

**V & D EVENTS - CONDITIONS OF PLAY**  
(These Conditions may be amended depending on the number of entries)

**ALL EVENTS PREPAID WITHOUT EXCEPTION**  
Less than 48 hours of withdrawal from an event, entry fee will not be refunded  
<ALL ENDS MUST BE PLAYED>

**DEFINITIONS**

- NOVICE:** A new bowler who has never bowled before 1<sup>st</sup> January 2024.  
**A novice bowler can play in 'Intermediate' events.**
- INTERMEDIATE** A second- or third-year bowler in 2024.
- SENIOR:** Aged 65 years on or before 31<sup>st</sup> December of calendar year.
- JUNIOR:** Aged 18 years or under before 31<sup>st</sup> December of calendar year.
- OPEN GAMES:** Team members may be from different clubs within the V & D.
- CLOSED GAMES:** Team members must be from the same club within the V & D.  
(NOTE: All V & D games JUNIORS will be classed as OPEN).
- MIXED FOURS:** Two Men - Two Women.

**PLAY-OFF QUALIFIERS (For single 'flight' events)**

More than seventeen (17) teams - top eight (8) will play knockout for 1<sup>st</sup> - 2<sup>nd</sup> - 3<sup>rd</sup> & 4<sup>th</sup> place. Thirteen (13) to Sixteen (16) teams, top four (4) will play knockout for 1<sup>st</sup> - 2<sup>nd</sup> - 3<sup>rd</sup> & 4<sup>th</sup> place. Nine (9) teams to Twelve (12) teams, top four (4) will play for 1<sup>st</sup> - 2<sup>nd</sup> & 3<sup>rd</sup> place. Eight (8) teams, top two (2) will play for 1<sup>st</sup> & 2<sup>nd</sup> place. No event if less than eight (8) teams

**POINTS FORMAT FOR BOWLERS OF THE YEAR**

1<sup>st</sup> place win(s) break a tie  
1<sup>st</sup> place - 6 points; 2<sup>nd</sup> place - 3 points; 3<sup>rd</sup> place - 2 points; 4<sup>th</sup> place - 1 point  
'B' Section 1<sup>st</sup> place - 2 points; 2<sup>nd</sup> place - 1 point

**TEAMS RECEIVING A 'BYE'**

In all competitions, teams receiving a 'BYE' will be awarded 3 points and the average winning and losing scores of all games played in that round

**FORMAT OF PLAY**  
**SINGLE RE-SPOT IN ALL GAMES.**

## PROHIBITION OF MOVEMENT IN ALL EVENTS

**SINGLES:** A player can visit the head following delivery of their third and fourth bowl.

**PAIRS:** The lead can visit the head following the delivery of their third bowl. The Skip can visit the head after the delivery of their second and third bowl.

**TRIPLES:** The lead & second can visit the head following the delivery of their third bowl. The Skip can visit the head following the delivery of their second bowl.

**FOURS:** The lead, second & third can visit the head following the delivery of their second bowl. Skips can visit the head following the delivery of their first bowl.

In exceptional and limited circumstances, a Singles player can ask the Marker for permission to walk up to the head, or a skip can ask the umpire for permission to allow a player to walk up to the head earlier than described.

### **SINGLES - (Night Games) - including Novice & Intermediate**

First Night: - (Two) x 15 shot games to decide 'A' Flight & 'B' Flight

Second Night: - (Two) x 15 shot games for each Flight

Third Night: - Top (Four) 4 from each Flight play 15 shot games in a straight knockout to decide 1st & 2nd place for 'A' Flight & 'B' Flight. Winner of 'A' Flight will be V & D Champion.

**Note:** If the number of entries is 12 or under, there will be **NO SECTION PLAY** but two x 15-point games for the first and second night. For nine (9) teams to twelve (12) teams, top four will play for 1st - 2nd & 3rd place. For eight (8) teams, top two will play for 1st & 2nd place. No event if less than eight (8) teams.

**All games have a time limit of 1½ hours.** Games will start on the sound of the 1st signal. No 'jack' can be delivered after the sound of the 2nd signal.

**PLAYERS ARE REMINDED TO BRING A MARKER**

**JUNIOR SINGLES** - Format to be decided by number of entries.

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### **MEN'S & WOMEN'S FOURS**

**First Day:** Three x 14 end games.

**Second Day:** Qualifiers play 14 end games.

**Scoring format will be full scores.**

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### **MEN'S & WOMEN'S THREE BOWL PAIRS**

**First Day:** Three x 16 end games.

**Second Day:** Qualifiers play 16 end games.

**Scoring format will be full scores.**

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## MOFFAT MIXED FOURS - (NIGHT GAMES)

**First Night:** Two x 10 end games to decide 'A' & 'B' Section qualifiers.

**Second Night:** Two x 10 end games.

**Third Night:** Top four from each section play straight knockout for 1st & 2nd place in each Section.

**Note:** If the number of entries is 12 or under, there will be **NO SECTION PLAY** but two x 10 end games for the first and second night. For nine (9) teams to twelve (12) teams, top four will play for 1<sup>st</sup> - 2<sup>nd</sup> & 3<sup>rd</sup> place. For eight (8) teams, top two will play for 1<sup>st</sup> & 2<sup>nd</sup> place. No event if less than eight (8) teams.

