MORNINGTON PENINSULA BOWLS REGION INC.

Registration No. A0100484U

Pennant

Conditions of Play

2025/26

"For the Betterment of Bowls on the Peninsula"

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39.1 The infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Constitution, BV Regulations, BV Policies or BV Condition of Play, may involve a monetary fine (not exceeding $1,000) and/or disqualification, and/or game points penalty, and/or a replay or such other penalty as determined by the Region Disciplinary Committee, in respect of an affiliated player/club……18

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SECTION 1 – STANDARD CONDITIONS BEFORE AND DURING PLAY

APPLICABLE FOR ALL VICTORIAN PENNANT COMPETITIONS

Introduction

These Conditions of Play apply to the conduct of the 2025-26 Midweek (Tuesday) and Weekend (Saturday) Pennant competitions across all Regions and Metropolitan Pennant.

The Conditions of Play are reviewed annually by Bowls Victoria, with input and feedback from the Officiating and Laws Committee.

Bowls Victoria reserves the right to amend the Conditions of Play from season to season, or as required.

Victorian Pennant competitions are conducted in accordance with the:

- Laws of the Sport of Bowls, Crystal Mark 4th Edition, (including domestic regulations for Australia), April 2023.
- Bowls Australia (BA) Policies; and
- Bowls Victoria (BV) Constitution, BV Regulations, and BV Policies.
- No laws governing a sport can cope with every situation, and the Laws governing the sport of bowls are no exception. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. So, if a situation arises that is not covered by the Laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action.

1. Eligibility of Member Clubs

1.1. Clubs may enter a side or sides in the eligible Regional and Metropolitan Pennant Competitions.

1.2. Sides will be assigned a division and/or section within each competition. The placement of sides will depend on the promotion and relegation provisions applicable from the previous season, unless otherwise determined by Bowls Victoria or the relevant Regional Pennant Committee.

1.3. Sides of a club will be graded numerically (1, 2, 3, 4 etc.) in descending order of ability, in each individual competition. This will determine eligibility for finals, including where clubs have multiple sides in a division.

1.4. A new side entry in a pennant competition will be placed in a division as determined by Bowls Victoria or the relevant Regional Pennant Committee. This may result in a side, or sides being relegated as necessary to accommodate the new side.

1.5. Should a Club which has entered a side in Weekend pennant but does not enter a side in Midweek pennant then players from that primary Club can play Midweek pennant at another secondary Club on the written approval of both Clubs and reported to Region Pennant Committee prior to any match.

1.6. Should a Club which has entered a side in Midweek pennant but does not enter a side in Saturday pennant then players from that primary Club can play Weekend pennant at another secondary Club on the written approval of both Clubs and reported to Region Pennant Committee prior to any match.

2. Insufficient Players to Enter a Side

2.1. A club may seek approval from Bowls Victoria or the relevant Regional Pennant Committee to combine with another club or clubs to enter a side.

2.2. One of the combined clubs must be nominated as being responsible for submitting the side and recording results in Bowlslink, as provided for in Section 1, Clause 27.

2.3. If a combined side is approved, the players are permitted to wear their respective club uniform and cap. If bowls discs are used, all members of the combined side must use discs that are of the same colour/design.

3. Penalty for a Side Withdrawal after the Competition Draw is Published

3.1. In the 2025/26 Season, clubs may incur a financial penalty of up to $50 if a side is withdrawn after the draw is published.

3.2. The Regional Pennant Committee will determine the size of the fine within the amount listed in clause 3.1. Should a financial penalty be imposed, it must be paid within 14 days of invoice.

3.3. The side withdrawn will be deemed to have finished in last position in the section and will be relegated to the next lower division at the end of the season.

4. Eligibility of Players

4.1. Clubs must ensure all their players competing in any Victorian Pennant competition are registered BV Members with playing rights and recorded on the club's Bowlslink database prior to the commencement of the game.

A breach of this requirement will result in forfeiture of the game under Law 39.2.1

Note: Any participant in an organised event^ at club level and above must be a registered financial member** of a BV Member club and recorded on the Bowlslink database as having playing rights.

^Organised club events include all regular competitions regardless of the value of the prize or prestige associated with the event. For the avoidance of doubt, this includes social competitions such as Thursday morning triples where the prize might be a frozen chook or a small amount of money, but does not include barefoot bowls or Christmas parties which are understood to serve as an important format to attract new members and a vital income stream for clubs.

*** A registered financial member is any club membership that includes playing rights of any kind.*

5. Pennant Permit

5.1. Up to four (4) players per club may be registered as pennant permit players per competition and may be used by a club for both midweek and weekend pennant, in any division.

5.2. A player cannot permit to the same club to play in both Midweek and Weekend competition. A player can be approved to play in a midweek or Weekend Pennant competition for a member club other than their nominated club by submitting a Pennant Permit request form to BV prior to round 1 of the pennant competition they wish to play in. No application will be considered after round 1**. <u>This application must be endorsed by both the permit club and the primary club</u>.**

<u>Link to HTTPS://www.bowlsvic.org.au / Club Assist / Clearances / Permits</u>

5.3. If approved by BV, a permit remains in place until 30 June of the following year.

5.4. A permit player must be affiliated with MPBR.

5.5. A player may apply for a clearance from their nominated club while a permit is in place.

5.6. Players can only represent their primary club in Regional or State Pennant Finals, in the scenario the primary club and the permit club are competing in the same finals series.

5.7. BV reserves the right to approve permits under limited circumstances. These must be applied for, in writing, to the BV Events and Competitions Manager.

<u>Link to more information on Pennant Permits: www.bowlsvic.org.au/pennant/permits_transfers/</u>

6. Interstate, International Players (Marquee Players) and Promotional Permit

6.1. Up to three 'invited' interstate and/or international, to be known as 'marquee players', may be used by a club for both midweek and weekend pennant, in any division.

