



***FUN. FAST. FRESH.***

Ultimate Bowls Championship  
Conditions of Play

Ultimate Week 2024

Version: 27/11/2024



## Version Control

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

<b>EVENT</b>	Ultimate Bowls Championship (UBC)
<b>DATES</b>	Ultimate Bowls Week, December 1 <sup>st</sup> – 6 <sup>th</sup> 2024
<b>VENUE</b>	Dandenong Club, VIC, 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.

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 12
- Teams will play each other once in their section.

### Ultimate Bowls Week – Event 1: Sectional draw:

<b>Section A</b>	<b>Section B</b>
Broadbeach Bulls	Adelaide Heat
Dandenong Club Blue	Bundoora
Deer Park Club Blue	Dandenong Club Orange
Deer Park Club Gold	Exodas
Elmwood Park Saints	Flem Ken Colts
Golden State	Moama Green
Melbourne Falcons	Port Sorell Sharks
Moama Black	Southern Stars
NCE Raptors	St John's Park Saints
North QLD Oz E Cool Roos	Superloop Challengers
UBC Wildcard	Team Phoenix
Western Wolves	Warilla Gorillas

### Ultimate Bowls Week – Event 2: Sectional draw:

<b>Section A</b>	<b>Section B</b>
Bundoora	Exodas
Dandenong Club Orange	Adelaide Heat
Deer Park Club Blue	Broadbeach Bulls
Deer Park Club Gold	Dandenong Club Blue
Elmwood Park Saints	Flem Ken Colts
Golden State	Melbourne Falcons
Moama Green	Moama Black
NCE Raptors	North QLD Oz E Cool Roos
Port Sorell Sharks	Southern Stars
Superloop Challengers	St John's Park Saints
Team Phoenix	UBC Wildcard
Warilla Gorillas	Western Wolves



## Ultimate Bowls Week – Event 3: Sectional draw:

<b>Section A</b>	<b>Section B</b>
Dandenong Club Blue	Adelaide Heat
Dandenong Club Orange	Broadbeach Bulls
Deer Park Club Blue	Bundoora
Elmwood Park Saints	Deer Park Club Gold
Flem Ken Colts	Exodas
Melbourne Falcons	Golden State
NCE Raptors	Moama Black
North QLD Oz E Cool Roos	Moama Green
Port Sorell Sharks	Superloop Challengers
Southern Stars	Team Phoenix
St John's Park Saints	UBC Wildcard
Warilla Gorillas	Western Wolves

### 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

Bonus Point

Loss or Draw but team has scored 63 or more in the game = 1 point

### 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 6<sup>th</sup> placed v Section B 3<sup>rd</sup> placed
- PF 2 – Section A 4<sup>th</sup> placed v Section B 5<sup>th</sup> placed
- PF 3 – Section B 4<sup>th</sup> placed v Section A 5<sup>th</sup> placed
- PF 4 – Section B 6<sup>th</sup> placed v Section A 3<sup>rd</sup> placed

Teams that finish 1<sup>st</sup> and 2<sup>nd</sup> 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 1<sup>st</sup> placed v winner of PF 1
- QF 2 - Section B 2<sup>nd</sup> placed v winner of PF 2
- QF 3 - Section A 2<sup>nd</sup> placed v winner of PF 3
- QF 4 - Section B 1<sup>st</sup> 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 2<sup>nd</sup> shot (2<sup>nd</sup> closest bowl at the conclusion of the end)
- 3 points will be awarded for the 3<sup>rd</sup> shot (3<sup>rd</sup> 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 6<sup>th</sup> 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) **1<sup>st</sup> equal = 10 points each team**, 3<sup>rd</sup> shot = 3 points
- B) 1<sup>st</sup> = 10 points, **2<sup>nd</sup> equal = 5 points each team**
- C) 1<sup>st</sup> = 10 points, 2<sup>nd</sup> = 5 points, **3<sup>rd</sup> equal = 3 points each team**
- D) **1<sup>st</sup> equal = 10 points each**, 3<sup>rd</sup> equal = 3 points each

If there are three bowls equidistant to the jack after the 12<sup>th</sup> bowl of an 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 2<sup>nd</sup> and 3<sup>rd</sup> bowl of the end.

The shotclock will only start for Bowl 7 once Lead's shot has been declared as this may require a measure.

### **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 2<sup>nd</sup> 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 any match.



## 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 unless the colour is listed in the table below. 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 or players can purchase their own bowls for the UBC events, as long as the colours are approved by the UBC.

### UBC Approved bowls colours

Aero	Azure
	Delta
	Ocean
	Sharks
	Sharks-Azure-Sharks
Drake pride	Classic Blue/Blue
	Classic Blue/Pink
	Classic Mid Blue fluoro
	Harlequin Sky Blue
Greenmaster	Dark Blue
Henselite	Bermuda
	Breaze
	Denim
	Mid Blue/Light Blue/Sky Blue
	Midnight
	Surf
Taylor	Blue Mint
Taylor	Blue White

Aero	Sunburst
	Sunrise
	Outback
Greenmaster	Amber
Henselite	Sunburst
Taylor	Amber





## 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 Fourth Edition, as approved by World Bowls.

## 22. Prizemoney

Per Event:

1<sup>st</sup>: \$32,000

2<sup>nd</sup>: \$20,000

3<sup>rd</sup> – 4<sup>th</sup>: \$10,000

5<sup>th</sup> – 8<sup>th</sup>: \$5,000

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

Overall Ultimate Team: \$1000 per player