

Updated: 04 Oct 24

TOOLKIT FOR A PENNANT SIDES CAPTAIN – 2024/25

Note: 1. All Pennant games are of 21 ends with no formal break throughout the game.

BEFORE THE MATCH:

Clubs

Enter sides into the BowlsLink Competition Module prior to commencement of play.

- Once **both Sides** have entered their teams the 'Shuffle' button (part of upgrade) can be used instead of drawing Score Cards. The last Side to enter their teams are encouraged to use this new innovation.

Score Cards/Scoring App.

Prepare your sides score cards, unless using the BowlsLink Scoring App. (**Both Weekend and Midweek Division A1 Sides are to use the BowlsLink Scoring App**) Other Divisions may use the Scoring App if both Sides agree. Using the Scoring App will alleviate the need for Side Captains to enter the results at the end of a game (more time for refreshments).

Master Scoreboard.

Clubs are encouraged to use a Master Scoreboard (not mandatory). If used the Scoreboard is to be updated by a team member/attendant after every 2nd end to ensure currency.

Home Side Captain. Ensure sides are entered on BowlsLink prior to the commencement of the game and check if the 'Shuffle' has been activated.

At the Venue

- a. Identify rinks and allocate to teams. If 'Shuffle' in BowlsLink has not been activated, shuffle prepared score cards and place on table upside down on agreed rink number positions.
- b. Determine Side first to play by toss of a coin.

DURING THE MATCH:

Refreshment Break Midweek/Weekend Pennant. Conditions for taking a break:

No formal tea break will be taken, however a **short break** is allowed, at a time determined by **both** Side Captains. This is to allow rehydration and to enable players attend any health needs eg. for diabetics etc. *if either Side Captain is of the opinion that play may be interrupted due to weather conditions no break is to be taken.*

UPON COMPLETION OF THE MATCH:

Collect your Side's Score Cards (unless the BowlsLink Scoring App was used), ensuring they are filled out completely, accurately and signed by the Seconds.

Compare scorecards with opposing Side Captain to confirm that the cards agree. *(If in error, consult with the seconds involved and sort it out prior to leaving the club).*

- o **Where Scorecards are used, Side Captains are to ensure that the Scorecards have been signed and then retained until the end of the Pennant season.**

Prior to departing the Host Club:

- a. **Home Side.** Ensure Teams have been aligned and enter results on BowlsLink (if the BowlsLink Scoring App is not used)
- b. **Away Side.** Check alignment of teams and confirm results on BowlsLink

Note: **The Home Side can now finalise the results in BowlsLink.** Away Club is responsible to confirm that the results are correct and resolve any issues with Host Club.

ALLOCATION OF POINTS

- Sides of 16** 10 points for a win or 5 points for a tied overall score **plus** 2 points for winning rink or 1 point each for tied rink **(Max points 18)**
- Sides of 12** 8 points for a win or 4 points for a tied overall score **plus** 2 points for winning rink or 1 point each for tied rink **(Max points 14)**

Penalties

Penalties will apply for Clubs not complying with Pennant Administrative requirements.

- **A Club will be penalised 2 points** for breaches through noncompliance of the Regions Pennant Conditions of Play (COP).
- **Side Forfeits.** The following penalty may be applied by the Region's Pennant Committee if Sides forfeit, as determined under the Bowls Vic Pennant Conditions of Play (CoP) as follows:

CoP CLAUSE 26 - ADDITIONAL PENALTY FOR A SIDE FORFEIT OR WALKOVER

- 26.1 As well as the loss of shots and points specified in Section 2, Clause 6, a club that has had a side forfeit/walkover will incur a financial penalty of \$50.00 for a 16-a-side and 12-a-side and \$30.00 for a 7-a-side and 6-a-side.
A forfeit or walkover directly related to COVID-19 will not attract a penalty.
- 26.2 When a walkover has been conceded, it cannot be withdrawn.

Rules for Inclement Weather

Refer the Ovens and Murray Bowls Region Pennant Conditions of Play Section 2 Clause 7

Minimum Ends to constitutes a game (Region's CoP - Section 2 Clause 9

- 50 ends being completed for a 16-player Side
 - 36 ends being completed for a 12-player Side
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