6.2. A club is entitled to have three marquee players for midweek pennant, and three marquee players for weekend pennant. Marquee players are not permitted in any other competitions.

6.3. A 'marquee player' must be a registered member of the club and registered on the Bowlslink database prior to the first round of the applicable pennant competition.

6.4. A ‘marquee player’ must be affiliated with MPBR.

6.5. The names of an interstate player or players must be submitted to Bowls Victoria and the relevant Regional Pennant Committee via e-mail prior to the first round of the pennant competition. No additional or replacement interstate players can be added to a club's list after round 1.

6.6. Interstate players must submit a BA Interstate Pennant Permit Declaration Form through their state body. An Interstate clearance is not required.

6.7. An international player is defined as a player, that prior to playing in a metropolitan pennant competition, has held no prior affiliation with a State Body within Australia, but has held affiliation with an overseas body and represented that body in an open national side in the last 2 years (from round 1 of Pennant season).

6.8. In order to qualify for finals, a marquee or permit player must play a minimum of 1.5 times the amount of games required by a player who is playing for their Primary Club, rounded up to the nearest whole number. i.e., if finals qualification in that completion is a minimum of 3 matches, then the marquee player must play a minimum of 5 matches to qualify.

6.9. By naming a Marquee or Permit player in a bye does not constitute a game played.

6.10. International players may be nominated at any stage during the season but remain part of the 3-marquee player limit. Names of an international player or players must be submitted to BV via e-mail prior to the player playing.

6.11. Any player that falls into the international player definition, but has had an affiliation prior to the full 2025/26 season, is not counted as an international player.

6.12. Promotional permit can only be used once per club, per season.

Link to HTTPS:// bowlsvic.org.au / Pennant / Pennant Permit Form

6.13. A Promotional permit must be used before the Christmas break, or prior to the last 4 rounds of pennant if the pennant competition is scheduled to finish prior to Christmas.

6.14. Promotional permit player must fit within the 3-player marquee limit.

6.15. A Promotional permit player must not already be playing on a pennant permit for that season in that competition (e.g., a Player on a Weekend permit to their non-primary club for weekend pennant **is not** eligible for a promotional permit for weekend pennant).

6.16. An eligible player can play on multiple promotional permits throughout the season.

6.17. The application form must be completed, and approved by BV, 14 days prior to promotional permit player representing the club and a copy sent to MPBR Pennant Committee.

6.18. Promotional Permits to be applied for via the following link –www.bowlsvic.org.au - Permits and Transfers

6.19. Complaints about the eligibility of marquee players must be lodged via the following form.

6.20. Complaint Form: www.bowlsvic.org.au - Permits and Transfers

Failure to comply will result in forfeiture of the game, under Law 39.2.1.

7. Protected Events

7.1. BV Victorian Open.

7.1.1. The BV Victorian Open is a protected event. Pennant is not to be scheduled during the running of the event, and the scheduling/playing of rounds of region state championships and club championship events during the Victorian Open is prohibited.

7.1.2. No exemptions will be given for the conduct of region/club championships during this time.

7.2. The Nationals (Bowls Australia event).

7.2.1. The Nationals are a protected event for pennant under the following conditions. Where one player from a pennant side is unavailable due to playing in The Nationals, then that side will play without any recourse:

7.2.2. Where 2 or more players are playing in The Nationals, the following shall occur:

7.2.2.1. By mutual agreement, teams can agree to play without players that are playing in The Nationals:

7.2.2.2. Clubs are encouraged to find a suitable alternate date to avoid any clash.

7.2.2.3. Where a suitable alternative date cannot be agreed to, Bowls Victoria or the relevant regional pennant committee will nominate the suitable date.

7.2.3. If Clause 7.2.2.3 is invoked, the controlling body cannot choose a date during The Nationals.

7.2.4. State and club championships can be conducted on the proviso that any player at The Nationals must have an equal opportunity to participate with no exception.

7.3. Pennant Competition.

7.3.1. The scheduling playing of rounds of Region championships and Club championship events on a day when Pennant rounds are scheduled is prohibited.

7.3.2. No exemptions will be given for the conduct of Region or Club championships during this time.

8. Controlling Body on Day of Play

The Controlling Body for matters arising on the day of play is the host club (Except for finals). The club must nominate a person for this position. This person must not be the umpire or side manager of the day. For finals, Bowls Victoria or the relevant Regional Pennant Committee is the controlling body on the day of play.

9. Side Manager on Day of Play

9.1. Wherever under a law, regulation, policy or the MPBR Conditions of Play, a side is given a right of decision or choice, it will be exercised by the side manager who will act on behalf of the side.

9.2. The side manager should not be the umpire of the day for the game they are managing.

9.3. During inclement weather the side managers of the highest Division at the venue will have sole authority to decide on play relative to the weather only. Should the side managers not agree the umpire will be called to adjudicate?

10. Umpires

10.1. The club that is designated as the home club must appoint an accredited umpire to officiate.

10.2. If the home club does not have an accredited umpire available, then a visiting accredited umpire may be appointed to officiate. Alternatively, if no accredited umpire is available, then an accredited measurer must be appointed umpire.

10.3. If no accredited umpire or measurer is available, then a competent player from the home club must be appointed to act as umpire for that day.

10.4. An umpire's decision is final and cannot be contested, disregarded, or appealed except for matters relating to the meaning or interpretation of a Law.

10.5. The Umpire of the day must resolve any matter where the side managers cannot agree.

10.6. The Umpire of the day must not be the side manager or coach for the game they are umpiring.

11. Selection of Sides & the use of Substitutes

11.1. Gender cannot be used as criteria for selection. Refer link sportsgovernance@ausport.gov.au - National Gender Equity in Sports Governance Policy. No restrictions allowed in MPBR Conditions of Play.

11.2. Subject to Section 1, Clause 13, sides will be filled by available players in descending order of ability.

11.3. If there are insufficient players available on a day of play to fill all sides entered by the club, the lowest graded side must be the side which concedes a walkover.

