



SPORT FOR ALL Policies & Procedures

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A. OBJECTIVES

To provide an environment in which recreational Saskatchewan lawn bowlers have the opportunity to progress in the sport of bowls.

To offer and coordinate programs for recreational Saskatchewan bowlers that will enable them to achieve personal, club and provincial success.

To support coaches and officials in identifying and preparing our recreational athletes, and to increase opportunities for educational experience and exposure to a higher calibre of bowling.

To Commit to:

- a. The pursuit of excellence in bowls
- b. Fostering teamwork, mutual respect and sportsmanship
- c. Encouraging innovation and learning
- d. Integrity, fairness and transparency in all aspects
- e. A strong work ethic which is driven by enthusiasm and passion.

B. SPORT FOR ALL COMMITTEE & RESPONSIBILITIES

1. Committee

- a. There shall be a minimum of four (4) and maximum of seven (7) members on the Sport for All Committee. Ideally each club shall have a member on the Committee.
- b. A Bowls Saskatchewan Vice-President will be appointed an ex-officio member of the committee by Bowls Sask
- c. The Committee will elect a Chairperson.
- d. The Chairperson will vote only in the case of a tie.
- e. A quorum will consist of more than 50% of the existing number of voting members.
- f. The Chairperson will report to the Bowls Sask Board of Directors when necessary.
- g. The committee members will be identified on the Bowls Sask website.

2. Roles and Responsibilities

- f. Provide input as requested by the Bowls Sask Board to assist with the preparation of the operational budget
- g. Review objectives of the Sport for All Program annually to ensure the Program is on target.
- h. Maintain a Policy and Procedures manual for the benefit of the athletes, coaches, officials and committee.
- i. To review the athlete assistance applications, verify information, make the selection of those athletes to receive funding and notify all applicants
- e. To review the Sport for All events for improvements or changes. Organize additional competitive tournaments or events as may be required
- f. Provide educational and training opportunities for those athletes identified as recreational (i.e. coaching, competition, fitness, psychology, etc.)
- g. In conjunction with the Sask First Chair, the Coaching Chair, the Officials Chair and the Bowls Sask Office, prepare an annual Calendar of Events to send to the Bowls Sask Board for approval.
- h. Prepare a written report for the Annual General Meeting of the Association.

C. BUDGET

Bowls Sask will contact the Sport for All Committee when the Association is ready to proceed with drafting the next year's budget. The Committee will be provided a copy of the previous year's budget and actuals year-to-date as well as any changes the Board may anticipate. The committee may provide any suggestions for change to the budget. Those suggestions will be considered by the Bowls Sask Board when finalizing the overall budget. A final confirmation of the Sport for All budget will be shared with the committee once finalized by the Board and approved by Sask Sport.

D. CODE OF ETHICS

All members of Bowls Sask, including those who receive funding to attend Provincial, National and International events, shall abide by the Code of Ethics (in the Bowls Sask Safe Sport Policy Manual).

E. CODE OF CONDUCT

All members of Bowls Sask, including those who receive funding to attend Provincial, National and International events, shall abide by the Code of Conduct (in the Bowls Sask Safe Sport Policy Manual).

F. ATHLETE ASSISTANCE PROGRAM

1. The purpose of the Athlete Assistance Programs is to provide financial assistance to athletes with the desire and potential to transition from a recreational level to a competitive level of bowling. An athlete who is considered to have moved well beyond the recreational threshold, having their focus solely on competitive events such as provincial championships, may not qualify for this funding.
2. There are two types of funding.
 - a. Sport for All Athlete Assistance - available to a registered member of Bowls Sask who meets the qualifying criteria.
 - b. Under 25 Athlete Assistance - available to a registered member of Bowls Sask who meets the age restriction as defined in the Consolidated Conditions of Play for the Canadian Championships for U18 (Youth Open) or U25 (Junior Open).
3. Athlete Assistance funding can be used:
 - a. To participate in a sanctioned tournament that is out of province or out of country but not off continent.
 - b. To attend an approved development opportunity out of province.
 - c. To participate in the Youth/U18 or Junior/U25 or Para Canadian Championships.
 - d. In the case of designated **B** teams or player, to participate in a Canadian Championship
4. A sanctioned tournament, out of province or out of country must meet these entry requirements:
 - a. Singles – a minimum of 20 singles entries
 - b. Pairs – a minimum of 16 teams
 - c. Triples – a minimum of 12 teams
 - d. Fours – a minimum of 12 teams
5. Application Process
 - a. Applications are sent by Bowls Sask to all athletes who have participated in a provincial championship, provincial tournament or athlete development clinic in the previous year.
 - b. Applications are sent out no later than March 1st and must be received by March 31 of the current year.
6. Eligibility
The athlete must:
 - a. Be a member in good standing with Bowls Sask and their affiliated club.
 - b. Have been bowling for one full year.
 - c. Have a record of participation and demonstrate the potential to move to a competitive level of bowling.
 - d. Have not received Sask First Athlete Assistance funding and/or attended a Canadian Championship as a provincial gold medal winner in the previous two years.
 - e) Meet the Youth and Junior age restriction as defined in the Conditions of Play for the Canadian Youth and Junior National Championship to qualify for U25 Athlete Assistance.
7. Assessment Criteria
The level of participation in the following events over a three-year period will be used to assess the athlete's potential for further development and funding:

