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General information & Conditions of Play 2025

As at 6 May 2024

Finals Host: TBA

(Elimination Finals if required TBA)

Critical Dates

Nomination Form in by	4pm, Monday 11th November 2024.
First round played	Saturday 1st February 2025.
Catchup Game	Sunday 9th March 2025.
Elimination Final (If Required)	Saturday 15th March 2025.
Quarter Finals	Saturday 22nd March 2025. Sunday 23rd March 2025.
Semi-Finals and Grand Finals	Saturday 29th March 2025. Sunday 30th March 2025.

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GENERAL INFORMATION

Controlling Body:

The Controlling Body is the Management Committee of the 7s-Qld Inc. and has the right to change conditions of play if deemed necessary and shall be the sole judge to determine, interpret and rule on all matters occurring during the tournament.

1. Entry Fees:

1.1 Entry fee **MUST** accompany each Nomination.

1.2 Failure to adhere to Payment will make the Entry **NULL & VOID**.

1.3 **Entry Fee** is **\$800** for each **Team**.

NB: Teams that are withdrawn AFTER the draw has been completed will NOT have their Nomination refunded.

2. Application to Enter:

2.1 To enter the Sevens Competition, Clubs must complete the **Sevens Nomination Form**.

2.2 A Club may **enter more than one (1) side in a Division** and may apply to enter a Composite Side involving another club. **A maximum of 2 Clubs per composite side.**

2.3 The **Controlling Body** reserves the right to **Re-grade** Sides into Higher or Lower Divisions to **Minimise** the number of **Byes** in the whole competition.

3. Eligibility:

3.1 All Divisions are open to single or any combination of gender with no restriction of age. All Players must be **Full [Financial] Bowling Members** of an **Affiliated Club** which may not necessarily be the Club for which they are intending to play.

3.2 All Players must be **Clear/Free** from any form of **Suspension** and or **Default Status** from any Club or Association.

3.3 Players who play **Fifty Percent** of **Sectional Matches** in a **Higher Division** become constituted for that **Higher Division**. A Player may be promoted to a Higher Division; but **cannot "play down"**.

3.4 To be eligible for the **Finals**, Players must have played a minimum of **Fifty Percent** of **Sectional Matches (including Byes)**, in that **Division** or any **Combination of Divisions**. In the case of a **Combination of Divisions**, a **Player's Status** will be the **Highest Division** in which the Player played the **Most Games**. When combining divisions for qualification, if the number of matches is equal, the player will be deemed to be qualified in the higher division.

3.5 **Premier League and Premier Reserve Players** are **NOT** eligible to play in the Q7s Competition after **Round 3** of the Premier League Competition.

4. Penalties:

Any 'Sevens' Club, that breaches any part of the above **Player Eligibility**, may have **Penalties Imposed**, which could include, but not restricted to: -

4.1 All **Match Points** and **Rink Wins** deducted for all games the **Unqualified Player** participated in. In addition, they would receive the **WORST** loss margin for those **rounds played** with an **Unqualified Player**.

4.2 The **Opposing Team** in such cases may receive all **Match Points** and **Rink Wins** - and additionally - will receive the **AVERAGE** winning **Shots Margin** for that round.

4.3 The **Controlling Body** will determine what action to take in such rule violations.

5. Green Fees:

Green Fees **DO NOT** apply to the **Q7s**; however, Clubs may place a fee on their own players.

6. Prize Money:

Q7s shall retain a **Portion of Entry Fees** to assist with **Administration Costs**, the remainder of **Entry Fees** and **Sponsorship** will go into a **Prize Pool** with the breakdown **determined by the Controlling Body**.

6.1 **Final Eight Prize Money** will be paid by **EFT** on the day of the Club's very last game.

6.2 Clubs **MUST** supply the **Controlling Body** with a Nominated Payee **BSB and Account Number via the Sevens Nomination Entry Form. Remaining Prize Money & Rink Win payments** will be paid by **EFT**.

6.3 The **APPROXIMATE Prize Money** payable for **Each Division (Dependant on Nominations):**

Divisions with two (2) or less Sections (McIntyre System):

Winner; \$6000.

Runner Up; \$2500.

Third; \$1250 (x1).

Fourth; \$800 (x1).

Total \$10,550 per Division.

Divisions with three (3) or more Sections:

Winners; \$6000.

Runner Up; \$2500.

Third; \$1250 (x2).

Fourth; \$800 (x4).

Total; \$14,200 per Division.

7. Rink Win Bonuses:

7.1 A **Rink Win Bonus** will be paid to **Non-Major Prize Winners** (as per General Information 6.3) and (subject to General Information 7.2).

7.2 Value of **Rink Win Bonus** will be determined from the **Remaining Income** after **Major Prize Money & Administration Costs** are deducted from the **Total Cash Pool** available for **Sevens 2025**.

