

ATHERLEY OPEN SINGLES TOURNAMENT RULES 2024

1. POINTS TO NOTE

– THE TOURNAMENT ROUND ROBIN PHASE WILL BE TAILORED TO THE TOTAL NUMBER OF ENTRIES AND THE ENTRIES ON EACH DAY. ANY ADJUSTMENTS WILL BE MADE WITH FAIRNESS IN MIND AND ALLOWING FOR TIMELY COMPLETION.

2. A match with each player having four bowls will consist of two sets - each played over 7 ends. The winner of each set will be the player with the most shots at the completion of the 7th end. A set will be deemed to be completed (with advice from the marker or competition official if required) if at any point it becomes impossible for one player to draw or win the set given the number of ends remaining – EXCEPT that all sets in the Round Robin phase will be completed, in order for Shot differences to be calculated if required. The winner of the match being the better of two sets as described in rule 3 below. All rounds of the competition will be played over 2 sets plus a tie break if required, including the final.
3. The winner of each set shall receive 1 point, If the shots scored are tied after the last end of a set, the set will be drawn, scoring $\frac{1}{2}$ a point per player. If the match is tied at two drawn sets or one set each, a best of 3 ends tie-break will be played to determine the winner. This will be the winner of each end and NOT the total number of shots won in the 3 ends. If at the completion of the deciding 3rd end of the match tie-break, the scores are equal, a 4th end will be played with each player delivering a single bowl to determine the winner. If opposing bowls are equidistant from the jack, they will be removed and further single bowls will be played to determine the winner. In any such fourth end, the jack, if hit off rink will be re-spotted as described in rule 7.
4. In all cases a “no score” end will count as an end.
5. Play will be in both directions. The player winning the toss shall have the choice of starting or giving away the jack in the first set. The loser of the toss shall have the choice of starting or giving away the jack in the second set, the winner of an end will start the next end in the same set.
6. In the match tie-break, the player winning the toss shall choose whether to take the jack or give it away in both the first & third ends (assuming a third end is required) or to take or give away the jack in the second end. In the event of a fourth end being required the player winning a “new” toss shall have the choice of starting or giving the jack away.
7. The player to start will select where to place the mat along the centre line of the rink and deliver the jack. A full length jack will be at the 2m T Mark from the 2m Mat Line.
8. In the event of the jack being hit off the rink it will be replaced at one of two predefined points on the rink, these points (spots) will be 300mm behind the 2m and half way between the centre line of the rink & the edge of the rink, the jack will be replaced on one of these spots prior to the next bowl being delivered or the end decided. If the jack is hit off the rink to the right, it will be positioned on the right hand predefined point. If the jack is hit off to the left, it will be positioned on the left hand predefined point. When the predefined point is occupied, the jack will be repositioned at the nearest available position along the line between the predefined points and the centre line of the rink, but not touching an obstructing bowl. In the third end of a match tie break (only) each player will be entitled to “kill” (or burn”) the end once, with the end being replayed. (Players must clearly declare to the marker their intention to kill the

end prior to the delivery of each bowl). Unless such a prior declaration is made and in all other circumstance there will be no dead ends and the re-spot rule (no 7) will apply.

9. The jack, when hit into the ditch within the rink width, will remain in play and not be repositioned.
10. Any bowl leaving the confines of the rink (except on delivery) and not a live toucher will be deemed to be dead and immediately removed.
11. A live rebounding jack within the confines of the rink but less than the minimum of 20m from the front edge of the mat will be repositioned at the appropriate predefined point as described at rule 7.
12. Measurements between the Jack, including a repositioned jack, and the live bowls will be carried out in the normal manner, players may request the marker to measure or may call an umpire or competent person at their own discretion, whose decision is final.
13. Play will be continuous - a player may visit the head only after delivery of their third bowl. In very exceptional and limited circumstances such as at a key point in the game, a request to visit the head may be made to the marker, the marker must allow the players to visit the head once a request has been made. At this stage both players are entitled to visit the head if they so desire, this must be together and without undue delay. After such an exceptional visit, both players must return to the mat at the same time, this rule is in place only to speed up proceedings and to keep the tournament running on time.
14. Any Full Set of 4 Matching Bowls from the same original set can be used and need not contain an in-date bowls stamp to be valid.
- 15. All players should report to the Tournament Organiser on arrival at the venue to book in.**
- 16. There will be no grace period for late arrivals under any circumstances, if players arrive late and miss their start time. The match shall be awarded to their opponent as a straight sets win with +10 shot difference.**
- 17. The first round of the Competition shall consist of a Round Robin eliminator.** The field shall be split into Saturday a.m, Saturday p.m. and Sunday sections. Players will be grouped to play TWO games. When not playing bowlers shall be required to carry out marking duties as per the published schedule.
18. The order in each Round Robin group shall be decided by the following criteria in order of precedence: Number of matches won, number of sets won, shot difference in sets 1 & 2. If no distinction can then be made, the players concerned shall play one bowl each to a full length jack, nearest to the jack wins.
19. The FOUR top players determined as above in each of the two Saturday sections and the EIGHT top players in the Sunday section shall proceed to the Last 16 phase. These games shall take place after an open draw of the players qualifying in each section, as per the schedule. Q/F, S/F and Final will be determined by open draw of all players remaining at each stage.
20. Coloured Bowls Stickers may be supplied by the organisers for the Quarter Finals stage onward. If so, "The Home" or first drawn player must play using Red Bowls Stickers and "The Away" or second drawn player must play using White Bowls Stickers.

21. Dress shall be WHITES or CLUB COLOURS below the waist and ANY BOWLS SHIRT will be allowed. There will be NO restrictions on sponsors logo sizes and/or locations on player's shirts or trousers / skirts.
22. Two trial ends (one in each direction) will be allowed prior to the start of each match.
23. In all cases where a dispute arises, and an umpire or competent person cannot rule, the Tournament Organiser's decision shall be final.
24. Please no practice sessions in denim jeans or tracksuit bottoms!
- 25. All players in the knockout phase must be prepared to mark in the next session if required.**
26. It must be appreciated that no set of rules governing a Competition has yet achieved perfection and been able to cope with every situation. This set of rules is no exception. Unusual incidents not provided for in these rules will occur from time to time. Please note that these rules have been framed in the belief that true sportsmanship will prevail. In the absence of any express rule, common sense will find a fair solution to any unforeseen problem.
27. The organisers reserve the right to amend the order of play and / or playing conditions in order to facilitate the smooth running of the competition (e.g. in adverse weather conditions; entrants pulling out last minute).