



Notice of Tournament

Lion City Cup 2024 Singapore International Bowls Pairs Tournament

Date:

July 21, 2024: Official Practice
July 22 - 24, 2024: Pairs Ends
July 25 - 27, 2024: Pairs Sets
July 27, 2024: Presentation Dinner @ 7pm

Time:

9:00 am - 9:00 pm (depends on number of entries)

Venue:

Kallang Bowls Green
Tanglin Club Green

Format:

Pairs 14 Ends - 3 bowls /Round robin /Knockout
Pairs 7-7 Sets - 3 bowls /Round robin /Knockout

Entry Closing Date:

29 February 2024

Entry Fee:

S\$2,400 per full team (of 8 athletes) or S\$700 per pairs team (any category)
S\$350 per team official registered

Number of entries:

Open to a maximum of 20 National Teams. Priority will be given to full teams of 8 athletes comprising of two (2) Men, two (2) Ladies, two (2) U25 Boys and two (2) U25 Girls

Tournament rules:

Bowls Singapore (the "Controlling Body") has appointed a Tournament Committee, and all decisions by this Tournament Committee on the tournament and actual match play shall be final. The tournament shall be conducted in accordance with the World Bowls "Laws of the Sport of Bowls, Crystal Mark Fourth Edition" (CM4).

Categories:

Separate categories for men, ladies, U25 boys and U25 girls. There will be a separate draw for men's pairs, ladies' pairs, U25 boys' pairs and U25 girls' pairs in each format. Gold, Silver and Bronze medals will be awarded to the podium finishers for each draw and each format.

The results for each category will be taken into account to determine the overall Champion team. World bowls ranking points will be awarded by WB in accordance with their ranking policy.

Pairs (14 Ends) Conditions of Play

Format:

3 bowls pairs,
14 ends or 1 hour and 40 minutes, whichever is earlier.

Sectional Rounds

Section rounds will be played on a round-robin basis in the respective groups. Group sizes will depend on number of entries. The number of teams to qualify for the next round will depend on the number of entries, and the format for qualification will be advised after the draw is completed.

Scoring

- 1) Three (3) match points for a win, one (1) match point for a draw and zero (0) for a loss.
- 2) The sectional position will be decided by highest points gained. If points are equal then the position will be decided by the highest net shot difference.
- 3) If points and net shot difference are all equal, then the team with the lowest number of 'shots against' will be ranked higher.
- 4) If there is still equality having applied the criteria described in points (2) to (3) above, then the team that won the game between the teams that are equal will be ranked higher.
- 5) If it is a still a tie, a toss of a coin will decide the ranking.
- 6) For any forfeited game, the winner will be awarded three (3) match points and a net shot difference of 7.
- 7) If any team is disqualified or withdraws completely from the competition during the sectional stage, the team's completed match results will be expunged.

Knockout Rounds

The top four teams shall be seeded by the tournament committee at their sole discretion. Opponents will be drawn after the determination of qualifiers after the Sectional round. In the event a game is tied after 14 ends, an extra tiebreaker end will be played to determine the winner of the match. A draw in the tiebreak end shall result in a dead end and be replayed.

First to Play

The teams MUST toss a coin and the winner of the toss has the option to either: place the mat and then deliver the jack and the first bowl: or tell the opposing team to place the mat and deliver the jack and the first bowl (the opposing team cannot refuse).

Play in all other ends: In all ends after the first, the winner of the previous scoring end should place the mat and then deliver the jack and the first bowl. In the case of a tie breaker end, opponents / skips MUST toss a coin again and the winner of the toss has the options as described in CM4 Law 5.2.2

Pairs (Sets) Conditions of Play

Format:

3 Bowl sets pairs

2 Sets of 7 ends or 1 hour and 40 minutes, whichever is earlier.

Sectional Round

Each sectional play match will consist of two sets, each set being played over 7 ends. The winner of each set will be the team with the most shots at the completion of the 7th end. The winner of the match being the best of two sets, there are no tie breakers in the sectional rounds. In sectional play, all 7 ends of a set must be completed.