7.3 The total **Rink Win Bonus** will not exceed **\$800** per Side.
A. The **Rink Win Bonus** will **not exceed \$20** per Discipline win.

B. **No bonus** will be paid on games **Not Played, Byes and Forfeits**.

8. Club Liaison:

Each Club **MUST** appoint, (via the **Nomination Entry Form**), **one only Liaison Person**. Any **contact** with the **Controlling Body** {Other than Round Result Sheets} **MUST** be through the appointed **Club Liaison**, for all Teams entered by the Club.

9. Managers:

Each Side must have an appointed **Manager** for the Season. The **Side Manager** is to complete **Game Cards** and **Match Result Sheets** in conjunction with the **Opposition Manager**; and ensure that the **Result Sheets** are **completed correctly**. **Club Liaisons** are to ensure that each **Side Manager** is **fully conversant** with the **Conditions of Play**; **can apply them as they are written**; and **have a reasonable understanding of the Laws of the Game**.

10. Protest/Disputes:

10.1 The **Controlling Body** **MUST be informed** of all **Protests and Disputes** within **24 hours** of the Disputed Event and lodged **in writing to The Secretary, of the Controlling Body within 48 hours, accompanied by a \$100 fee**.

10.2 The **Controlling Body** will rule on **Protests and Disputes** that involve participating **Sides and/or Clubs**.

10.3 If any **Protest or Dispute** is against the **Controlling Body**, a Committee will be formed comprising three members: **one of which will be an Independent Person** (not a Current Member of 7s-Qld Inc.), **Chairman of 7s-Qld Inc**; and an **Appointed Person** from the **7s-Qld Inc**. [Membership.] to officiate on such a Protest or Dispute.

10.4 An **Umpire** submitting a **Report** of an **Incident** which happened **during or as a result of a Q7s match** **MUST do so in writing** within **24 hours**. No fee is applicable in this instance.

11. BowlsLink:

Timely Attention to the Input of Information into **BowlsLink** is **Essential** for the system to operate at its **Optimum**.

Players Names are to be entered into **BowlsLink** **no later than** the start of **Play for Round Games**. **Failure** for this to Occur may result in the **Player/s not being credited with a game played for the purpose of Finals Qualification**. For **Finals**, **Player Names** are to be entered **the Wednesday Prior to the Scheduled Games**.

Clubs are to have in place a **“backup person”** who can undertake the responsibilities of **BowlsLink** should the **Authorised Person be Incapacitated or Away**. Ideally, **one (1) person** from **each side** should have access to entering **Results**, so that this function can be **done immediately the game is completed**.

12. Composition of Sides:

Sides will consist of **Seven (7) Playing Positions & One (1) Optional Reserve:**

- **One rink 3 Bowl Pairs.**
- **One rink 4 Bowl Pairs.**
- **One rink 2 Bowl Triples.**

- **Optional Replacement can only be used ONCE for any reason, taking the place of the Outgoing Player at any time during the game. (Teams are not to be Reconstituted).**

13. Compositions of Sections / Divisions:

- 13.1** The number of **Sections and Sides** in each **Section** will be determined by the **Entries Received** and, if necessary, **Byes** will be **allocated** should the **Controlling Body** be **unable to fill the Division by Promotion or Relegation.**
- 13.2** The **Number of Sides** per **Section** and **Sections per Division** shall be determined by the **Number of Entries** received. **Multiple Entries per Division** are **allowed**; **BUT** one of the **Sides** may be asked to **Move Up (or Down)** a **Division** to better balance that **Division.**
- 13.3** The **Draw** will be **compiled** by the **Controlling Body** and include **Play Dates for Each Match.**

14. Game Start Times:

- 14.1** It is a **Policy of 7s-Qld Inc.** to encourage Clubs to **Schedule Matches** to avoid the **hottest part of the day** in Summer. **Morning, Evening, or Night Games** are **encouraged.**
- 14.2** **Clubs** competing in each match **MUST** agree to a suitable **Date and Time** to play matches. **Club Liaisons** **MUST** make every effort to **negotiate a Date and Time** to play **all round matches** prior to **Commencement of the Competition.**
If agreement **cannot be reached**, the match must be **played on the date/time set by the Controlling Body.** All **Club Liaisons** **MUST** **double check game times** with their **Opponent's Club Liaison** during the week **leading up to the match.**
- 14.3** **Clubs** must notify the **Controlling Body** of the **agreed playing times:**
The **Controlling Body** will enter these details into **BowlsLink** **before** the **Commencement of the Competition.** **Clubs** wishing to change any **agreed playing times or date (as per Condition 14.2)** must notify the opposing **Club Liaisons** and the **Controlling Body** a **minimum of 7 days** before the **Scheduled Date** of the match they wish to change. If agreement **cannot be reached** on an alternate time or date, the **match MUST be played on the time & date originally agreed to (as per General Information 14.2)**

15. Umpires, Measurers:

The **Host Club** shall supply **Accredited Umpires or Measurers** (preferably non-playing) OR appoint a suitable **Competent Person** to perform the duties.

