

Pile O' Bowls Open (POBO)

CONDITIONS OF PLAY

August 1 - 4, 2024

1. Format of Play

Mix or Match Fours. Teams may consist of:

- a. all men | or
- b. all women | or
- c. some men and some women

2. Teams Entries

Minimum # of teams accepted is 8. Maximum # of teams accepted is 48. If 8 teams are not registered by July 2, 2024, those teams who have registered and paid will receive a full refund.

3. Registration

Team registrations with payment in full will be accepted until midnight on July 1, 2024. Teams must register by email using the information provided in the Team Registration Form, and payment must be submitted by e-transfer. Registration is payable in Canadian Dollars.

4. Entry Fee

Each Team of 4 players will pay a \$800.00 entrance fee - \$200 / person in Canadian Dollars.

5. Games & Blind Draw

- Each team plays 9 blind draw games.
- Schedule will be created using blind Team Number system.
- A complete 9 game schedule and score cards for each team will be provided to the team skip.
- On July 31, 2024, at a time to be determined, Team Skips (or designate) pick a Team Number and that is the Team's schedule for the tournament.
- Trial ends are permitted and take place 15 minutes prior to game start time.

6. Ends

- 12 ends.

- All ends in all games must be completed (unless a timeout occurs). The total plus/minus for each game will be recorded and may be used as part of the team ranking process.

7. Scoring and Points

Win – 1 point.

Loss – 0 points.

8. Mercy Rule

There is no mercy rule. The total plus/minus that takes place in a game will be recorded in the stats.

9. Byes

- There are no byes in POBO.
- If there is an odd number of teams entered when registration closes, the POBO committee will find a “pacer team”.
- The pacer team will not be known to the registered teams.
- The pacer team will be instructed to play it’s best with the goal to win games.
- When the teams are ranked after the 9 blind draw games are played, if the pacer team is amongst the top 8 teams, the pacer team will be removed and every team will move up one rank, i.e.) the 9th place team will be the 8th place team.

10. Ties

- There are no ties in the POBO games.
- If teams are tied at the end of the game, teams will play one more end to break the tie.
- In the unlikely event that the game remains tied after the extra end, the process will repeat until the tie is broken.
- A coin toss will start the tie-breaker end. For each tie-breaker end, the team that wins the coin toss will decide if they want to take the mat or give it to their opponent.

11. Time Limit

- 2 hour time limit for each game (including playoffs, semi-finals and finals).
- Trial ends are not part of the 2 hour time limit and are played 15 minutes prior to the start of the game.
- Deliberate slow play will not be tolerated.

- Crystal Mark Section A.5 will be applied.

A.5 Players must play without undue delay and in a way which does not prevent their opponents from being able to complete the required number of ends within the time limit decided by the Controlling Body. The following conditions will apply in cases where players fail to meet this requirement.

A.5.1 If one of the opponents in Singles, one of the skips or one of the coaches makes an appeal that, due to the actions of their opponents their team or player is being prevented from playing all their bowls within the time decided for the game, the umpire will tell the offending team or player that they are being 'put on the stopwatch' when any end in progress has been completed. This will also happen if the Controlling Body appeals as a result of its own observation.

A.5.2 Once the offending team or player has been put on the stopwatch, they will be required to deliver all their bowls in each of the remaining ends within a two-minute time period (Singles, Pairs and Triples games) or a two-minute and 15-second time period (Fours games). A technical official specifically allocated for the purpose will time the ends.

A.5.3 In each end, timing will start as soon as the jack has been properly delivered and centred (if the offending team or player is the first to play in an end) or as soon as the non-offending team's or player's first bowl has come to rest (if the non-offending team or player is the first to play in an end). From then on, timing will start when each of the non-offending team's bowls has come to rest and will stop when each of the offending team's bowls has been delivered.

A.5.4 Timing will stop during any interventions by the umpire (for example, to check a short jack or a line bowl) or any interventions by a coach.

A.5.5 The timing official will tell the offending team or player when the time remaining in any end reaches one minute.

A.5.6 At the end of the time period stated in A.5.2, the offending team or player will forfeit any bowls remaining to be delivered in that end. However, the nonoffending team or player will deliver their remaining bowls to complete the end.

12. Sheriffs & Deputy's

- Sheriffs & Deputy's – aka umpires or known professional jack/bowl measurers will be on hand each day to measure shots when teams cannot determine shot bowl, legal jack length and deliberate delay of game.
- The decisions of the Sheriff & Deputies are final and cannot be appealed.

13. Playoffs

- At the end of Day 3, teams are ranked from 1 to 8 using the Team Ranking system below.
- Top 8 teams advance to the playoffs.
- Team Ranking system is calculated as follows:
 1. Total Number of Win Points | *then*
 2. Plus / Minus | *then*

3. Ends Scored | *then*
4. Total Points Scored | *then*
5.
 - If a tie occurs in ranks 1-7, a coin toss to break the ranking tie will take place. The skips from the tied teams will call heads or tails – one skip will toss the coin and the other skip will make the call. The skip of the winning call will take the higher ranked spot.
 - If multiple teams are tied for spots in ranks 1-7, the skips from the tied teams will roll dice to determine the ranking. Highest dice roll = higher ranking. Lowest dice roll = lower ranking.
 - If a 2 way tie for 8th spot occurs after conditions 1 - 4 have been calculated, a 3-end tie breaker will take place. Time limit of 30 minutes, with no trial ends.
 - If multiple teams are tied for 8th spot after conditions 1 - 4 have been calculated, a 3-end round robin will be played. Time limit of 30 minutes per game, with no trial ends. At the end of the round robin, conditions 1 - 4 will be calculated to determine the final ranking.