**These games have a time limit of 1½ hours.** Games will start on the sound of the 1<sup>st</sup> signal. No 'jack' can be delivered after the sound of the 2<sup>nd</sup> signal.

**Scoring format will be full scores.** If tied, the number of ends won in all games will decide the winner.

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## MIXED THREE BOWL PAIRS - (NIGHT GAMES)

**First Night:** Two x 12 end games to decide 'A' & 'B' Section qualifiers.

**Second Night:** Two x 12 end games.

**Third Night:** Top four from each section play straight knockout for 1<sup>st</sup> & 2<sup>nd</sup> place in each Section.

**NOTE:** If the number of entries is 12 or under, there will be **NO SECTION PLAY** but two x 12 end games for the first and second night. For nine (9) teams to twelve (12) teams, top four will play for 1<sup>st</sup> - 2<sup>nd</sup> & 3<sup>rd</sup> place. For eight (8) teams, top two will play for 1<sup>st</sup> & 2<sup>nd</sup> place. No event if less than eight (8) teams.

**These games have a time limit of 1½ hours.** Games will start on the sound of the 1<sup>st</sup> signal. No 'jack' can be delivered after the sound of the 2<sup>nd</sup> signal.

**Scoring format will be full scores.** If tied, the number of ends won in all games will decide the winner.

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## SENIOR MEN'S SINGLES

**First Day:** Three x 15 shot games.

**Second Day:** Play-off for qualifiers in 21 shot games.

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## SENIOR MIXED FOURS

**First day:** Three x 12 end games.

**Second Day:** Qualifiers play knockout.

**Scoring format will be full scores.**

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## SENIOR MIXED THREE BOWL PAIRS

**First Day:** Three x 14 end games.

**Second Day:** Qualifiers play knockout.

**Scoring format will be full scores.**

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## INTERMEDIATE MEN'S & WOMEN'S THREE BOWL PAIRS

Three x 16 end games. **Scoring format will be full scores.**

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## INTERMEDIATE MEN'S & WOMEN'S TRIPLES

Four x 10 end games. **Scoring format will be full scores.**

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## TOP TEN MIXED (see separate page for Conditions of Play).

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## INTER-CLUB THREE BOWL TRIPLES PENNANT LEAGUES

**Games for all sections may be rescheduled by mutual consent but all games must be played by the last Scheduled date. Entry deadline is 27th May. Named Skip and named team members to be forwarded to convener.**

**MEN'S:** Minimum of 12 teams will be needed to form each league that will be divided into Four Geographical Sections ('A' - 'B') & ('C' - 'D') as best as possible.

**PLAY-OFF'S:** (*Winners of each Section have 'home tie'*). 1<sup>st</sup> place in 'A' Section play 2<sup>nd</sup> place in 'B' Section. 1<sup>st</sup> place in 'B' Section play 2<sup>nd</sup> place in 'A' Section. 1<sup>st</sup> place in 'C' Section play 2<sup>nd</sup> place in 'D' Section & 1<sup>st</sup> place in 'D' Section play 2<sup>nd</sup> place in 'C' Section. Winners and losers play off for 1<sup>st</sup> - 2<sup>nd</sup> - 3<sup>rd</sup> & 4<sup>th</sup> place on a Date and Venue arranged by the Convener.

**SCORING:** Games played over **14** ends. Points and shot percentage will decide Section places at end of rounds i.e., shots for divided by shots against.

## THIS FORMAT MAY BE AMENDED DEPENDING ON NUMBER OF TEAMS

**DEFAULT POINTS:** Teams **MUST** have three players for the event. **If for any reason** a team loses a player and cannot find a substitute, that team forfeits the game and the default points awarded to the non-offending team. **Defaulting teams will lose 3 Points and average 'losing score'. Non-offending teams will receive 3 points and average 'winning score' of all other games played.**

**PLAYERS:** A player who has played three games for a team is tied to that team.

**WOMEN'S:** Minimum 12 teams needed to form a league. It is preferable to have North and South Sections.

**SCORING:** Game played over **14** ends. Win = 3 points; Tie = 1 point; Loss = 0 point. Shots up and down used, if necessary, to determine League standings.