16. Heat; Tobacco; Alcohol; Green Protection:

The **Home or Host Club** must have in place a **policy** addressing these matters; and it will be **that policy** which will **apply.**

17. Social Media

No Player shall use **Social Media** to make **Derogatory Comments** about the **Q7s Organization**, any **Official**, the **Event** or any **Other Player** for the **Duration of the Competition.** Any **Infringement** of this **General Information** shall **render the Offender liable to disqualification** from the event for the remainder of the **Current Year**; or the entire **Subsequent Year**; dependant on the timing of the post. This would be a **Minimum Penalty.**

18. Communications and Media

- 18.1** All Electronic Communication Devices located within **Six (6) Metres** of the green, whilst a **match is in progress**, must be **Switched Off or On Silent.** **Electronic Devices** include - but are not limited - to **mobile phones, pagers,**

iPads, iPods, Tablets, Radios etc. Special **Dispensation** may be given by the Controlling Body upon request from a player or official for **Emergency or Compassionate Reasons**.

18.2 Where **Electronic Devices** are being used by **Q7s Officials/Appointees** or **Q7s Volunteers** in association with the **BowlsLink** System or **Live Streaming** of matches, these devices are to be **switched to silent wherever possible**.

19. Attire:

Club registered attire is to be worn. **Composite Side Members** may **dress in their Own Club** registered attire.

CONDITIONS OF PLAY

1. Game Format:

- **3 Bowl Pairs - 24 Ends (3 Bowls).**
- **4 Bowl Pairs - 18 Ends (4 Bowls per player 2x2x2x2).**
- **2 Bowl Triples - 24 Ends (2 Bowls per player).**
- **Optional Replacement.**

1.1 All three (3) Disciplines **MUST** be played.

1.2 If a **Club** cannot field all Three (3) Disciplines (**one player short**), they will play as though there is **no Second** in the **Triples Discipline**.

1.3 Should a **Player be unable to continue** a game, and **no Eligible Replacement** is available, play will **continue as though there is no Second in the Triples Discipline**. That means, as per **DR 2.6**, the **Effected Side** will play **4 Bowls**: while the **Other Side** play **6 Bowls**.

1.4 The **Replacement** may be used **ONCE** only for any reason, taking the place of the **Outgoing Player**, at any time during the game. **The Team can NOT be Reconstituted**.

1.5 The **Replacement** **MUST** be in **attendance** and **attired** ready to play if required and **MUST remain** for the entire game.

1.6 **Timed Games:** - There will be **No Time Limit** on any games in the **Q7s Competition**.

2. Rink Allocations

The **Home Side** may **Pre-allocate Rinks** OR decide to do a **Blind Rink Draw** prior to the match commencing.

3. No Dead Ends:

If the **Jack**, by the effect of play, **leaves the rink of play** over the bank or side boundary, it shall be **replaced at the "T"**.

4. Temporary Markings (Decals):

Where **Temporary Bowl Markings (Decals)** are used **all bowls in a Side** must be marked **identically**.

5. Inclement & Adverse Weather / Incomplete Game:

5.1 A Match unable to be completed due to **Inclement or Adverse Weather** shall be **declared completed if Two (2)** of the **Three (3) Disciplines** have reached the following **Minimum Requirements** of:

3 Bowl Pairs - 13 ends.

4 Bowl Pairs - 10 ends.

2 Bowl Triples - 13 ends.

5.2 If **two (2)** of the **Disciplines** meet the **Minimum Requirements**, the **third** shall be declared **Abandoned**; and the **match declared complete**. There will be **no points** awarded for the **Abandoned Game**. In the event that the remaining **Two (2)** Disciplines result in a **Win a Piece**, the **Score** on the **Abandoned Rink** will decide the match result. Should the **third** Discipline be a **Draw**, Winner will be determined by **Number of Ends won**.

5.3 If **two (2) of the three (3) Disciplines haven't reached the Minimum Requirement, the Match is to be continued ASAP** at a **time mutually agreed** upon by the Participating Sides and approved by the **Controlling Body**.

5.4 In the event of a **match/s not being able to be played** due to Adverse Conditions, the "catch up" game is to be **played on or before the Scheduled Catch-Up Date** set by the **Controlling Body**. **Mutually agreed Forfeits** will result in both sides being awarded **Zero Points** (as per Condition 8.5).