11.4. The club's lowest graded side can play with one or more teams playing ONE player short in accordance with DR 2.6.

11.5. If a club has insufficient players to fill all sides entered by the club, Bowls Victoria or relevant Regional Pennant Committee may approve an affiliated player to act as a substitute in the club's lowest graded side.

11.6. Only one substitute is permitted in each team (rink) and the substitute cannot skip.

11.7. A player will not play in more than one "side" in the same round of the same Pennant competition.

11.8. A club conceding a walkover must notify their opponent via phone as soon as possible, but no later than two hours before the scheduled starting time.

11.9. Failure to comply will result in forfeiture of the game, under Law 39.2.1.

12. Incomplete Team at Commencement of a Game

12.1. If, 30 minutes after the scheduled start time for a game, one player is absent from one or more teams in a side and no eligible or affiliated substitute is available or allowed, the game must continue in accordance with the provisions of DR 2.6.

12.2. A team with an absent player plays as though the second is the missing player. The opponents with a complete team will have their second play consecutive bowls in accordance with DR 2.6.

12.3. The skips of both teams will carry the scorecard and update the score at the completion of each end.

12.4. If the absent player arrives late, all players must take their original place in the team, at the completion of the end in progress.

13. Substitute After a Game has Commenced.

13.1. If a player who has commenced the game cannot continue and there is no eligible or affiliated substitute available, the game must continue in accordance with the provisions of D.R. 2. 6.

13.2. If a substitute is available, they must play in the same position as the player being substituted (excluding the skip). If the skip is required to be substituted, then the other members of the team must rearrange their positions as necessary. A substitute cannot skip.

13.3. If a substitute is not available, the skips of both teams will carry the scorecard and update the score at completion of each end.

13.4. A team with an absent player plays as though the second is the missing player. The opponents with a complete team will have their second play consecutive bowls in accordance with DR 2.6.

13.5. If a player who leaves the game subsequently becomes available, they must re-join the team in their original place at the completion of the end in progress.

13.6. If a substitute player becomes available, the controlling body may allow them to enter the game at the completion of the end in progress.

14. Use of a Neutral Venue

14.1 Clubs may negotiate to play a game at a neutral venue. See Section 3 Clause 4 and Section 4 Clause 2.

15. Use of Alternative Venue for Home Games

15.1. When a club enters more sides than can be catered for at home, the club must nominate the side(s) to use the alternative venue prior to the commencement of the pennant round affected and contact the opposing side of the change of venue.

15.2. If during the pennant season it is necessary to transfer a home game to an alternative venue, the club must get agreement from the opposing side. If agreement cannot be reached between the clubs, it will be referred to Bowls Victoria or the relevant Regional Pennant Committee for resolution.

15.3. Where the home green is available, sides will be allocated to play at the home green in order of seniority of the Sides drawn to play at home.

16. Condition of Green

16.1. BV recommends the speed for greens for the conduct of all pennant competitions range between 13 and 17 seconds.

16.2. A green must be suitable for play. When a club determines that its green(s) is not suitable for play, it must:

16.2.1. Inform visiting club(s) and MPBR immediately the determination is made;

16.2.2. Make a genuine attempt to find an alternative venue, including switching the home and away fixture.

16.3. If a satisfactory alternative green cannot be found, the club may be directed by Bowls Victoria or Regional Pennant Committee to use an alternative venue or forfeit the game(s) and may be subject to further action under Section 1, Clause 39.

16.4. After commencement of a game, the greens director or their deputy has the authority to close the green due to safety of players and/or damage to the green.

16.5 If a club wishes to lodge a complaint about a green, the following form is to be used:

Green Complaint – Write to Secretary MPBR: email: secretarympbr@gmail.com

17. Bowls Identification Discs.

17.1. Sides are not required to use bowls discs (adhesive labels). If they are used, then all players in the side must use a disc of the same colour and design.

17.2. Where opponents use the same-coloured discs, the visiting side shall remove theirs or use another colour if available.

17.3. Bowls discs cannot cover the WB Stamp/Date, or the Serial Number of the bowl, and they should be cut or trimmed to comply.

17.4. Only a single layer of disc is permitted on a bowl. All bowls must have discs on both sides of the bowl. Law 52.1.8.

17.5. The dot from the set of discs may be placed over the insignia on the bias side of the bowl in lieu of the small ring, provided it is from the same set of discs used by the side.

18. Rules for Attire

18.1. It is the responsibility of the president of the player's club to ensure a player is attired in accordance with the BV Rules for Attire when playing in a pennant competition.

18.2. All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire.

18.3. Players must be attired in the same BV registered shirts/tops, and lower body wear (colour/image), except for a combined side as provided for in Section 1, Clause 2.3.

18.4. All lower body attire and outer wear must include the NMP logo, with placement of logo conforming to the Bowls Australia NMP guidelines.

18.5. For information about approved footwear, refer to the following Bowls Australia information and all footwear must comply with the Laws of the Sport of Bowls, Appendix A.2.
https://www.bowlsaustralia.com.au/get-involved/attire-equipment/footwear/

18.6. The NMP Logo must appear on the front or side of all headwear, except on hats with a club hat-band, where a logo is not required.

18.7. An affiliated member approved as a substitute must comply with the BA National Merchandise Program (NMP) Logo Policy and is permitted to wear their respective club uniform and cap.

18.8. Complaints must be lodged in writing via email to : secretarympbr@gmail.com

18.9. Failure to comply will result in a warning on the first occasion. A subsequent breach(s) may result in a fine of $100 and/or action being taken under Section 1, Clause 39.

18.10 To register all uniform garments, the following Uniform Registration Form must be used:

Uniform Registration Form: https://www.bolwsvictoria.org.au/BV_Uniform_Registration

19. Playing of Music

19.1. If music is played during a pennant game, it should be appropriate in content, not impact on the conduct of the game and be at a level acceptable to side managers. If side managers cannot agree, the umpire of the day will make the final decision.

