

# TWILIGHT BOWLS PROCEDURE, RULES AND ENTRY

November 2024



## PURPOSE

To provide the framework and procedures by which Twilight Bowls activities are governed at the TBC.

## PROCEDURE SCOPE

The TBC Bowls Committee is committed to the facilitation of a Twilight Bowls program for all members with the aim to provide bowling matches that are friendly, competitive and fun.

## DETAILED PROCEDURES FOR TWILIGHT BOWLS

### 1. OVERVIEW

- 1.1. The event will be called Twilight Bowls within the Social Bowls Section.
- 1.2. The event will be conducted on Wednesdays and Thursdays between 6pm and 8pm during the Daylight Savings period (typically between October and March)
- 1.3. The Bowls Committee will review this procedure annually.

### 2. TWILIGHT COMMITTEE OPERATION

- 2.1. The Twilight Bowls Coordinator and Subcommittee are directly responsible to the Bowls Committee for the provision of all Twilight Bowls as per the Coordinator Role statement.
- 2.2. The Subcommittee organises the Twilight Bowls program, structured in an appropriate format for Twilight Bowls.
- 2.3. The Subcommittee's primary intention will be to provide up to 2 hours of bowling suited to the needs of the participants.
- 2.4. Each team must have a minimum of 4 members who are affiliated members of the club. All players pay green fees, a percentage of which is made available to provide snacks after the game.
- 2.5. The Subcommittee will aim to provide a season of 20 weeks, subject to green availability and weather.
- 2.6. Games are 12 ends and winning teams are listed on the Winners ladder. Results will be posted on the noticeboard and the website.
- 2.7. There are three divisions made up of ten teams. This allows for 30 teams of four players enabling up to 120 players each night of the competition.
- 2.8. The Subcommittee will endeavour to cater for various experience levels and skills.
- 2.9. Twilight bowlers can have access to the greens from 5.45pm.
- 2.10. The Subcommittee can obtain sponsorship in association with the club Marketing Director as required.

## **TWILIGHT COMMITTEE OPERATION CONTINUED.**



2.11. The Marketing Director will support the Twilight Committee in securing raffle prizes for the season:

2.11.1. Sponsor vouchers donated to the TBC may be distributed to the Twilight Subcommittee and/or other social bowls groups for raffle prizes with agreement from the Bowls Committee and authorisation of the Marketing Director.

2.11.2. Meat trays can be purchased and raffled with agreement of the Marketing Director and the Bowls Committee.

2.11.3. In the event of bowls being cancelled on any night due to inclement weather or unforeseen circumstances, sponsor vouchers for that night will not be rolled over and added to the following night or next week's allocation. These vouchers can be given to the marketing director for redistribution.

2.12. The Twilight Bowls competition program is listed in the fixture book and the website.

2.13. A Christmas break will be incorporated into the season loosely aligning with the GBR pennant break and there will be no twilight bowls on the week of the Surf Coast Classic competition.

2.14. All Twilight bowlers are eligible and encouraged to participate in all relevant club events – e.g. singles, pairs, minor singles and the novice singles.

2.15. Adverse weather conditions - if the weather is bad, the greens keeper will advise bowlers via email and the evening will be cancelled.

2.16. Finals will be conducted over two weeks.

2.16.1. First week of finals; The team finishing first (1st) will play the fourth (4th) team, second (2nd) and third (3rd) will play the other final. If the game is abandoned or cancelled, then the higher finishing sides (via final ladder position after qualifying rounds.) will progress to the Grand Final.

2.16.2. Second week of finals; if the second final is abandoned or cancelled, the Premiership will be awarded to the highest finishing side (via final ladder position after qualifying rounds and who won through to the grand final).

2.16.3 Winners of all Twilight Section finals will be awarded a Certificate/ Medallion.

2.17. Eligibility for finals:

2.17.1. To play in finals a player must play in at least five games for that team.

2.17.2. A player can only be qualified for finals with one team on Wednesday and one team on Thursday.

2.17.3. If a side cannot play in a final, then the next qualified side takes their place, e.g. if 4<sup>th</sup> cannot play then 5<sup>th</sup> replaces them (via final ladder position after qualifying rounds) and plays the number one team.

2.18. Special eligibility for finals: During a final if teams are tied at the end of the allocated ends, an extra end will be played by the teams and the winner of this end will be the winner of the match.

