

BOWLS SASK Conditions of Play

Bowls Sask Cash Tournament

Rules & Eligibility:

- Crystal Mark Fourth Edition rules will be in effect.
- The tournament is open to all Bowls Sask members.
- Travel, accommodation and meals are the responsibility of each player. Car pooling is encouraged to reduce costs.

Teams & Dress Code:

- Each team will consist of 4 players.
- Teams can be mixed or matched.
- Players will enter at their home club (in person or online).
- Each club can enter as many teams as they want.
- Once registration closes, players will be distributed evenly based on skill/experience level by a committee established by each club.
- Each team will have a designated 'Captain'. They will be responsible for communicating with their team and other responsibilities outlined below.
- If there is not enough interest level within a club to create a full team, "Wildcard" teams can be formed using players from multiple clubs.
- Each team will have a unique name of their choosing. The teams are representing their club so names such as (Nutana Nightmare, Regina Ramblers, Moose Jaw Monarchs, etc.) are encouraged. The designated captain will coordinate with their team to determine their name. If one is not chosen, one will be assigned by Bowls Saskatchewan.
- To help differentiate each team, colours will be designated to each team. Matching shirt colour for each team would be encouraged.

Format & Draw:

- Play will begin on Friday and end on Sunday. Potential tournament structure as follows:
 - Friday: Round 1, Round 2
 - Saturday: Round 3, Round 4, Round 5, Round 6
 - Sunday: Round 7, Round 8, Finals
- If there are 9 entries or less, round robin play will occur. The top four teams would play in the final round on Sunday. 1v2 and 3v4.
- If there are 9+ teams pool play will be used. Teams will be randomly drawn into pools by Bowls Saskatchewan. The top two teams from each pool will advance to a semi final on Sunday. 1v2 from each pool.
- For each round teams will be divided into different disciplines. Each round will rotate between Fours, Triples/Singles, and Pairs/Pairs.
- The team captain will lead their team in determining how to split themselves for each round. Team lineup and order can be changed from round to round. Substitutes are allowed but can only be for one round before becoming the permanent player.
- Triples/Singles and Pairs/Pairs games will be 10 end games.
- Fours games will be 8 end games.
- Singles will be first player to 13 points or 16 ends played.
- Trial bowls will only occur before the first game of each day.
- Each game has a time limit of 75 minutes.
- No dead ends – the jack will be re-spotted if it is knocked out of the rink.
- No extra ends unless in the championship rounds.

Team Scoring:

Teams will be awarded 3 points for a win, 1 point for a tie, 0 points for a loss. +/- and then ends scored will be the tie breaking methods when determining the standings.

Prize Money:

After the initial qualifying rounds, the top four teams will play a final round to determine who wins what prize money. Cash prizes will be provided to the top 4 teams. The Prize pot would be divided accordingly:

1st Place: 50%

2nd Place: 25%

3rd Place: 15%

4th Place: 10%

Estimated prize pot would be between \$1500-\$2000.

Expectations for Participating Clubs:

- Create a sign-up sheet and/or sign up form digitally that club member's can utilize to register.
- Create a selection committee consisting of 2-5 members. This committee would be encouraged to be made up of experienced players and coaches. These players should be familiar with the approximate skill/experience level of registered players.
- Establish a registration deadline before the event (possibly before end of June).
- Once the total number of interested players is known, the committee, if required, will try to recruit the required players to fill teams of four.
- By the entry deadline (July 8th), the committee must submit the number of full teams from their club, along with additional names of interested players. Bowls Saskatchewan will then be responsible to establish "Wildcard" teams, if possible.

Host Club Responsibilities:

- Appoint a Drawmaster.
- Arrange for lunches (optional) and notify all participants.
- **Ensure all participants have equal access to a minimum of two (2) hours practice time prior to the start of the tournament.**
- Complete the Bowls Sask Tournament Results Form and the Tournament Expense Form. Facility rental will not be paid until all forms have been received.