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Ultimate Bowls Championship Conditions of Play

Ultimate Week 2023

Version: 27/07/2023



Version Control

The conditions of play and referenced documents may be updated as required due to ongoing planning.

EVENT	Ultimate Bowls Championship (UBC)
DATES	Ultimate Bowls Week, August 6 th – 11 th 2023
VENUE	Warilla Bowls and Recreation Club, NSW, Australia

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1. Entry Conditions & Eligibility

All players are to be affiliated with a National Authority that is a member of World Bowls (WB) or International Bowls for the Disabled (IBD).

All players must be registered with the Ultimate Bowls Championship prior to the commencement of the UBC Draft each year, with exception to the members of the various official UBC qualifying teams – UBC Challengers.

The controlling body may elect to change the eligibility of players in certain circumstances relating to travel restrictions.

2. Controlling Body

Organising Committee:

- Ultimate Bowls CEO/Competition Manager: Mark Casey
- Competition Assistant Managers: Rebecca Jelley, Chris Green and Edward Jelley
- Ultimate Bowls: UBC director(s) or representative(s)

3. UBC Format

All matches will be conducted under the following format;

- Three bowl pairs
- Five ends per match
- The jack length will be pre-determined at 26 metres. There will be a coloured spot for the placement of the mat and jack on each rink. This will be in the same position for every match.
- Players are responsible for all measuring, chalking touchers, and setting up of the jack each end.
- There will be 30 second shot clock for all deliveries. Slow play will not be tolerated.
- Each team is entitled to one time out per match. This adds an additional 30 seconds to the shotclock for that one bowl. The team must clearly indicate to the shotclock attendant and their opponents before the initial 30 seconds runs out that they wish to use their time out.

4. Team Composition

All players must compete in a minimum of **five** matches during the sectional play at each event. Teams that fail to abide by this rule will forfeit any points awarded to them during the event.

There are to be no substitutions following the commencement of any matches. The starting players must play all five ends of the match.

5. Replacement and Substitute Players

All players must be available for all three UBC events. In the event a player becomes unavailable due to uncontrollable circumstances, the team owner is required to notify the UBC in writing with the information concerning the unavailable player. The UBC organising committee will then decide on the course of action.



If a team change is approved for the event, the team owner must select a substitute player from the UBC registered players' list.

There are to be no replacement players. The only grounds permitted will be medical and extenuating circumstances. In all instances, evidence and supplementary documentation will be required, and in the case of medical grounds independent medical advice will be sought.

6. Arrangement for Practice

The practice schedule will be sent out to all team owners prior to the event. The schedule is subject to change depending on the set-up requirements of the TV rink.

7. Competition Draw for Main Draw Disciplines

- Teams will be divided up into two sections of 13
- Teams will play each other once in their section.

Ultimate Bowls Week – Event 1: Sectional draw:

Section A	Section B
Bowls Asia Eagles Brighton Blue Devils Dandenong Club Deerk Park Club Gold Exodas blue Flem Ken Colts Moama Green NCE Raptors Pialba Phoenix South Island Storm Southern California Tsunami St Johns Park Saints Whittlesea Eagles	Bowls Asia Tigers Bundoora Deer Park Chargers Blue Exodas White Golden State Moama Black New Lynn Spiders Port Sorell Sharks Streaky Bay Sharks Superloop Challengers The Point UBC Wildcard Warilla Gorillas

Ultimate Bowls Week – Event 2: Sectional draw:

Section A	Section B
Bowls Asia Eagles Bowls Asia Tigers Brighton Blue Devils Deerk Park Club Gold Exodas White Golden State Moama Green NCE Raptors New Lynn Spiders St Johns Park Saints Superloop Challengers The Point Warilla Gorillas	Bundoora Dandenong Club Deer Park Chargers Blue Exodas blue Flem Ken Colts Moama Black Pialba Phoenix Port Sorell Sharks South Island Storm Southern California Tsunami Streaky Bay Sharks UBC Wildcard Whittlesea Eagles



Ultimate Bowls Week – Event 3: Sectional draw:

Section A	Section B
Bowls Asia Tigers	Bowls Asia Eagles
Bundoora	Brighton Blue Devils
Dandenong Club	Deer Park Club Blue
Exodas blue	Deer Park Club Gold
Moama Black	Exodas White
NCE Raptors	Flem Ken Colts
Pialba Phoenix	Golden State
Port Sorell Sharks	Moama Green
South Island Storm	New Lynn Spiders
Streaky Bay Sharks	Southern California Tsunami
Superloop Challengers	St Johns Park Saints
The Point	UBC Wildcard
Warilla Gorillas	Whittlesea Eagles

8. Sectional Placings

Overall Team placings within each section are determined by win/draw/loss then if all square, by points differential.

During sectional play, the following game points are awarded;

Win = 3 points

Draw = 1 point

Loss = 0 points

9. Post Sectional Draw

All post sectional matches will be of knock-out format.

The preliminary-final draw will be as follows:

- PF 1 – Section A 6th placed v Section B 3rd placed
- PF 2 – Section A 4th placed v Section B 5th placed
- PF 3 – Section B 4th placed v Section A 5th placed
- PF 4 – Section B 6th placed v Section A 3rd placed

Teams that finish 1st and 2nd in their sections at the conclusion of the sectional rounds will progress through to the quarter-final stage.

The quarter-final draw will be as follows:

- QF 1 - Section A 1st placed v winner of PF 1
- QF 2 - Section B 2nd placed v winner of PF 2
- QF 3 - Section A 2nd placed v winner of PF 3
- QF 4 - Section B 1st placed v winner of PF 4

The semi-final draw will be as follows:

- The winner of QF 1 and the winner of QF 2 will advance to SF 1
- The winner of QF 3 and the winner of QF 4 will advance to SF 2
- The winner of SF 1 and SF 2 proceed to the Final



10. Tiebreakers

During the knockout stages, a tiebreaker must be conducted to determine a winner should the game conclude in a draw.