19.2. Any breach of this clause may result in action being taken under Section 1, Clause 39.

20. Photography, Video and Live Streaming

20.1. Bowls Victoria reserves the right to use any photographs, video, or live streaming footage taken during pennant for promotional purposes.

20.2. Bowls Victoria encourages third-party live streaming for all matches.

20.3. Third party live streaming requires prior approval from Bowls Victoria. Approval can be sought by e-mailing media@bowlsvic.org.au

20.4. Live streaming of Premier A and Premier Reserve Grand Finals is restricted to Bowls Victoria transmission only.

21. Pre-Game Pennant Practice Weekend

21.1. Provisions relating to Pre-Game Practice for both the home and visiting sides is subject to the Greenkeeper/Greens Director of the home club declaring the greens available for practice. This must be the same for both the home and away side.

21.2. Practice is allowed on the day of play including on the rinks the game is to be played on, for both the home and visiting side.

21.2.1. The visiting side must have access for 1 hour commencing ninety (90) minutes before the trial ends are scheduled to start and concluding thirty (30) minutes before the trial ends commence.

21.2.2. There will be no practice should games be subject to Section 2 Clause 4.4.2.

21.2.3. If required, the visiting side must have access to half the rinks the game is to be played on, and these should be consecutive rinks. In a 3-rink game, this will require sharing of 1 x rink.

21.2.4. Practice for the home sides must also conclude thirty (30) minutes prior to the commencement of the game.

21.2.5. For Midweek pennant no practice is to be held prior to the commencement of the two trial ends.

21.3. If the allocated rinks for the game are in use for another pennant competition prior to the start of the game, an equivalent number of rinks must be made available on that green or greens, of a similar surface if available, at the club.

21.4. These rules apply for all sectional games, plus all finals not played at a neutral venue. For finals at a neutral venue, both sides must have access for 1 hour commencing ninety (90)

minutes before the trial ends are scheduled to start and concluding thirty (30) minutes before the trial ends commence.

21.5. The controlling body is responsible for the management of any issues arising during the practice period.

21.6. The home club greens director is responsible for any stoppages or green closures due to inclement weather during practice.

21.7. A breach may result in a fine or the deduction of four (4) competition points and/or action being taken under Section 1, Clause 39.

22. Draw for Rinks

22.1. The rink draw will be conducted by the Side Managers after the completion of pregame practice and prior to the commencement of the game.

22.2. The cards must be shuffled and exchanged with the cards of one side being placed name face down by one manager then the other manager will place a card face down on each card.

22.3. Rink draws may be conducted, from time to time, by BV or the relevant Regional Pennant Committee and will be communicated to all clubs involved. This can be done in the days prior to the game being played. This includes the draws for rinks for livestreamed games.

23. Allocation of Rinks

23.1. Rinks must be consecutively numbered. A side will play on consecutively numbered rinks, preferably on the same green.

23.2. The separation of teams that are part of a side is not permitted on the same green.

23.3. Where more than one green is required, a side will play on those rinks which have been consecutively numbered for both greens.

24. Trial Ends

24.1. One trial end in each direction must be played prior to the commencement of each game in accordance with Law 5.1. Trial ends must be completed prior to the scheduled start time for the game.

25. Results by Round

25.1. The order of sides in each section will be determined by the total points gained.

25.2. If two or more sides have the same number of points, their order will be determined by the net margin of shots 'for' minus shots 'against' each side.

25.3. If net margins are equal, the order will be determined by the higher proportion of 'total shots for' divided by 'total shots against'.

25.4. If there is still a tie for a position to qualify for finals play, the results between the two sides concerned from sectional play, will be used to determine the winner.

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. Refer Section 1, Clause 3.3.1.

26.2. A forfeit or walkover directly related to COVID-19 will not attract a penalty.

26.3. When a walkover has been conceded, it cannot be withdrawn.

27. Result and Team Submission to Bowls Victoria or Relevant Regional Pennant Committee

27.1. Both the home and away sides are responsible for entering full teams on Bowlslink prior to the commencement of a game. A failure to submit team(s) may result in a penalty of either a $100 fine or the deduction of competition points for the club/side concerned. The penalty is at the discretion of Bowls Victoria or the relevant Regional Pennant Committee.

27.2. Results must be finalised by the home club by 6 pm the day after the game was played (weekend pennant), by 3 pm the day after the game was played (midweek pennant).

27.3. If the home club fails to confirm the results in accordance with the provisions of Section 1, Clause 27.2, a penalty of either a $100 fine or the deduction of competition points may apply to the club/side concerned. The penalty is at the discretion of Bowls Victoria or the relevant Regional Pennant Committee.

27.4. If a side receives a walkover/forfeit or a bye, they must submit the names of the selected players for finals eligibility purposes in accordance with Section 1, Clause 27.1.If a side gives a walkover/forfeit no player from that side will have the game counted for eligibility of Finals.

27.5. Clubs may seek a correction to the result entered in Bowlslink. The request must be submitted to BV or the relevant Regional Pennant Committee within 48 hours of the game being completed.

27.6. In the event of a disputed result all clubs will keep scorecards for the duration of the season.

27.7. For those divisions not using scorecards, the dispute will be handled by the Region Pennant Committee or competitions co-ordinator, which must be on the day the game was played.

28. Game Abandoned by Side Manager Agreement

28.1. Games in Pennant can only be abandoned by agreement under the following conditions:

28.1.1. Weather/heat as per Section 2, Clause 7;

28.1.2. Safety of the players and/or officials;

28.1.3. Death of a player Section 1, Clause 38;

28.1.4. Weather other than heat i.e.: rain, including lightning, Section 2, Clause 7.

28.2. At the time of abandonment points will be awarded as per Section 2, Clauses 6 and 9. Any breach of this clause may result in action being taken under Section 1, Clause 39.