- a. Athlete Development Clinics
- b. Provincial Tournaments
- c. Provincial Championships
- d. Poor, declining or non-participation without just cause
- e. Not attending provincial championships, unless justification is provided.

The assessment will also consider the athlete's short and long term goals. Athletes who have moved well beyond the recreational threshold, will not be considered.

8. Funding Allocation

All applicants will be notified of the decision to fund or not to fund by March 31st. The funding is expected to be spent within the fiscal year (Apr. 1 - Mar. 31). Sport for All funding will be divided equally among recipients. A maximum of \$500.00 per athlete shall be awarded.

Eligible expenses are travel (airfare, mileage and/or ground transportation), luggage (one checked bag per flight per person), hotel accommodations, meals provided by the host club, registration fees. For other allowable expenses, consult the Bowls Sask office before filing the expense claim.

G. CALENDAR OF EVENTS & LOGISTICS PAGE

1. Selection of Host Locations

The Sport for All Committee will prepare a schedule of provincial events for approval by the Bowls Sask Board of Directors by December 31 of the year preceding the next year's Provincial and Canadian Championships using the following guidelines:

- Conduct the provincial championships on weekends.
- If there are scheduling issues, Senior Triples may be scheduled to start during the week.
- Attempt to schedule the provincial championships for completion four weeks prior to the Canadian Championship event.
- Alternate the events between Northern and Southern Saskatchewan clubs.

2. Grassroots Tournament

The purpose of this tournament is to introduce new bowlers and non-competitive bowlers to competition in a social environment.

All entrants must be members in good standing with Bowls Saskatchewan, must not be receiving current funding from the Sask First Program and must not have attended a current of previous season's Canadian Championship.

3. Bowls Sask Cash Tournament

The purpose of this tournament is to provide an inter-provincial event for recreational and competitive bowlers that encourages newer players to experience competition in a social environment where they compete for cash prizes.

4. Provincial Championships

The purpose of the provincial championships is to select provincial gold, silver and bronze medals for each championship offered annually. Some gold medalists proceed to the Canadian Championships offered by Bowls Canada. Only affiliated members who are recognized as full members by an outdoor club are eligible for provincial championships with the exception that all youth registered members of an outdoor club are eligible for the Youth/U18 provincial championships.

5. Athlete Development

One day clinics focusing on drills and strategies will be conducted in late May or early June. Dates and locations will be determined in consultation with both the Sport for All and Sask First Committees.

The Board of Directors will determine if funding will be provided to offset any costs for participants which will be outlined in the annual Fees Schedule.

The following are general guidelines for the Coaching Chair or person organizing the clinic(s):

- a. Have posters made up by Bowls Sask office for distribution to club presidents six weeks prior to the clinic date. Each club will contact their members to notify them of the clinic. Those interested in attending will notify the Bowls Sask office.
- b. Engage the services of a coach (Club Coach minimum) or a former National Team member to run the clinic. Content may include information in the field of nutrition, exercise physiology, strategy, tactics, mental preparation, etc.
- c. Confirm with the committee chair and host club that the facility is available for the selected date.
- d. Work with the Office Manager to track the expected participants to ensure the acceptable minimum number for the clinic to proceed.
- e. Participants will be responsible for their own expenses to attend.
- f. Solicit feedback from participants and other facilitators and prepare a summary report of the clinic activities, participant numbers, etc. to be sent to the Bowls Sask Board. This should include recommendations for future clinics.

