responsibility to find a substitute for their team when needed. Team Skips will notify the Tournament Director two days prior if they are not able to field a team for any given day. Teams not able to field a team will constitute a forfeit.

The head umpire will be delegated by the Tournament Director to resolve any conflicts pertaining to the Laws of the Sport of Bowls. Head Umpire decisions are final.

# **SAN JOSE** **LAWN BOWLS**

## **Scoring**

- Game Points and score differential will be used to determine the tournament winners.
- Game points: 3 points for a win, 1 point for a tie, 0 points for a loss.
- A 10 point differential per game will be used in the Tournament
- Skips must verify game results and sign each other's card before turning it into the Tournament Director for official scoring. See Score Card Completion method.

## **Rules**

- ✓ Trial Ends for 1st Game only each day, not a Skips choice in later Games
- ✓ Substitutes can only play as a Lead
- ✓ Re-spot jack at the 2-meter mark (Law 56.5.1)
- ✓ Skips can visit the head only after their second bowl has been played
- ✓ Three bowls per player
- ✓ Laws of the Sport of Bowls unless noted above

## **Prizes**

- Prizes will be awarded up to the top three places based first on cumulative game points and then differential. Amount to be determined by the number of entries.

1<sup>st</sup> Place \$TBD      2<sup>nd</sup> Place \$TBD      3<sup>rd</sup> Place \$TBD

- Prize money will be distributed evenly between tied teams other than for First Place.

In the event of a tie for 1<sup>ST</sup> Place, the Teams will toss a coin for the jack, and only the shot bowl will count (score of 1 point). Each player on each Team will play 1 bowl each during the extra end, a burnt end during this Tie Breaker will have the Jack placed at the 2-meter mark.

**Michael Coiner- Tournament Director**

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