

PERSONAL TRUST ALL CAPE TOURNAMENT 2026 – CONDITIONS OF PLAY

The Tournament shall be played in accordance with

- 🌿 **THE LAWS OF THE SPORT OF BOWLS (CRYSTAL MARK VERSION 4),**
- 🌿 **THE DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA, and the**
- 🌿 **CONDITIONS OF PLAY set out hereunder.**

1. CONTROLLING BODY

- 🌿 **The Tournament shall be under the control of EASTERN PROVINCE BOWLS through the Tournament Committee, and in association with the Jury of Appeal.**
- 🌿 **Should any point arise which is not covered by the foregoing, the decision of the Controlling Body shall be final and binding.**

2. JURY OF APPEAL

- 🌿 **The Jury of Appeal shall consist of one member from each of the following:**
- 🌿 **The 2024 All Cape Tournament Committee**
- 🌿 **The Eastern Province Bowls Executive**
- 🌿 **The Convenor of Eastern Province Bowls Technical Officials Standing Committee**

3. TEAM DECLARATION

- 🌿 **The skip of each team shall declare the members of his/her team before the first game is played (including the names of any reserves, if applicable).**
- 🌿 **Thereafter no alterations or additions will be permitted.**
- 🌿 **Correct names and full initials in CAPITAL letters as well as BSA membership numbers shall be recorded.**

4. REPORTING FOR PLAY & GREEN FEES

- 🌿 **On arrival at the venue of play each day (for the entire duration of the Tournament), skips shall register their presence immediately to the Club Tournament Official.**
- 🌿 **The skip shall pay, upon registration, for any lunches that have been ordered.**
- 🌿 **The daily green fee per player is included in the entry fee ... and is not refundable irrespective of whether or not a team has a bye in any morning/afternoon session.**

5. WARMING UP

- 🌿 **Players may, before commencement of play, obtain permission of the Club Tournament Official to warm-up on the same green of play but not in the same direction of play.**
 - 🌿 **Playing to a jack, or use of a mat, is not permitted during warming-up sessions.**
 - 🌿 **All warming up must cease 10 minutes before the official start of play.**
 - 🌿 **Greens staff have right of way and players must allow them to fulfil their duties.**

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6. PRACTICE

- ✦ A team awarded a walkover or having a bye may, at the discretion of the Club Tournament Official, play or practice on a rink on the green allocated to the Section concerned.
- ✦ Playing to a jack and using a mat is permitted.

7. TRIAL ENDS

- ✦ One trial end in each direction may be played prior to the commencement of a game.

8. START OF PLAY

- ✦ At the start of the game, the winner of the toss shall decide whether to take the mat and deliver the jack or let the opposing team play first.
- ✦ At the start of the second and subsequent ends, the winner of the previous end must take the mat and deliver the jack.
- ✦ If the end is drawn, the winner of the last scoring end must take the mat and deliver the jack.
- ✦ There are no burnt ends; the jack is to be re-spotted at the 2m mark.

9. FORMAT OF PLAY

- ✦ The Tournaments are played separately according to gender and shall be played on a league basis, in sections of not more than 10 teams, 21 ends per game, with all teams in a section playing each other.
- ✦ Games during sectional play not to exceed three and a half (3½) hours in total, calculated from the official starting time (09h00) for the morning session and 14h00 for the afternoon session.
- ✦ Where there is only 1 game per day, the starting time will be at 09h00.
- ✦ A warning bell will be sounded ten (10) minutes prior to the expiry time and any games still in progress when the final bell is sounded are to cease at the completion of the end in progress.
- ✦ The score at the completion of the end in question will be taken as the final result.
- ✦ Should an end be made dead after the final bell has been sounded, the jack must be re-spotted on the 2m mark and the end played to its completion.
- ✦ Should a game be stopped due to inclement weather, the time will be extended by the equivalent amount of time for the delay, subject to the availability of time and at the discretion of the Tournament Committee.
- ✦ Section winners will proceed to play on a knock-out basis in the Championship event, the runners-up in each section shall compete on a knock-out basis in the Plate event and the 3rd placed in the Bowl event.
- ✦ No time limit will apply during the knock-out stages of the Tournament.