6. Coach Development

Bowls Sask recommends that all coaches become trained and certified in the National Coaching Certification Program (NCCP). ALL coaches in Saskatchewan MUST have the Respect in Sport training offered by Sask Sport (free of charge when using the Sask Sport link).

NCCP coach certification clinics (Club Coach, Competition Introduction Coach and Performance Coach) will be conducted as the need and interest arise. Dates and locations will be determined in consultation with the Coaching Chair, the Office Manager and the host club of the location chosen. These clinics follow the content of each course as set by Bowls Canada.

A fee may be charged to all clinic/workshop participants as set out in the Bowls Sask Fees Schedule found on the website. Participants are responsible for all expenses incurred to attend. The Board of Directors will determine if funding will be provided to offset any costs for participants which will be outlined in the annual Fees Schedule.

More information about becoming a coach and certification pathways/requirements is found on the Bowls Sask website under 'Get Involved' and the Bowls Canada website.

7. Officials Development

Umpires play a vital role in ensuring that all aspects of play are in line with the Laws of the Sport of Bowls. Umpires must be able to apply their knowledge of the laws in an approach that will make the experience enjoyable for both the participants and the officials.

Officiating clinics (Level 1 and Level 2) will be conducted as the need and interest arise. Dates and locations will be determined in consultation with the Officiating Chair, the Office Manager and the host club of the location chosen. These clinics follow the content of each course as set by Bowls Canada.

A fee may be charged to all clinic/workshop participants as set out in the Bowls Sask Fees Schedule found on the website. Participants are responsible for all expenses incurred to attend. The Board of Directors will determine if funding will be provided to offset any costs for participants which will be outlined in the annual Fees Schedule.

More information about becoming an umpire and certification pathways/requirements is found on the Bowls Sask Website under 'Get Involved' and the Bowls Canada website.

8. Bowls Canada Boulingrin National Bowls Day

National Bowls Day was introduced by Bowls Canada Boulingrin in 2017 as a country wide event to be celebrated by lawn bowling clubs in June every year. Clubs celebrate the day by hosting Open Houses, Try Bowls Games Day, Fun Tournaments, Family and Friends Day, Fundraiser events, etc. Clubs registering with BCB can access free resources and promotional materials such as posters and a media kit to promote their event.

H. DRESS CODE & FOOTWEAR POLICY for ATHLETES & OFFICIALS

1. Provincial Championships

g. Shirts

- Members of a team will wear shirts of the same design and colour, excluding red which is designated solely for officials. If entire white shirts are worn, then styles may vary. Current provincial team shirts and Canadian National team shirts are not permitted, however, players may wear the discontinued provincial team shirts. Shirts must be sleeved and have a collar or high neck.
- Officials will wear red shirts with sleeves and collars.
- Long sleeved undershirts and UV protective clothing shall be permitted and shall be worn under the team shirt.
- Shirts should be of a respectable length, pattern and design.
- T-shirts, muscle shirts, tank tops and low neckline shirts are not acceptable attire.

h. Bottoms

- Participants may wear slacks, skirts, culottes or shorts.
- Team players will wear bottoms of the same color.

i. Outerwear

Hats, visors, outerwear and rain gear can be any colour or pattern and need not match with other team members.

j. Footwear

- Shoes must be flat-soled with no separation between the front sole and heel (i.e. flat from toe to heel).
- Walking shoes and sport shoes are acceptable; sandals with a heel strap are also acceptable, as long as the back strap is firmly fitted when worn.
- Flat-soled wedge shoes (i.e. shoes that increase in height from toe to heel) are not acceptable.
- The width of any heel must be at least 50% of the widest part of the sole. The sole may possess a shallow tread pattern or indented grooves to improve traction, without damaging the green. A channel in the centre of the sole is acceptable; protuberances that extend out from the sole are not acceptable. Edges around the sole and around any channel, need to be rounded.
- For further details, refer to the BCB National Championship Policies.

e. Logos

All shirts and bottoms produced for lawn bowling events that have logos will be accepted. On all other shirts only a small logo (about the size of a credit card) will be permitted.

f. Enforcement of Dress Code

- It is the responsibility of the umpire to ensure all players are in adherence with the dress code and to enforce it.
- In the event a player/team is of the opinion that a member of the opposing team has not adhered to the dress code, they will immediately bring the infraction to the umpire's attention, prior to the completion of the first end. Failure to do so will constitute de facto acceptance of the situation.
- The umpire may serve a WARNING to the offending player/team prior to the completion of the game in which the infraction has been noted. The offending player/team must take corrective action prior to commencement of the next succeeding game. Failure to do so will result in a forfeit.