6. Scoring:

6.1 **Scoring is on Rink Results only; with each Rink Win DOUBLED. There are no MATCH POINTS for a Round Win.**

6.2 Win on **three (3)** Rinks = **6pts**, win on **two (2)** Rinks = **4pts**, win on **one (1)** Rink = **2pt**.

7. Notification of Results:

7.1 Results will be Recorded in **BowlsLink** by the Designated Home Side **immediately** after the Conclusion of Play; or **NO later** than **Midday** the **following day**.

7.2 The **Away Side** MUST Check **BowlsLink** results and **report discrepancies** within **24 hours**.

7.3 **Result Sheets** will continue to be used in the usual manner and retained in the **Eventuality of a Dispute**.

7.4 **Failure** to Enter results within these time frames may result in **loss of Rink Win Bonuses**.

8. Forfeits, Byes, Games Not Completed and Unplayed Games:

8.1.1 A Side awarded a **Forfeit**, will receive **Six (6) Points** i.e., **Three (3) Rink Wins**.

8.1.2 A Side awarded a **Bye** will receive **Four (4) Points** i.e., **Two (2) Rink Wins**.

8.1.3 An **Average Margin** of the **Other Sides'** Played in that Section from that Round **will be applied** at the end of that rounds play.

8.2 The **Side Conceding the Forfeit** shall receive **No Points** and be **debited** with a shot **margin equal** to that credited to **their opponents**. In the case of a **Forfeit**, both Clubs MUST **submit Result Sheets**. The Club of the Forfeiting Side **Must** notify the **Governing Body** that they intend to forfeit, giving reasons for the decision, before the round is schedule to be played.

8.3 **No Points** or **Rink Win Bonus** will be allocated to games **not completed or forfeited**.

8.4 Should there be a **Double Forfeit**, each Side will receive **No Points** nor **Rink Win Bonus**.

8.5 **Un-Played Games**, each Side will receive **No Points** with **No Rink Wins** nor **Rink Bonus**.

9. Practice:

9.1 Instead of **Trial Ends**, Players may **Practice** up until the agreed **Starting Time** (unlimited ends) on any Rink.

9.2 Home Clubs are to make every effort to have greens available for practice a **Minimum of 30 Minutes** prior to the agreed **Starting Time**.

10. Player Movements During Play:

NOTE: Players will only be allowed to walk up to the head as follows:

10.1 Pairs:

Leads may be called to the head after delivery of their **Second and Third Bowl** in the **3 Bowl** Discipline and **Third and Fourth Bowl** in the **4 Bowl** Discipline.

Skips may walk to the head after delivery of their **Second, Third and/or Fourth Bowl**.

10.2 Triples:

Leads may go to the head after the **Second Player** in their Side has delivered their **Second Bowl**.

Seconds may go to the head after delivery of their **Second Bowl**.

Skips may walk to the head after delivery of each of their **Bowls**.

NOTE: Restricting the movements of players does not prohibit a player being called to the head by the Skip, however care should be taken not to delay play.

11. Drawn Rink:

11.1 There shall be **No Drawn Rinks**.

11.2 In the event of the **Scores** on any Rink being **Equal** after the prescribed **Number of Ends**, an **Extra End** will be played.

11.3 **Skips** must **toss** to decide the **Mat**.

11.4 The **End** will be played **from** where the **last end finished**.

12. Finals:

12.1 All finals are **Knockout Matches**.

- 12.2 The **Top Two (2) Sides** from **Each Section**, after completion of Sectional Play, will progress to the **Finals**. This will be decided by the **Highest Match Points** won. If Sides are **Equal on Points, Score Difference** (Margin), if still equal, Score Percentage will determine Placings. **Top Two (2) Sides** will always take **Precedence** over scores which may be **greater** than others.
- 12.3 **Divisions** which have more than four (4) Sections preventing them from moving directly into the **Quarter Finals**, will be required to play an **Elimination Final**.
- 12.4 **Divisions** with **two (2)** only Sections will be drawn using the **McIntyre System**; with a **Semi-Final**; **Preliminary Final**; and **Grand Final**. **Divisions** with **Three (3) or more Sections** will be drawn according to Conditions **12.2 & 12.5**.
- 12.5 The **Next Best Sides** will **fill** the number of **Vacancies** required to **Complete the Draw**.
- 12.6 The **Next Best Sides** will be determined by **Combining** all **Remaining Sides** from **all Sections** and Ranking them in **Descending order of Points, Score Difference** (Margin) and **Score Percentage**.
- 12.7 When playing the **Finals**, once **Two (2) Rinks** have been Won, the **Third Rink need not be completed**. In the case of a **Drawn Rink** with the **Game in the Balance**, the **Drawn Rink** need only play an **Extra End** should it be required to **Determine the Outcome of the Game**.