The format of this tiebreaker is as follows;

One bowl is played per team member (only players that were participating in that match will be required to play in the tie-break). Leads play first (order determined by a coin toss), followed by the skips. The winner of the tiebreaker is the team holding the shot at the conclusion of the four bowls. No other points, such as those previously allocated for touchers, are awarded during a tiebreaker.

11. Rink Allocations

Rink allocations are subject to change at any time prior to the start of a round, at the discretion of the controlling body.

We will attempt to ensure no team plays on the same rink two matches in succession.

Please ensure competing players are at their allocated rinks as early as possible as the event will be running to a strict timing schedule for live TV.

12. Scoring

- 10 points will be awarded for the shot (closest bowl at the conclusion of the end)
- 5 points will be awarded for the 2nd shot (2nd closest bowl at the conclusion of the end)
- 3 points will be awarded for the 3rd shot (3rd closest bowl at the conclusion of the end)
- 3 points will be awarded to the team who holds shot at the conclusion of the leads' bowls
- 3 points will be awarded for each toucher

The two skips will decide who holds shot at the conclusion of the leads' bowls. If it is undecided, then the official or players can conduct a measure to determine who has shot. If this still cannot be decided, then **3 points are awarded to each team.**

If there are three bowls equidistant to the jack after the 6th bowl when allocating lead shot the team with two bowls in the tie gets the lead shot (3 points).

At the conclusion of an end, in the rare occasion that an official cannot determine the closer of two bowls, one of the following four advanced scoring scenarios will apply;

- A) **1st equal = 10 points each team**, 3rd shot = 3 points
- B) 1st = 10 points, **2nd equal = 5 points each team**
- C) 1st = 10 points, 2nd = 5 points, **3rd equal = 3 points each team**
- D) **1st equal = 10 points each**, 3rd equal = 3 points each

If there are three bowls equidistant to the jack after the 12th bowl of end then 20 points will be allocated to the team with two bowls in the tie and 10 points to the team with one bowl in the tie.

The designated timekeeper will ensure the shot clock does not commence until the measure is completed.



At the conclusion of every match, a player from each team will be asked by an official to check the scores are accurate and sign off on the card. Once the scores have been deemed accurate by both players, the scores will be final and cannot be changed.

13. Slow play policy

There will be a 30 second shot clock in place for all deliveries.

Leads can only follow their last bowl of the end.

Skips can only follow their 2nd and 3rd bowl of the end.

14. Trial Ends

There will be no trial ends.

15. Alterations to the Format of Games

The Controlling Body reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as is practicable.

16. Restricting Movement of Players during Play

As per our slow play policy, leads cannot visit the head until after their last bowl, and skips cannot visit the head until after their 2nd bowl.

17. Re-Spotting the Jack

All dead ends will be re-spotted on the T (2 metre mark). In the event where the T is occupied, the jack will be re-spotted on the centre line (towards the mat end of the rink) in the nearest vacant position to the 2 m mark but not touching a bowl.

18. Footwear and Attire

- As per the Laws of the Sport of Bowls.
- All uniforms will be supplied by the UBC.
- At no time will teams be allowed to wear any clothing during matches other than what has been provided and approved by the UBC.
- There are no stickers to be used at any time during all matches.



19. Bowls

There will be only two colours of bowls used in the UBC – orange and mid-blue. No player will be able to use any other colour at any stage in the event. All bowls will need to be approved by the UBC controlling body prior to using them in the event. UBC will provide a pool of sets of bowls for all players to use throughout each event.

Players will need to sign the set of bowls out from the UBC team prior to a match. The Player will then register the set back in with the UBC team at the conclusion of their match. No player or team can keep any set of bowls (from the UBC pool) for the duration of the event.

The UBC cannot guarantee any player that their preferred set of bowls (make, model, size etc.) will be available at any stage. Team owners can purchase their own bowls for the UBC events, as long as the colours are approved by the UBC.

20. Jury of Appeal

A Jury of Appeal of three people shall be appointed for the purpose of deciding upon any points not provided in the conditions of play and/or for dealing with any referrals or appeals from decisions made by umpires and/or the Controlling Body. Any referrals or appeals shall be made in accordance with the Laws of the Sport of Bowls and any World Bowls Regulations.

The Jury of Appeal is

- Ultimate Bowls CEO/Competition Manager: Mark Casey
- Competition Assistant Managers: Rebecca Jelley, Chris Green and Edward Jelley
- Neutral Representative: Host Venue representative or UBC representative (Technical Official)

If a member of the Jury of Appeal becomes unable to complete their role on the Jury of Appeal, the UBC shall have the power to immediately appoint another person in their place.

The functions of the Jury of Appeal shall be to:

- Hear and determine any allegation of misconduct properly made under the Conditions of Play or Laws of the Sport of Bowls.
- Hear and determine any disputes.
- Hear and determine any appeals.

21. Other Laws, Regulations & Policies

All other Laws, Regulations & Policies other than stated above shall conform to the World Bowls Articles of Association, Regulations and the Laws of the Sport of Bowls, Crystal Mark Third Edition, as approved by World Bowls.

22. Prizemoney

Per Event:

1st: \$32,000

2nd: \$20,000

3rd – 4th: \$10,000

5th – 8th: \$5,000

Golden Touch \$500 (pro-rated if shared title)

Overall Ultimate Team: \$1000 per player