29. Instantaneous Penalties

29.1. During a game, if an umpire, by observation or on an appeal by the controlling body, a side manager, a skip, or an opponent decides that a player or coach is non-compliant then the end shall be immediately regarded as completed and the opponent of the offender shall be awarded as many shots as there are bowls in use by the opponents.

29.2. If the umpire forms the opinion on a second occasion that the same player or coach is non-compliant, the player or coach will be excluded from taking any further part in the game. A substitute will not be permitted.

29.3. An instantaneous penalty applied to one player in a team shall be considered as an instantaneous penalty to all players in that team. If another player within the same team also receives an instantaneous penalty, the side will be forfeited.

29.4. Any of the above umpire-imposed penalties are final and cannot be appealed.

29.5. The umpire shall also complete a BA Instantaneous Penalty Report and forward it to both BA & BV within five (5) days of the incident.
BA Instantaneous Penalty Report: https://bit.ly/BA-Penalty-Form

30. Smoking

30.1 Smoking on the green (defined as having a lit cigarette, pipe, cigar, electronic nicotine delivery system (ENDS/vaping) including e-cigs, e-cigarettes, Vapes and any other form of smoking device) by a player on the green is not permitted.

30.2 **A** failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 29) and/or referring the matter to the BV Disciplinary Committee.

30.3 Smoking is only permitted in the designated area as determined by the host club.

31. Personal Electronic/Communication Devices

31.1 The use of mobile phones/MP3 players/iPods/iPads/pagers/communication devices and/or other similar sound/communication devices on the green by a player is not permitted.

31.2 Should a player have a legitimate reason (personal emergency or medical or emergency services personnel) to answer a mobile phone, they must have permission from the controlling body and notify the umpire of the day prior to play. If approved, the device can be carried on the player but must be on silent/vibrating (only) and responded to on the bank away from play.

31.3 A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 39) and/or referring the matter to the BV Disciplinary Committee.

31.4 Exemptions will be provided for scoreboard control devices/applications and/or approved BV electronic scorecard devices/applications, requiring the use of an electronic device/application.

31.5 Scorecards are to be electronic for Premier A and Premier Reserve competitions. All other divisions have the choice between using electronic or paper scorecards.

32 Consumption of Alcohol

32.1 The consumption of alcohol on the green by a player whilst a game is in progress is not permitted.

32.2 A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 29) and/or referring the matter to the Region Disciplinary Committee.

33 Player, Coach and Officials Conduct & Behaviour

33.1 All players, coaches, and officials are required to conduct themselves in a polite and sportsmanlike manner. The following behaviours are not acceptable when participating or officiating in a metropolitan pennant competition:

33.1.1 Act in an abusive, threatening, or intimidating manner;

33.1.2 Use of obscene, offensive, abusive, threatening, or intimidating language including racial and gender-diverse discriminatory language;

33.1.3 Act in an unsportsmanlike manner;

33.1.4 Threaten any person with physical violence or assault;

33.1.5 Assault any person;

33.1.6 Act in a manner likely to bring the sport of bowls into disrepute; or

33.1.7 Act in a manner likely to bring Bowls Victoria into disrepute.

33.1.8 A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 29) and/or the matter being referred to the Region Disciplinary Committee.

34 Delaying Play

34.1 If an umpire by their own observation or on appeal by a side manager decides a player is deliberately delaying the delivery of their bowl, or a skip is acting or issuing instructions designed to delay play, a warning will be issued to the skip, and the side manager must be advised.

34.2 If an umpire forms the opinion that the player or skip has repeated the same offence a second time, the end will be regarded as completed, and their opponent will be awarded as many shots as there are bowls in use by their opponent.

35 Damage to Green - Delivery of a Jack or Bowl

35.1 If the umpire by observation or on appeal by a greens director or their deputy decides a player is causing damage to the green when delivering the jack or a bowl, a warning will be issued to the player and their skip and/or side manager advised.

35.2 If the umpire forms the opinion that the player has repeated the same offence a second time, the umpire will direct that the player must use a "dump mat" if

available.

35.3 If the offending player refuses to use a "dump mat", they will be a defaulting player and be removed from the game as per Laws Definition C2.

35.4 If a "dump mat" is not available and the offending player refuses to leave the game, the game will be forfeited to the opposing side.

35.5 If a "dump mat" is not available and the offending player agrees to leave the game as directed by the umpire, a substitute is then permitted in accordance with DR 2.4.

35.6 A "dump mat" may only be used for an individual player(s) to address an identified issue as defined above.

36 Damage to Green - Use of a Wheelchair, Walking Frame or other Approved Artificial Device

36.1 If an umpire by observation or on appeal by the greens director or their deputy decides a player using a wheelchair, walking frame or other approved artificial device is causing damage to the green, a warning will be issued to the player and their skip and/or side manager advised.

36.2 If the umpire forms the opinion on a second occasion that the player has caused further damage to the green, the umpire will direct that the player retires from the game.

36.3 If a player retires from the game a substitute player is permitted.

36.4 If a player refuses to leave the green, they will be a defaulting player, and the game forfeited to the opposing side.

37 Bowler's Arm

37.1 When a player commences using a bowler's arm in a game, then the arm must be used for the remainder of the game. This does not apply to the rolling of the jack, which can be rolled either by hand or by a bowler's arm.

37.2 If an umpire, by observation or on appeal by a side manager or a skip, decides that a player is non-compliant then they will warn the player and advice the skip and side manager.

37.3 If the umpire forms the opinion on a second occasion that the same player is non-compliant, the player will be excluded from taking any further part in the game and a substitute will not be permitted.

37.4 Failure to comply may also result in the matter being referred to the Region Disciplinary Committee and action taken under Section 1, Clause 39.

37.5 If a bowling arm is rendered unplayable, then the player may change to another approved brand or style, on approval of the umpire or controlling body.

