

# Isle of Wight Open - Rules

## 1. ORGANISATION

1.1 The Competition is open to members and non-members.

1.2 Entry into the event shall be by email only, to the club's official email address. The submission of any entry on behalf of a competitor shall imply acceptance of these Rules. Fees shall be determined by the club and published with the entry details.

1.3 All games shall take place on the day and time shown on the draw sheet. Games before the semi-finals may be played earlier by mutual agreement, but must be played at the weekend, or after 4:30pm midweek.

1.4 Any team not completing their qualifying games by the prescribed date, or who have conceded a game will not proceed to the next stage of the competition.

## 2. VENUES

2.1 All games shall be played at the Isle of Wight Indoor Bowls Club.

## 3. RINK FEES

3.1 Green fees of £4 per person per game are required for every game before the finals.

## 4. ELIGIBILITY

4.1. Players notified on the original email entry shall constitute the team. One additional (and the same) player can be used as a substitute at any time provided, they have not already played in the competition.

4.3. Once the draw has been made, competitors who are a named entrant cannot afterwards play in another team, irrespective of whether they have played in their original entry. Once a substitute has been used, only he or she may be used as a substitute in future ties.

## 5. PLAYING ARRANGEMENTS

5.1. A draw for rinks will take place before the commencement of all games, from all the rinks available at that time.

5.2. MATCH FORMAT: 4 bowls each player in 'Australian Pairs' format. That is: the first player of each team bowl two bowls each, alternately, then change places with their partners. The second players of each team bowl their four bowls alternately then the players change ends again. The original players then bowl their remaining bowls. On the next end the players of each team reverse their order of play. This continues to the end of the match. If an extra end is required, teams may change their playing order.

5.3. MATCH DURATION 18 ends or 3 hours This does not include trial ends or extra ends. An end where the jack has been cast before 3 hours must be played to a finish. All dead ends will be re-spotted. Start time must be agreed by both players from the same timepiece and marked on the scorecard.

5.4. RESPOTTING THE JACK If a jack in motion passes completely outside the boundaries of the rink of play or rebounds to a distance of less than 20 metres from the mat line, the jack shall be re-spotted. If the jack passes outside the side boundary of the rink it should be placed on a pre-arranged spot on the rink. If a bowl is on the re-spot, the jack will be placed as near as possible to the spot (without touching the bowl) between the spot and the centre of the rink. If any other bowls are in the way the jack will be placed as near to that without touching it and the centre of the rink. In other words, directly between the 2 spots without touching a bowl.

5.5 The failure of a player or players to appear after a maximum waiting period of 15 minutes (except in exceptional circumstances i.e., traffic, weather) from the time fixed for the start of the game, shall cause the player(s) to forfeit the game to their opponent.

5.6 The winning team to advise the organiser of the result immediately after the game by placing the scorecard in the relevant result box.

5.7 No extension will be granted beyond the closing date of the round unless exceptional circumstances arise.

## 6. DRESS CODE

6.1. Dress for early rounds is grey, black or club colours below the waist with club or white shirts.

6.2. Dress for the final is whites or club colours with club or white shirts.

## 7. GENERAL MATTERS

7.1 Mobile phones must not be used on the green and should be turned off or on silent during play. They should be used with discretion whilst in the vicinity of the green.

7.2 In the event of a completed match where the winning team is disqualified, the loser will be awarded the game and 5 shots.

7.3 Players who are in breach of these rules may incur disciplinary action by the organiser which may include disqualification from participating in any future event.

7.4 The organisers decision is final on all matters not covered by these rules.