NOTE: Play will continue regardless of any suggested dress code infraction.

2. Bowls Sask Tournaments

All athletes and officials must adhere to the Dress Code in #1 above with these few minor casual clothing guidelines:

- Shorts, skirts and skorts are to be of a respectable length – no more than 4" above the knee

- Beach shorts, sweatpants and jeans are not acceptable attire

3. Bowls Canada Canadian Championships

Those athletes and officials attending the Canadian Championships must adhere to the Dress Code outlined in the BCB National Championship Policy and the BCB Domestic Policy.

If it is not clear an event meets the qualifying requirements, the athlete should consult the Bowls Sask office for advice before registering.

I. PROVINCIAL CHAMPIONSHIPS & TOURNAMENT GUIDELINES

1. Entry Procedures

- Entries must be submitted to the Bowls Sask. office by email by midnight of the day indicated on the Calendar of Events found on the Bowls Sask website
- To enter all events on the calendar, participants must send an email to the Bowls Sask office listing the event they wish to enter along with the names of the other athletes (if they are a team) as well as the positions for all athletes (skip etc.). A confirmation email will be returned from the office manager. If one is not received within 24 hours, contact the office to ensure your entry was received.
- The entry fee for each event per athlete is outlined in the Bowls Sask Fees Schedule which is updated annually. Entry fees for all events MUST be paid at time of entry. If entering a team, payment for all teammates must be in one payment. Payments are to be sent via e-transfer to bowlssask@sasktel.net. A receipt from Bowls Sask will be sent via email to the person who paid.
- The entry fee will be refunded when the provincial championship or tournament is not offered, include extenuating circumstances (i.e. death).

2. Bowls Regulations

- Bowls of any colour shall be permitted, as well as coloured dimples and rings
- Old disc-type bowls and bowls stamped “coaching” are not allowed
- Use of miss-matched bowls is prohibited

3. Use of Bowling Delivery Aids

Law 41.8 allows Member National Authorities to approve the use of artificial devices for delivering the jack or a bowl. Law 41.5 allows the use of a support or an artificial device (or both) when delivering the jack or a bowl or when walking on the green. Bowls Saskatchewan recognizes that the primary purpose of a bowling delivery aid is to enable a person with a physical disability to play the sport of bowls. We must also ensure that bowlers do not damage the playing surface while using a bowling delivery aid on the green.

Any bowler may use a bowling delivery aid (e.g. support, bowling arm, etc.) for delivery of the jack and their bowls. Bowlers may use a device which is produced by a recognized manufacturer, for use in lawn bowls, with no customized modifications and as approved by Bowls Canada Boulingrin.

For further information and types of aids that can be used, refer to the BCB policy on the use of bowling delivery aids.

4. Use of Portable Groundsheets

Law 6.1.5.6 allows Member National Authorities to determine the requirements for using portable groundsheets (for outdoor play only). For domestic play in Canada, the Controlling Body can decide to use portable groundsheets either before the start of play or at any time during play. The umpire, either by their own observation or on appeal by one of the skips or opponents in Singles, may also make the decision to use portable groundsheets on any rink.

At the start of an end, the rear edge of the portable groundsheet must be placed at least 2 metres from the rear ditch and at least 23 metres from the front ditch. The groundsheet may be placed at a different position, within this range, at the start of each end, unless otherwise directed by the Controlling Body or greenkeeper. Upon completion of an end, either team or opponent in Singles can temporarily remove the groundsheet at the head

end from the rink. Opponents are expected to assist with the removal and/or replacement of the groundsheet in the spirit of true sportsmanship.

Portable groundsheets must remain in use until the end of the game or until the Head Umpire decides that they are no longer needed.