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10. SCORING

- 🌿 In sectional play:
 - 🌿 Two points shall be awarded for a win and one for a draw.
 - 🌿 Should play be abandoned for any reason, a minimum of 15 ends must be played to constitute a game and the score at the completion of the 15th end shall be the final score for that game. If more than 15 ends have been completed, the score at the greatest number of completed ends by all teams in the section will count.
 - 🌿 The winner of the section qualifies for the championship playoffs, the 2nd place qualifies for the plate playoffs and the 3rd place qualifies for the bowl playoffs. In the event of there being teams with equal number of points, then the winner shall be decided by the following sequential criteria.
 - 🌿 Net score
 - 🌿 Shot percentage (i.e. shots for, divided by shots against)
 - 🌿 The game played between the two teams during sectional play.
 - 🌿 If that game was drawn, the winner will be decided by the spin of a coin.
- 🌿 In knock-out play:
 - 🌿 An extra end/s shall, where necessary be played to achieve a result.
 - 🌿 A team may concede in knock-out play once their losing margin either in points or shots is greater than the total number of possible points or shots in the ends still to be played.
 - 🌿 In knock-out play; should play be abandoned, the winning team shall be the team leading at the time of abandonment irrespective of the number of ends completed.
 - 🌿 Should no ends be completed at the time of abandonment then the winners shall be determined by the toss of a coin.
- 🌿 Should a team withdraw for any reason after commencement of the Tournament, all their completed results up to the point of withdrawal shall stand.
 - 🌿 That game and the remainder of the games shall be forfeited and the opposing team/s for that and the remaining un-played games shall be
 - 🌿 allocated two (2) points and
 - 🌿 the net total shots equal to the average net shots scored by the winners of all the other games played in the same round/s of the same section.

11. RE-SPOTTING THE JACK (one re-spot position)

- 🌿 **ENDS MADE DEAD SHALL NOT BE REPLAYED.**
 - 🌿 In the event of an end being made dead the jack will be re-spotted on the two (2) metre mark.
 - 🌿 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 20 metre from the mat line, the end must not be declared dead.
 - 🌿 Instead, the jack must be placed with the nearest point of the jack to the mat line and the spot which is two (2) metres from the ditch and on the centre line. Play must continue.
 - 🌿 Should this spot be partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with that

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spot and the corresponding spot on the opposite end of the rink, without touching a bowl.

12. RESTRICTING THE MOVEMENT OF PLAYERS DURING PLAY

- ✔ The provisions of Appendix A.4 of the Laws of the Sport of Bowls, Crystal Mark Version 4, specifying the circumstances under which players are allowed to walk up to the head, shall apply.
 - ✔ A lead, second and third player may only visit the head after they have both played both of their bowls.
 - ✔ The skip may visit the head after each bowl has been played.
 - ✔ There is no restriction in the laws as to when players must move to the mat end except to play his/her bowl.
 - ✔ When a player at the head walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their first bowl.

13. INTERRUPTION OF PLAY

- ✔ A game in progress may be stopped by the Tournament Committee or upon appeal by the players to the Umpire, on account of darkness, adverse weather conditions, or any other valid reason.
 - ✔ The Technical Official shall submit the appeal to the Club Tournament Official who shall immediately seek the instruction of the Tournament Committee.
 - ✔ All play must cease immediately upon the bell (or other signalling device) being rung.
 - ✔ Incomplete ends shall be restarted should the game be resumed.
- ✔ In the event of adverse weather conditions or for any other valid reason, the Tournament Committee shall have the right to curtail the number of rounds or ends as well as to determine the winners/runners-up of each section on a lesser number of rounds.

14. DISTINCTIVE MARKING OF BOWLS AND LEGALITY

- ✔ Bowls in a set of four must have distinctive and similar markings on each side and shall not have been tampered with.