38 Death of a Player

38.1 If a game has commenced and a participating player passes away all games in progress at the club will be abandoned.

38.2 Points for a game other than a final abandoned because of the death of a player will be awarded as per Section 2, Clauses 7.6 and 9.

38.3 Final games abandoned for this reason will be resumed under such conditions as *Bowls Victoria decides, with the scores carried forward as they were when play was abandoned*, unless the scores are such that one side must win the game if all the remaining ends were played.

39 Infringements

39.1 The infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Constitution, BV Regulations, BV Policies or BV Condition of Play, may involve a monetary fine (not exceeding $1,000) and/or disqualification, and/or game points penalty, and/or a replay or such other penalty as determined by the Region Disciplinary Committee, in respect of an affiliated player/club.

SECTION 2 – REGION PENNANT COMPETITION SPECIFIC RULES

1. Competition Format

1.1 Each Pennant Competition within the Mornington Peninsula Bowls Region consists of Weekend Divisions 1-10 and Midweek Divisions 1-9.

1.2 The number of divisions will depend on the number of entries received.

2. Eligibility to Play in Finals

2.1 To be eligible to play finals, a player must:

- Comply with Section 1, Clause 4 in the Conditions of Play (Eligibility of Players).
- have played a minimum of 4 *Games* for the club in that competition, and
- Meet the requirements set out in Section 2 Clause 2.2

2.2 Weekend and Midweek Pennant.

2.2.1 A player must have played 4 or more games in the side concerned and / or lower graded sides.

2.2.2 In each competition, a side must not include any player who, during the current season, has played 4 or more games in higher graded sides, unless the player has played 4 or more games in the side concerned and / or lower graded sides.

2.3 If a club has insufficient players for their lowest side, they may apply to the MPBR Pennant Committee for approval to include a player from their next lowest side, who has not met the above requirements. All exemption requests must be made via the following link, and both sides involved in the relevant fixture will be advised of the outcome. All requests must be made no later than 72 hours prior to the fixtured game.

2.4 Exemption Weekend pennant.

An exemption is granted to a player selected to play in Weekend pennant Divisions 1, Rounds 1 to 18 where the sequence of rounds is different to that of other divisions, as a result of more rounds scheduled. E.g.: a player selected to play in a Division 1 game in Rounds 1 to 17 is eligible to play the following week in any of their club/sides in Rounds 1 to 14.

Failure to comply will result in forfeiture of the game, under Law 39.2.1.

3. Interchanging of Players between Sides Prior to Finals

3.1 Prior to the last three rounds of a MPBR Pennant Competition there will be no restrictions on the interchange of players between the sides of a club.

3.2 For the last three rounds of MPBR Pennant Competition no Side will include more than *3 Players* who have played a majority of their games in any combination of higher graded Sides.

3.3 If Section 2, clause 3.2 cannot be met in the lowest side only, they may apply to MPBR for approval to include a player from their next lowest side, who has not met the above requirements. All exemption requests must be made via the MPBR Secretary, and both sides involved in the relevant fixture will be advised of the outcome. All requests must be made no later than 72 hours prior to the fixtured game.

3.4 The Bowlslink competition management system shall be used as the official record of the number of games played by a player.

3.5 Failure to comply will result in forfeiture of the game, under Law 39.2.1.

4. Advice of Abandonment of Play or change to scheduled start time by the Region

4.1 Heat Rule – If the temperature reaches 35 degrees Celsius then play must be immediately suspended. Refer 7.1.1.2

4.2 If the temperature is forecast to be 35 degrees or over on the Frankston BOM for a Pennant Day, the Match Committee will inform all Clubs prior to 6.00 pm on the Thursday before Weekend Pennant whether that round will be played on a Saturday morning. Should that be the case then trial ends will commence at 9.15 am for a 9.30 am start. If two sides have agreed to play at a different time and/or can agree to play at a different time they can, but still have to play to the heat policy temperature. Any sides who have agreed to play at a different time must notify the MPBR Secretary.

4.3 A 15-minute comfort break may be taken at 11.00 am if required. Refreshments to be available after completed game.

4.4 When play for the day has commenced and has been stopped due to inclement weather, players must wait for an hour before play is abandoned. It shall not resume if:

- The greenkeeper or his deputy declares the green unfit to play.
- The temperature reaches 35 degrees Celsius.
- The Side Captains agree not to resume, failing an agreement, the decision shall rest with the Umpire.

4.5 The playing area match committee reserves the right to cancel a round of pennant if the predicted temperature is extreme.

5. Rescheduling of Games

There will be no rescheduling of Games except in Finals.

6. Points Allocated for a Game

6.1. Points for a win, tie or bye

Side win	**10 points**
Side tie	**5 points**
Team win	**2 points**
Team tie	**1 point**
Bye	**No points**

6.2. Points for a side receiving a walkover*

12 players per side	**16 points, plus 15 shots**
8 players per side	**14 points, plus 15 shots**

*Note: A Walkover results from a clubs' inability to meet its commitment to field a side. This includes a walkover resulting from a side withdrawal after the competition has commenced. Available players in sides giving a walkover will not have the game counted as part of eligibility for finals qualification purposes.

6.3. Penalty for a side giving a walkover**

12 players per side	**0 points, minus 15 shots**
8 players per side	**0 points, minus 15 shots**

**Note: This includes a walkover resulting from a side withdrawal after the competition has commenced.

6.4. Points for a side receiving a forfeit are below, unless the score at the time of forfeiture is greater than the below table, then the higher score shall be recorded. ***

12 players per side	**16 points, plus 15 shots**
8 players per side	**14 points, plus 15 shots**

***Note: A forfeit is a penalty for an infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Constitution, BV Regulations, BV Policies or BV Condition of Play.

