



NEWCASTLE DISTRICT BOWLING ASSOCIATION

MATTARA

TWILIGHT TRIPLES

CONTROLLING BODY: NDBA MATCH COMMITTEE

1. ENTRY CONDITIONS

Mattara Twilight Triples matches do not take Precedence over any other Zone 2 events or Club Championship and matches will not be postponed if clash occurs

Entry Fee \$60 per team.

Gradings as per October 1, 2023.

1st Division – Open to all registered Bowlers, drawn in sections of 4 teams where possible.

2nd Division – Open to Bowlers graded 5 or below, drawn in sections of 4 teams where possible

2. TEAMS

a) Each side will comprise of 3 players. (Male or Female)

b) Members of team do not need to be from same club

3. ELIGIBILTY

As a condition of entry to compete all competitors must:

a) Be a registered member of an affiliated bowling club.

b) Not be currently under disqualification or suspension by their Zone association, Bowls NSW or BA.

c) Comply with all applicable rules and regulations of BA, Bowls NSW and Zone 2

5. UNIFORM

a) As per the Laws of the Sport of Bowls and the Bowls NSW Uniform Policy.



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6. FORMAT

- a) The matches will be played in a two bowl triples format. The matches will consist of two sets of five ends with a one end tie-breaker if the sets are evenly split.
- b) No trial ends. Play to commence on bell
- c) To ensure quick play, there are to be no jack rolls – jacks are to be placed by team that controls the mat. Ideally, there will be two jacks for each rink of play (one jack at each end).

7. SUPER ENDS

- a) Each Team can nominate an End in each Set as their Super End and if the team winning this end they will receive double the shots scored. If an End is not nominated The last end (5th) of each set will be known as the Super End. Both Skips MUST be informed before the Super end commences. Both teams can use the same end as their Super End
- b) A set is complete if a team leads by more shots than is available. Remembering the last end may be double shots and has a maximum of 12 shots on offer.

8. SPOTTING AND RESPOTTING OF THE JACK

- a) The Skip of the team in control of the Mat will place the Jack legally on the centre line at the start of each end. The opposing team may challenge the legality of the length of Jack if they wish as per the Law Book.
- b) If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 18 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at a spot on the rink which is two metres from the front ditch and on the centre line, and play should continue.
- c) If the spot is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

9. DRAW

5:00pm: Round 1 (A v B) Rink 1, (C v D) Rink 2
6:15pm: Round 2 (A v C) Rink 2, (B v D) Rink 1
7:30pm: Round 3 (A v D) Rink 2, (C v B) Rink 1

Note: All section matches are played on the same 2 rinks for each section with team (B) remaining on same rink for all 3 matches.

In the event of a bye team (B) will be the bye. Sections with a bye may be required to play all matches on the same rink.



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10. DETERMINING SECTION WINNERS.

Sectional Winners and Ladder rankings will be determined in the following order:

- a) Firstly, by the highest number of game points (wins) scored – a win is worth three points and there cannot be any draws.
- b) If game points are equal, the team with the highest number of sets won shall be ranked higher – one point per set won and 0.5 points for a drawn set.
- c) If game points, and sets won are equal, the team with the highest net total shots (total shots for less total shots against) over all games in the section shall be ranked higher (shown as score difference on the ladder).
- d) If everything is equal, the head to head game will be used to separate the teams.
- e)

11. INCOMPLETE MATCHES

a) Should a Match commence and not be able to be completed, any games that have completed end or more shall be recorded as a completed set. Any set not commenced will result in each team receiving 0.5 points.

12. SUBSTITUTES

a) Any team can replace any player/s at any time providing they meet the eligibility requirements outlined in section 2 of this document

13. ALTERATIONS TO THE FORMAT & LENGTH OF GAMES

- a) The Controlling Body reserves the right to alter the format, date, schedule, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical.
- b) Where a program is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result.



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14. RESTRICTING MOVEMENT OF PLAYERS DURING PLAY

- a) At the start of each end the lead and second will be at the mat end. After delivering their first bowl, players will only be allowed to walk up to the head after they have played both their bowls.
- b) The LEAD, SECOND or SKIP are not permitted to visit the head at any time before or after their 1st bowl.
- c) Skips cannot wait at the head for the opposing Skip to play. Both Skips must move to the Mat end together.
- c) if a Skip needs to leave the green the lead will take control of the head after he has played his 2nd bowl.

15. LIVE STREAMING

Games may be live streamed during competition and any players involved in a rink being live streamed must remain clear of the Head to allowing the Streaming a clear view of the Head.

18. PROGRAMME FOR SECTIONAL PLAY AND KNOCKOUT PLAYOFFS

Sectional play will be played on the 1st Thursday Evening of the Mattara Carnival

The winner of each section will advance to the Knockout stage of the competition.

Knockout matches will be played on the next Evening (1st Friday of Mattara Carnival)

The last Thursday Evening of the Mattara Carnival will also be used if required.

Example of Knockout Playoffs.

8 or less section winning – up to 3 knockout rounds played 1st Friday of Mattara Carnival.

More than 8 section winners, 1 to 3 knockout rounds to reach semi final stage. Semi Finals and Final to be played 2nd Thursday of Mattara Carnival.

Conditions of Play as of June 2023. To be reviewed before July 2024.