### 3. TWILIGHT TEAM ENTRY CONDITIONS



- 3.1. Each team must nominate one player as a Team Leader, who will be the main contact person for the team.
- 3.2. The Team Leader must complete a registration form which can be filled out via email, handed to the Twilight Team Manager, or emailed to - [twilight@torquaybowlsclub.com](mailto:twilight@torquaybowlsclub.com) The form will include email addresses for all team members which will be used to communicate with teams (e.g. to advise if bad weather or other unforeseen circumstances cancels play on any night, or to provide updates about any other events or offers of the Torquay Bowls Club and Bistro).
- 3.3. Team registrations will be considered for entry in the Twilight season where there are a minimum of **FOUR** affiliated TBC members in the team. Current membership eligibility will be checked at the start of the season.
- 3.4. Non-affiliated players fill-ins can participate in teams as substitutes and play a maximum of **FOUR** games of Twilight competition per season without a membership. These players must join and pay their membership fees on the **5th game** to continue playing. Note they:
  - 3.4.1. Must pay the weekly green fee as per other players.
- 3.5. Individuals interested in playing Twilight may register their interest with the Twilight Committee.
- 3.6. Social and RSL only members do not qualify as Affiliate Members for the purposes of Twilight eligibility.
- 3.7. Membership year ends on 30th June each year. Membership application/renewal forms are available in the Club or via the Website. A membership card entitling Members to Club Benefits will be issued to new members.
- 3.8. Membership fees can be paid to bar staff. Please pay before the start of the Twilight season.
- 3.9. Registration does not guarantee any team a place in the competition until all eligibility criteria is checked and confirmed by the Twilight Committee. Teams not making eligibility criteria will be notified.
- 3.10. Green fees are to be paid by the Team Leader who must provide the full names (First & Surname) of their players each week on the scorecards. Score cards should also be completed in the event of a walkover. Names will be checked by the subcommittee to review the status of the player's membership and eligibility to play in finals.
- 3.11. Once teams are formed, it is the responsibility of the team to find replacements for absent members. Three players can play against a team of four but can only use 2 bowls each - total of 6. Teams with less than three members on a night must forfeit.
- 3.12. **FILL-IN PLAYERS** must only play in the position of **LEAD or SECOND**.
- 3.13. Pennant player inclusion:
  - 3.13.1. **Division 1 Teams may include only two Pennant players per night.**
  - 3.13.2. **Division 2 Teams may include only two Pennant players per night from Side 3 or below.**
  - 3.13.3. **Division 3 Teams may include only two Pennant player per night from Side 4 or below.**
- 3.14. The status of any pennant player will be determined by the previous calendar season in which that player played most games.

## 4. TWILIGHT COMPETITION RULES



- 4.1. Play will be in teams of four players. (If only 3 members only 6 bowls are played in total).
- 4.2. **THE LEAD**, if in control of the end will place the mat before bowls are kicked into position for the next end; deliver the jack and assist with bowls kicking after the end finishes. The Lead will not become involved in measuring.
- 4.3. **THE SECOND** will keep the score and assist with bowls kicking. The Second will not become involved in measuring.
- 4.4. **THE THIRD** will be the sole measurer and judge of shots in collaboration with the third on the opposing team; they will decide on the score after discussion, inform the skipper; help kick bowls; and support the skipper on team management and strategy. When measuring, no shot bowl shall be moved until the opposition third has agreed. As the shots are agreed they can be removed from the head and placed in a group. Measure from the Jack to the bowl.
- 4.5. **THE SKIP** will control the strategy and be responsible for team organisation in general including adherence to the Twilight alcohol rules, notification of team non-attendance; green care, dress and behaviour standards, finding fill-ins and liaising with the Team Leader.
- 4.6. After the Lead has delivered the jack, the Lead's Skip will move the jack to the centre line at the same distance.
- 4.7. If the lead delivers the jack into the ditch or out of bounds, the opposing Skip may place the jack at any point of their choosing on the centre line.
- 4.8. If the jack is knocked sideways out of bounds the jack will be replaced on the centre T.
- 4.9. If the Jack is knocked into the ditch within the boundary pegs it shall remain there untouched with following bowlers attempting to get closest.
- 4.10. If a delivered bowl touches the jack and rolls into the ditch it shall remain untouched and in play.
- 4.11. Any bowl that ends in the ditch within the rink boundaries without touching the jack before entering the ditch shall be removed for that end.
- 4.12. A bowl that, after delivery, collides with another from the next rink, shall be re-bowled.
- 4.13. A skipper can lift a bowl on another rink and replace it on the same spot, if one of his teams' bowls is about to collide with it.
- 4.14. A bowl is deemed out of bounds if it is outside the rink in its entirety and agreed by eye by both skippers.
- 4.15. You should have one foot on or above the mat when bowling.
- 4.16. An end is deemed too short if less than 21 metres from the mat to the jack. (Step out approximate.) Opposition skipper to place the jack if deemed too short.
- 4.17. All games will start at 6pm. If players are late the game should commence without the player who will join in when they arrive.