14. Cash Prizes

- 25% of all entrance fees will be given to the Regina Lawn Bowling Club for hosting the event.
- The remaining 75% of the entrance fees will be awarded as outlined below.
- Cash prize money will be given out after all games are completed.
- POBO will accept additional cash donations or sponsorship which may increase the Bounty.
- 75% of the registration fees (Bounty) will be divided as follows:

1 st – Winner Final Game 7	50% of the Bounty
2 nd – Loser Final Game 7	25% of the Bounty
3 rd – Winner Final Game 8	15% of the Bounty
4 th – Loser Final Game 8	10% of the Bounty

15. Game Schedule

Day 1	Blind Draw Game 1	9:30 am	–	11:30 am
	Lunch	11:30 am	–	12:45 pm
Day 1	Blind Draw Game 2	1:00 pm	–	3:00 pm
Day 1	Blind Draw Game 3	3:30 pm	–	5:30 pm
Day 2	Blind Draw Game 4	9:30 am	–	11:30 am
	Lunch	11:30 am	–	12:45 pm
Day 2	Blind Draw Game 5	1:00 pm	–	3:00 pm
Day 2	Blind Draw Game 6	3:30 pm	–	5:30 pm

Day 3	Blind Draw Game 7	9:30 am – 11:30 am
	Lunch	11:30 am – 12:45 pm
Day 3	Blind Draw Game 8	1:00 pm – 3:00 pm
Day 3	Blind Draw Game 9	3:30 pm – 5:30 pm
Day 3	Tie-Breakers (if necessary)	6:15 pm
Day 4	Playoffs	9:30 am – 11:30 am
	Playoff Game 1	Team Ranked #1 v Team Ranked #8
	Playoff Game 2	Team Ranked #2 v Team Ranked #7
	Playoff Game 3	Team Ranked #3 v Team Ranked #6
	Play off Game 4	Team Ranked #4 v Team Ranked #5 (Losers out)
Day 4	Lunch	11:30 am – 12:45 pm
Day 4	Semi Final Playoffs	1:00 pm – 3:00 pm
	Semi Final Game 5	Winner Playoff Game 1 v Winner Playoff Game 4
	Semi Final Game 6	Winner Playoff Game 2 v Winner Playoff Game 3
Day 4	Finals	3:30 pm – 5:30 pm
	Final Game 7	Winner Semi Final Game 5 v Winner Semi Final Game 6
	Final Game 8	Loser Semi Final Game 5 v Loser Semi Final Game 6

16. Rules and Regulations

- a. 12 ends with a 2 hour time limit.
- b. Each player rolls 2 bowls. The 2 bowls must match and come from the same set. Stickers must be removed.
- c. No dead ends. If an end is killed, jack is centered at the 2 meter mark. If a bowl has landed at the jack re-spot, the jack will be placed directly in front of the bowl, but not touching.
- d. 23 meter minimum jack.
- e. Teams are encouraged to wear matching tops.
- f. All players must provide a Team name when registering. If no Team name is provided, a Team name will be assigned.
- g. Flat soled shoes. Bare foot is acceptable.
- h. No bowl and shoe inspection. Please be shoe-respectful.
- i. Teams must designate a Skip who will be the Team Liaison with the Organizers.
- j. Teams can move players into different positions from game to game, but not during the game. Example: The skip for game 1 must play the skip position for the entirety of game 1 but can play a different position in game 2, etc.

- k. Teams must be registered by midnight on July 1, 2024 and payment must be received by midnight on July 1, 2024 to be considered registered.
- l. Minimum 8 teams. Maximum 48 teams.
- m. Late entries may be accepted at the discretion of the organizers.
- n. Teams should measure their own short jack, but may call a Sherrif or Deputy to do so.
- o. All games must start on time. Teams arriving more than 5 minutes late will be deemed to have forfeited the game. The opposing team gets an automatic win, and an average plus / minus of the other games. No ends scored.
- p. POBO will do its best to provide Sherrif's and Deputy's (Umpires or Umpire-types) for each game who will be responsible for measuring shot bowls. The decision of the Sherrif/Deputy (Umpire/Official) is final.
- q. Trial Ends are permitted but not mandatory. Two bowls per person each direction, beginning 15 minutes prior to game start time.
- r. Practice allowed prior to the first game each day, but only in the opposite direction of play. No practice between games.
- s. Movement of play – when players can come to the head:
 - i. Leads: after the third player in their team has delivered their second bowl;
 - ii. Seconds: after the third player in their team has delivered their second bowl;
 - iii. Thirds: after delivery of their second bowl; and
 - iv. Skips: after delivery of each of their bowls.
- t. No foul language or harassment of any kind will be tolerated.
- u. Substitutions may be allowed if the team requiring a substitute makes this known to the POBO Officials and the reason the sub is required. The Organizers and the Regina Lawn Bowling Club will not provide substitute players. The team requiring a substitute player will make its own arrangements. If a sub can not be arranged, the team missing the player(s) will forfeit each game where the team can not field a full team of 4.
- v. If teams withdraw from POBO after July 1, 2024, 50% of their entrance fee will be refunded to the team.
- w. Each team will be given a score card for each game. Any player may keep score as long as both skips agree. All score cards must match before handing the score cards to the Official. Skips must sign both score cards.

- x. Scoring and game statistics will be kept by the POBO Officials and their designates and will be posted on the RLBC website or bulletin board at the RLBC clubhouse as they become available.
- y. The blind draw will take place on July 31st, 2024 at the Regina Lawn Bowling Club at a time to be determined. If a team representative does not participate in the blind draw, a team number will be randomly assigned to the team by the organizers.
- z. POBO is subject to all Regina Lawn Bowling Club regulations, policies and procedures.