Scoring

1) Three (3) match points for a win, one (1) match point for a draw and zero (0) for a loss. One set point will be awarded for each set won. A half-set point will be awarded for each set drawn.

Section winners will be determined as follows:

- i) Highest number of match points scored.
- ii) If match points are equal, the team with the highest number of sets won will be the winner.
- iii) If match points and sets won are equal, the team with the highest total of set points over all matches in the section will be the winner.
- iv) If match points, sets won and total of sets points are equal, then the team with the highest shots difference over all matches in the section (excluding tiebreaker ends) will be the winner.
- iv) If match points, sets won, net total of sets points and shots difference are equal the team that won the match between the teams that are equal will be declared the winner.

2) For any forfeited game, the winner will be awarded three (3) points and a net shot difference of 7.

3) If any team is disqualified or withdraws completely from the competition during the sectional stage, the team's completed match results will be expunged.

Knockout rounds

In knockout play each set will consist of 7 ends and a set will be decided if, at any point, it becomes impossible for one team to draw or win the set given the number of ends left.

If the shot scores are tied after the last end of a set, the set is drawn. If the match is tied (two drawn sets or one set each) after the two sets have been completed, a match tie breaker consisting of 1 end will be played to determine the winner. If the tie-breaker end is tied, the end shall be considered dead and replayed.

First to Play

i) First Set: The opponents should toss a coin and the winner of the toss has the option to either: place the mat and then deliver the jack and the first bowl: or tell the opposing team to place the mat and deliver the jack and the first bowl (the opposing team cannot refuse).

ii) Second Set: The winner of the first set should place the mat and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set should place the mat and then deliver the jack and the first bowl.

iii) First and any further ends of a tiebreaker: the opponents/Skips should toss a coin and the winner of the toss has the options as described in CM4 Law 5.2.2

Play in all other ends: In all ends after the first but apart from an extra end, the winner of the previous scoring end should place the mat and then deliver the jack and the first bowl.

General Conditions of Play:

- 1) Minimum jack length is 23 meters.
- 2) One trial end with 2 bowls for each team in each direction is allowed before each match. All trial ends must be completed before the scheduled starting time.
- 3) There will be no dead ends except for occasions where an end will be declared dead such as damaged jack and displacement laws as per CM4. In these situations, the jack will not be re-spotted and the end will be replayed.

A single re-spot position which is 2 meters from the front ditch and on the centerline will be used. If the spot mentioned is 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 spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

- 4) Leads may only visit the head after their third bowl and Skips may only visit the head after delivery of their second and third bowls.
- 5) Teams are not allowed to practice on the competition venue before their match on the same day.
- 6) If a game is stopped because of bad weather – CM4 Law 33, it shall be continued on either the same day or on another day as decided by the Tournament Committee. Both teams shall sign on an unfinished match scorecard when a match is stopped. Any unfinished end shall be declared dead if some bowls have not been delivered. If all bowls in an end have been played but the process of deciding the number of shots has not been completed, then the number of shots scored must first be decided before the game is stopped.

7) If an unfinished match cannot be continued on the same day due to persistent bad weather, the Tournament Committee will decide based on the following scenarios for the unfinished match:

Restart the match on the same rink and zero score if the one-third of the match has not been completed (i.e. less than 5 ends has been completed),

OR

Continue the match on the same rink by resuming the scores, ends and times as recorded when the match was stopped, if more than one-third of the match has been completed (i.e. at least 5 ends has been completed).

- 8) All teams are required to report for their game 15 minutes before the scheduled starting time.