6.5. Points for a side giving a forfeit are below, unless the score at the time of forfeiture is greater than the below table, then the higher score shall be recorded.****

**** Unless the scores are such that a side must win the game if all remaining ends were played

6.6. Points for an abandoned game*****

(Refer criteria for abandoned game Section 1, Clauses 28, 29, 38 and Section 2, Clause 4)

12 players per side	**8 points, no shots**
8 players per side	**7 points, no shots**

***** Unless the scores are such that a side must win the game if all remaining ends were played

7. Inclement Weather, Play Commencement, and Interruption to Play

7.1. Due to heat - clubs must use the Temperature Measuring Devices (TMD's) to measure the heat. The placement of TMD's is to be on the green used for play where possible but not under cover. If the TMD cannot be placed on the green of play it must be placed as close as possible to that green.

7.1.1 Play cannot commence:

7.1.1.1. If the temperature registering on the TMD records a temperature of 35 degrees Celsius or above at the scheduled commencement time of the game, play will be immediately suspended for up to 1 hour. If at any stage after play has been suspended the temperature falls to below 35 degrees Celsius, play must be commenced.

7.1.1.2 If the temperature does not fall below 35 degrees Celsius within 1 hour of play being suspended, the game is abandoned.

7.1.1.3 The MPBR match Committee reserves the right to cancel a round of pennant if the predicted temperature is extreme.

7.1.2 Play has commenced:

7.1.2.1 If the temperature at the club's Temperature Measuring Device has reached 35 degrees Celsius or above at any time after play commences, play will be immediately suspended for up to 1 hour. It is the responsibility of the side managers to record the time that play is suspended.

7.1.2.2 If at any stage after play has been suspended the temperature falls below 35 degrees Celsius, play must resume immediately, with no time given for side or team meetings.

7.1.2.3 If the temperature fails to fall below 35 degrees Celsius after play has been suspended for 1 hour, the game will be abandoned.

7.1.2.4 Midweek and weekend pennant games that are interrupted or not will be abandoned after 5 hours from the scheduled start time.

7.2 Inclement weather other than heat

7.2.1 Play cannot commence:

7.2.1.1 If play cannot commence at the scheduled commencement time of the game, play may be suspended for up to 1 hour.

7.2.1.2 If after 1 hour of play being suspended the game cannot commence, the game will be abandoned.

7.2.2 Play has commenced:

7.2.2.1 If after 1 hour of play being suspended the game cannot continue, the game will be abandoned. It is the responsibility of the side managers to record the time that play is suspended.

7.2.2.2 Every effort must be made to complete any ends in progress prior to leaving the green.

7.2.2.3 Midweek and weekend pennant games that are interrupted or not, will be abandoned after 5 hours from the scheduled start time.

7.3 If lightning is present:

7.3.1 Play should be immediately suspended if the time between seeing a Lightning flash and hearing a thunderclap is less than 30 seconds, which Indicates the thunderstorm is within 10km of the venue. This includes Outdoor covered greens.

Only venues that are completely closed in can continue play while there is Lightning present. Players should go inside an enclosed building and stay Inside until 30 minutes after the last sight of lightning.

7.3.2 Bowlers' arms, bowls lifters and umbrellas should not be handled when lightning is present.

7.4 Air Quality Ratings:

7.4.1 Hazardous rating:

7.4.1.1 If the EPA Air Quality www.epa.vic.gov.au/EPAAirWatch Forecast for Mornington Peninsula is rated as Hazardous two hours prior to the scheduled start time of a pennant game, then that round of pennant will be abandoned.

7.4.1.2 This will be communicated to all clubs as per Section 2, Clause 4 in the Conditions of Play.

7.4.1.3 All points will be shared for all games in accordance with the provisions of Section 2, Clause 7.6.

7.4.2 Poor or Very Poor rating:

7.4.2.1 If the EPA Air Quality www.epa.vic.gov.au/EPAAirWatch Forecast for Mornington Peninsula is rated as Poor or Very Poor, two hours prior to the scheduled start time of a pennant game, then the following will apply.

7.4.2.2 All clubs will be sent a notification of the Forecast with guidance on how to use the Conditions of Play to deal with Air Quality as it pertains to inclement weather (other than heat).

7.4.2.3 All fines for walkovers due to air quality will be waived to ensure that clubs and players are not pressured into playing in unsafe conditions.

7.5 **'Code Red' or Total Fire Ban Day scheduled on day of play:**

If a 'Code Red' Day is announced for the Central Fire District on a day of play, by the Bureau of Meteorology, all pennant competitions will be abandoned, and no results will be required to be submitted.

7.6 Leaving the green, interruption to play and stoppage:

7.6.1 No player can leave the green without permission of their opponent, in accordance with Law 32.1. If an opponent refuses permission the player can appeal to the umpire.

7.6.2 After 10 minutes has elapsed from commencement of an interruption to play as determined by the side manager's agreement, or the umpire of the day or greenkeeper, the interruption becomes a stoppage as per Law 33.

7.6.3 If the interruption to play exceeds ten minutes, then the interruption becomes a stoppage and Law 33 applies. After a stoppage of play and if all bowls have not been played or the number of shots not agreed to, the end must be declared dead, in accordance with Law 33.

7.6.4 If the game stoppage exceeds one hour the game becomes abandoned, Law 55.3.4. (Refer Clause 28).

8 Post-Sectional (Finals) game abandoned due to weather.

8.1 If a post sectional (finals) game is abandoned after play has commenced and a minimum 45 ends were completed for a 12-player game, or 30 ends were completed for an 8-player game, then the game will be awarded to the side that has the higher number of total shots at the time the game is abandoned.

8.2 If a post sectional (finals) game is abandoned before play starts or after play has commenced and a minimum 45 ends have not been completed for a 12-player game, or 30 ends have not been completed for an 8-player game, it will be rescheduled and completed under such conditions as the MPBR decides.

9 Awarding of Points for Abandoned Games

9.1 When play is abandoned by the Regional Pennant Committee for all games in a round, the points will be shared as per an abandoned game. Refer Section 2 Clause 6.6.