**DEFAULT POINTS: As Men's**

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## DRESS CODE FOR PLAYERS AND DESIGNATED TEAM SUPPORT PERSONEL

**(RED is reserved colour for Umpires)**

All participants must wear clean, appropriate, and well-maintained clothing to present an

appearance in keeping with the conduct of a Vancouver & District Championship. Should a team wear colours, then ALL members of that team must wear the same colour and style.

**The V & D Convener/Umpire may notify any entry of a concern about the dress code and the entry will be obligated to improve appearance before commencing the game. Failing to do so will make them ineligible to play until they are compliant with the dress code.**

**Shirts must be sleeved with collar.**

'T' shirts, "Muscle" Shirts, Beach shorts/sweatpants are not acceptable attire.

**The wearing of blue denim is forbidden.** There is no restriction for over-wear in the event of cold weather, rain, or severe conditions.

**FOOTWEAR:** Approved footwear shall have flat soles and be heel-less. Sandals must have a heel strap. The sole may possess a shallow tread pattern or indented grooves to improve traction without damaging the green.

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**SMOKING & ALCOHOL & CELL PHONES/MOBILE DEVICES**

**Smoking:** Players will not be allowed to smoke on the green and must use the Designated areas provided. No player may smoke within 15 feet of the green.

**Cell Phones:** All cell phones and mobile devices of player's, marker's, and official's are to be turned off or set to 'vibrate'.

**Alcohol:** No player shall be permitted to consume any alcoholic beverage during a game. Alcohol is prohibited on the green or surrounding area during a game.

**Should an infraction occur, the respective player will be notified in the presence of the Skip. A further infraction will result in the player being disqualified from the event.**

Smoking rule & cell phone/mobile device applies to all spectators round the green.

**Should a Club's rules in these areas be stricter than the V & D Rules, the Club's rules will prevail.**

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**DEFAULT**

Each TEAM/PLAYER should be prepared to play every game scheduled for the event. **If a TEAM/PLAYER fails to abide by the conditions of entry, they may be subject to sanctions imposed by a majority vote of the Executive Committee.**

A TEAM/PLAYER is considered to be a "no-show" if he or she is not on the green and "ready to play" 20 minutes after the start **(some dispensation will be made for unavoidable circumstances which cause a TEAM/PLAYER to be late).**

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**SUBSTITUTIONS**

**All substitutions must be approved by the games committee or its representative.**

A Substitute is a player who does not play in the starting game of a competition.

One (1) substitute will be permitted in pairs and triples, and two (2) in fours.

The one substitution in pairs and triples may be filled by two individuals at different times. i.e., in pairs, one member of the original team must remain and in triples, two members of the original team must remain. The two substituted positions in fours may be filled by three different individuals, i.e., two members of the original team must remain.

Original players may rejoin the team as soon as they are able.

**Substitutes may not play in the skip position** but may play in any other position.

After playing any part of more than two consecutive matches any substitute becomes a member of the team and may play in any position, including skip.

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## **DEFAULT ROUND ROBIN**

In all events (except Leagues) Default points will be awarded as follows to the non-defaulting team, 3 points and the average winning and losing scores of games played in that round. Players arriving after the prescribed start for the event will be in default for the game being played. If a spare is found, he/she must complete the game.

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## **ELIGIBILITY**

Each player of a team must be a bona-fide member of the same club (Does not apply to Intermediate, Mixed events and junior players) affiliated with the V & D. A player who is a member of more than one club may participate on teams of any club where he/she is a member, but may not enter the same competition for more than one club.

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## **DISPUTES**

Any disputes should be settled amicably or by an Umpire (or event Convener if no Umpire is present) **THEIR DECISION IS FINAL**. In Inter-Club League games a team may choose to submit in writing any grievance to the V & D League Management for a binding ruling for the **FUTURE ONLY**. The opposition **must** be informed of this course of action.

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## **COACHING**

A player or team for any V & D event, including Pennant League and Top 10, may have an accredited coach. This coach must be registered with the convener before the start of the event and produce their NCCP coaching number. The interaction of the coach and player will be as per conditions of provincial and national championships.

NCCP# can be obtained electronically (<https://thelocker.coach.ca/account/login>)

Email address must be entered together with password to obtain or create an account.

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## **DELIBERATE DELAY OF PLAY**

If the Umpire, either by their own observation or on appeal from the opposing skip or the opponent in singles, decides that a player is deliberately delaying the delivery of the player's bowl, or the Skip is acting or issuing instructions designed to deliberately delay play:

In the case of Team Play, on the first occasion the umpire will warn the Team in the presence of the Skip. If, in the opinion of the Umpire, the Team commits the same offence a second time, the end will be regarded as completed and the opponents of the offender will be awarded as many shots as there are bowls in use for the match (for example, in the case of Fours, this would be eight shots - Singles - 4 shots).