15. STICKERS

- ✔ Stickers are allowed provided that all members of the team have them affixed to their bowls.

16. INTERCHANGE OF PLAYERS

- ✔ No interchange of players will be allowed during the course of a game.

17. RESERVES AND SUBSTITUTES

- ✔ Two reserves that are bona fide members of the same Club may be registered with the team prior to the commencement of the Tournament.
 - ✔ Should a registered reserve act as a substitute for a different team, such reserve shall forfeit the right to be the reserve for the team he/she was originally registered for.

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- ✦ A substitute shall be permitted to replace a player who fails to appear within the maximum waiting period of 30 minutes after the scheduled commencement or restart of a game.
- ✦ A substitute shall also be permitted for a player who, for any valid reason acceptable to both skips and the Tournament Committee, is compelled to withdraw during the course of a game.

18. DRESS

- ✦ All players must be dressed (including correct footwear) in compliance with the Laws of the Sport of Bowls.
 - ✦ Coloured clothing may be worn subject to all members of the team being uniformly dressed.
 - ✦ Players may not wear clothing with branding representing opposition companies of Personal Trust.
 - ✦ This does not include Club Colours containing such branding.

19. ALCOHOL, TOBACCO AND CELLULAR TELEPHONES

- ✦ Smoking (including artificial devices or e-cigarettes such as Twisp), Alcohol, Cell phones and handheld TV devices will not be permitted within 2 metres of the green while play is in progress. The use of “two –way” radios is strictly prohibited.
- ✦ The penalty for transgressing is as follows:
 - ✦ upon the first offence the Technical Official will warn the player via the Skip and record the players name and Club/District.
 - ✦ Upon any subsequent offence by the same player, the Technical Official shall report the player to the Controlling Body, who shall take suitable action, which may include suspending the player from playing in the next round.
 - ✦ Should a player commit another offence thereafter, he/she will be banned from taking part in the Tournament and be suspended from playing in the Personal Trust All Cape until after the completion of the Tournament the following year.
 - ✦ A registered reserve may be used, or a draw for a substitute will be allowed.
 - ✦ If the offence is committed in the last round, the penalty will be carried forward to the relevant Tournament for the following year.
 - ✦ The player has the right of appeal to the Jury of Appeal.
 - ✦ The attitude of the player and the circumstances will contribute to any decision taken by the Controlling Body.

20. DEFAULTERS

- ✦ All teams are expected to fulfil their obligations to play all rounds of sectional play.
- ✦ Should a team withdraw before the conclusion of sectional play without a reason acceptable to the Tournament Committee or be part of a “rigged” game, the members of such a team render themselves liable to disciplinary action by their respective Districts.



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21. COACHING

- ✦ Coaching during a game is permitted; subject to the requirement of Law 44 on page 99 of The Laws of the Sport of Bowls, Crystal Mark Version 4, being met.

22. PRIZES AND CERTIFICATES

- ✦ Prizes will be awarded to the winners and runners up, in the Championship, Plate and Bowl events.
- ✦ Prize winners, attired in bowling dress, are required to be in attendance at the Prize Giving which will be held immediately after close of play at Headquarters.
 - ✦ Should a team not attend the prizegiving, without prior approval of the organising committee, that team shall forfeit any monetary prize.
 - ✦ The prize shall be donated to a charity of the Sponsors choice.
- ✦ Certificates will be awarded to all teams reaching the knock-out stages of the Championship, Plate and Bowl events.
- ✦ All certificates and prize moneys will be forwarded to their Districts.

23. OTHER

- ✦ Any rule or other playing condition not specifically referred to in these Conditions of Play shall be referred to the Tournament Official at the venue.
- ✦ The Tournament Official may, if required, seek advice and/or a ruling from the ALL CAPE Tournament Committee.
- ✦ The decision of the Tournament Committee shall be immediately binding (so as not to delay play).
 - ✦ However, a team/skip/player may refer the matter to the Jury of Appeal.