- 9) Any team not ready to play at their official start time for any match shall forgo their right to play trial ends and, then if they are not ready to play within 10 minutes after the official start time of their match, shall forfeit the match to their opponent.
- 10) In order not to disturb the planned matches schedules, all un-played / unfinished matches will be rescheduled by the Tournament Committee.
- 11) The teams should wear matching uniform including collared polo type shirts and proper lawn bowling shoes. unless exempted with prior approval from the Controlling Body.
- 12) All teams should switch off or set their electronic communication devices to silent mode and not use it during their match. No phones and food allowed on the green.
- 13) Teams are to display sportsmanship at all times. Players must seek their opponents' permission before leaving the green and then for no more than 10 minutes – CM4 Law 32.1. Teams should not unduly delay play during the match, such as when delivering bowls, walking to the other end, or when measuring the shots. Teams are expected to deliver their bowls within a reasonable time frame failing which their opponents may protest and the umpire may place the slow team on the clock as per CM4 Appendix A.5 in which case the total duration to deliver all their bowls shall be 120 seconds.
- 14) The umpire is to be given the names of the coach or coach's delegated deputy before the start of the game. Only 1 person is to give advice to their team and can only do so when their team is in possession of the mat and from outside the boundaries of the green.
- 15) With the approval of the Tournament Committee, a substitute will only be allowed when an original player is deemed unable to play due to injury or sickness.
- 16) The Tournament Committee reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical. Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, the Tournament Committee may amend the format and length of games to achieve a result.
- 17) Bowls Singapore, Sports Singapore, its servants and/or agents will not in any way be held responsible for any personal injury, disability, death, damage or loss of property or any other loss or damage arising, or in connection with the use of the Singapore Cricket Club (SCC), Tanglin Club (TC), SportsHub Green and Kallang Lawn Bowls Green.
- 18) The decisions of the Tournament Committee shall be final.
- 19) The Controlling Body reserves the right to disqualify from the Tournament any participant or team for misconduct or non-compliance with these Tournament Rules.

Bowls Singapore
15th December 2023

Please note the arrangements for each venue:

At The Kallang Green:

1. Storage of Bowls during the Tournament
Bowls Singapore will allow teams to store their bowls, at their risk, in the locked bowls store beside the green for the duration of the tournament. Please place them in an orderly and tidy manner.
2. Spectators
Spectators are welcome and encouraged for all rounds. Spectators MUST not disturb or advise the players in any way – CM4 Law 45.3.
3. Housekeeping
Upon finishing their matches and vacating the green, all participants are to tidy up and make sure that all used paper cups, bottles, food wrappers etc are thrown away in the rubbish bin provided.

At The Tanglin Club:

4. Visiting Tanglin Club
All participants need to be registered with TC S&R Reception for each day they will be playing at TC. TC will use the Schedule of Matches to provide this information to S&R Reception. Only registered Bowlers/ Coaches/ Umpires/ Tournament Officials will be allowed entry into TC.
5. Attendance Logbook
All bowlers to sign in on the Attendance Logbook at the Green upon arrival.
6. Storage of Bowls during the Tournament
TC will allow visiting bowlers to store their bowls, at their risk, in the locked bowls store beside the green for the duration of the tournament. Please place them in an orderly and tidy manner on the shelves provided.
7. Car Parking
There will be 8 slots provided in the open area outside the squash courts for visiting bowlers to use on a first come, first served basis. Priority will be given to officials of the tournament. Parking on the 3rd floor of the S&R Car Park may be allowed, at the discretion of TC Security staff, if there is sufficient space but car parking charges will apply. Please follow any directions given by TC Security Staff. Those who wish to park their cars at TC at any time during the tournament must provide their car registration to the tournament organiser at least 48 hours prior to the commencement of the tournament and they will be cleared for the duration of the tournament. Additional car registrations can be added but a minimum of 24 hours prior notice must be given to the tournament organiser.
8. Spectators
Spectators (non-bowlers), who are not TC members, are generally not allowed but consideration will be given on a case-by-case basis.
9. Housekeeping

Upon finishing their matches and vacating the green, all participants to tidy up and make sure that all used paper cups, etc. are thrown away in the rubbish bin provided.