9.2 For Sectional games, when play has commenced and the game is subsequently abandoned under Section 1, Clause 28 (Game Abandoned by Side Manager Agreement) or Section 2, Clause 7 (Inclement Weather, Play Commencing and Interruption to Play), or Section 1, Clause 38 (Death of a Player), and the following minimum number of ends in total have been completed:

- 45 ends being completed for a 12-player game
- 30 ends being completed for an 8-player game

then the game will be awarded to the side that has the higher number of total shots at the time the game is abandoned, and points shall be allocated in accordance with the provisions of Section 2, Clause 6.1.

If the game is abandoned prior to the above number of ends being completed, the maximum available points will be shared equally as for an abandoned game (Section 2, Clause 6.6).

9.3 For a round to be completed 75% of the games in that Division must be completed or partially completed Refer Section 2 Clause 9.2

SECTION 3 – MIDWEEK PENNANT FORMAT

1. Format of Play

1.1 Division 1-7

- Divisions to comprise of eight (8) sides where possible.
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

Section Finals

Section Semi Final

1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final

3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final

Loser of section semi-final v winner of elimination final at venue of losing section semi-finalist.

Sectional Final

Winner of section semi-final v winner of section prelim final at a venue to be advised by MPBR

1.2 Divisions 8 & 9

- Divisions can comprise of more than eight (8) sides
- 14 rounds to be played (Home and Away)
- 8 players per side, 4 players per team, 2 bowls per player, 21 ends

Section Finals

Section Semi Final

1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final

3 v 4 at the venue of the side finishing higher on the ladder.

Section Prelim Final

Loser of section semi-final v winner of elimination final at venue of section semi-final loser.

Sectional Final

Winner of section semi-final v winner of section prelim final at a venue to be advised by MPBR.

2. Scheduling of Games for Sectional Play

2.1. Play begins at 10-00 am with two trial ends

2.2. No practice is to be held prior to the commencement of the two trial ends.

3. Scheduled Breaks – Divisions 1-9

3.1. A 30-minutebreak is to be taken, a bell will be rung at 11-45am, and no new ends are to be commenced after the bell, including ends declared 'dead'.

3.2. Subject to any variation in the start time the scheduled break may be varied or removed by agreement between the side managers.

4. Scheduling of Games for Finals

All finals may be scheduled by MPBR or the relevant Regional Pennant Committee on a Tuesday**.**

5. State Pennant Championship Representation

The winner of Division 1 will be the MPBR representative in the Champion of State Pennant event.

6. Promotion & Relegation

The Method to be used in deciding if a side is eligible for promotion or relegation in Pennant will be subject to the format and divisional play decided each season by the MBPR. Should situations arise which fall outside the rules and regulations, good judgment will apply.

6.1 At the conclusion of the home and away pennant games for the 2025-26 pennant season the bottom side in each Division will be relegated to the next lowest Division.

6.2 At the conclusion of the finals those sides which won the final will be promoted to the next highest Division.

6.3 In Division 1 a club can have only one (1) side represented.

6.4 **I**n Divisions 2 and below a club can have a maximum of two (2) sides represented in the same Division.

SECTION 4 – WEEKEND PENNANT FORMAT

1 Format of Play

Weekend Pennant competitions.
Divisions 1 to 10

1.1 Division 1

- Division can comprise of more than eight (8) sides in each Division
- 18 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

Division Finals
Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Preliminary Final
Loser of section semi-final v winner of section elimination final at venue of section semi-final loser.

Section Grand Final
Winner of section semi-final v winner of section preliminary final at a venue to be advised by MPBR.

1.2 Divisions 2-8

- Divisions can comprise of more than eight (8) sides in each Division
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

Division Finals
Section Semi Final
1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final
3 v 4 at the venue of the side finishing higher on the ladder.

Section Preliminary Final
Loser of section semi-final v winner of section elimination final at venue of section semi-final loser.

Section Grand Final
Winner of section semi-final v winner of section preliminary final at a venue to be advised by MPBR.

1.3 Divisions 9 & 10

- Divisions can comprise of more than 8 sides in each Division.
- 14 rounds to be played (Home and Away).
- 8 players per side, 4 players per team, 2 bowls per player, 21 ends

Division Finals

Section Semi Final

1 v 2 at the venue of the side finishing higher on the ladder.

Section Elimination Final

3 v 4 at the venue of the side finishing higher on the ladder.

Section Preliminary Final

Loser of section semi-final v winner of section elimination final at venue of section semi-final loser.

Section Grand Final

Winner of section semi-final v winner of section preliminary final at a venue to be advised by Pennant Match Committee.

2 Scheduling of Games for Sectional Play

2.1 Play is scheduled to commence at 1 pm, with two trial ends to commence at 12.45 pm

2.2 Practice is to cease at 12-15 pm.

3 Scheduled Breaks

A 15-minute break can be taken; a bell will be rung at 2.40 pm and no new ends are to be commenced after the bell including ends declared 'dead'. If there is agreement between both side managers, the break can be waived. Subject to any variation in the start time the scheduled break may be varied by agreement between the side managers

4 Scheduling of Games for Finals

All finals may be scheduled by MPBR for Friday Night, Saturday, Saturday Night or Sunday.

5 State Pennant Representation

The winner of Division 1 will be the MPBR representative in the Champion of State Pennant event

6 Promotion & Relegation

The Method to be used in deciding if a side is eligible for promotion or relegation in Pennant will be subject to the format and divisional play decided each season by the MBPR. Should situations arise which fall outside the rules and regulations, good judgment will apply.

6.1 At the conclusion of the home and away games for the 2025-26 pennant season the two bottom sides in each Division will be relegated to the next lowest Division.

6.2 At the conclusion of the finals those sides which won the final will be promoted to the next highest Division.

6.3 In Division 1 a club can only have one (1) side represented.

6.4 In Divisions 2 and below a club can have a maximum of two (2) sides represented in the same Division.