5. Minimum Jack Length

Law 10.5 allows Member National Authorities to change the minimum jack length distance from 23 meters to 21 meters. For domestic play in Canada, the following distances are changed for outdoor greens (indoor greens are exempted, primarily for safety reasons):

Change from 23 meters to 21 meters:	<ul style="list-style-type: none">• The minimum distance for a delivered jack in laws 10.1.3 and 42.2.3 and appendix B.4.2 [D];
Change from 20 meters to 18 meters	<ul style="list-style-type: none">• The minimum distance for a jack which is moved by a bowl in play or a rebounding jack in laws 19.1.3, 56.5.2.4 and appendix B.4.2 [C];
Change from 25 meters to 23 meters:	<ul style="list-style-type: none">• The minimum distance of the mat line from the front ditch in law 6.1.1 and appendix B.4.2 [F];• The positioning of markings on the side banks in relation to the end ditches in law 49.12 and appendix B.4.1;• The finishing point of a marked center line in relation to the end ditches in law 49.13 and appendix B.2.1;• The minimum distance of the rear edge of a groundsheet from the front ditch in Definition C.12.

6. Support Personnel/Coaches

Each player shall be entitled to support personnel at this event

7. Practice Time

Ensure all participants have equal access to a minimum of 2 hours practice time prior to the start of any provincial championship.

8. Substitution Rules

- a. Must be a member in good standing
- b. May be for any position except skip
- c. A team (pairs, triples or fours) may have only one substitute (exception: death or doctor's note).
- d. If skip dies or has doctors note, another player from the team can move to skip and the substitute would be for the vacated position.
- e. Prior to start of championship
A team may apply to substitute a team member up to one day prior to the start of the first draw in a championship. To be considered, a request for a substitution must be made by contacting the Bowls Saskatchewan office before 12:00 noon on the Thursday prior to the start of the championship. The request must state for which draw of the championship the substitution is being requested. The substitution will be allowed provided Bowls Saskatchewan can confirm that the substitute player meets the eligibility requirements for the event.
- f. During the championship
Requests for a substitute will be received by the umpire in charge of the event. One substitute is permitted. The substitute may not play in the skip position. The original player may return to the competition provided that not more than one full game has been missed. After that, the substitute becomes a member of the team.

The substitute must be an eligible player who meets these requirements:

- Is a registered member in good standing with Bowls Sask and their affiliated club

- Is of the correct gender of the team
- Meets the age restriction for the championship
- Has not qualified to represent the province at a Canadian Championship in the current year
- Is not a player on another team that has competed in the same championship.

9. Restrictions on the Movement of Players During Singles Play

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.

- After delivering their third and fourth bowls.
In exceptional and limited circumstances, a Singles player can ask the Marker for permission to walk up to the head earlier than described in the clause above.
- If a player does not meet the terms of this law, Law 13 will apply.

10. Emergency Committee

- The Emergency Committee will generally deal with issues arising from severe weather conditions but may be called upon to deal with a round robin tie-breaker situation when the drawmaster and head umpire are unable to resolve it.
- The head umpire for the provincial championship or tournament will be responsible for establishing the Emergency Committee.
- The Emergency Committee will consist of the Head Umpire of the event and any two of:
 - Sport for All Committee member
 - Host Club President or Vice President or designate
 - Bowls Saskatchewan Board Member
 - Sask First Committee member
 - Neutral member (non-participating)

11. Jury of Appeal

- The Jury of Appeal will address any matters concerning an umpire's interpretation of the rules
- Complaints must be made in writing to the Office Manager within 48 hours of the incident.
- The President of Bowls Sask will be responsible for establishing the Jury of Appeal Committee.
- The Jury of Appeal will consist of a minimum of 3 persons selected from the following:
 - Provincial Officiating Chair or head umpire of the event
 - Bowls Sask Board Member
 - Sport for All Committee member
 - Sask First Committee member
 - Host Club President or Vice President or designate
 - Member of Bowls Sask
- No person with a material interest in the original ruling shall be on the Jury of Appeal.
- Members of the Jury of Appeal will be selected based on their respected knowledge and expertise.
- Those selected must be members in good standing with Bowls Sask

12. Inclement Weather Procedures

The Emergency Committee may delay, shorten or terminate matches due to severe weather conditions or other unforeseen circumstances. Rescheduling matches or selecting an alternative venue may be necessary. Bowls Sask will be advised of these decisions. The guidelines in the Bowls Canada National Championships Policy should be followed when decisions are made.

13. Forfeiture & No Show Procedures

Bowls Sask follows the current 'Game and Event Forfeiture Policy' outlined in the Bowls Canada National Championship Policy. Additionally, if a player or team does not show up for their event, a fine of \$100 will be imposed. Any cancellations must be received 24 hours prior to the start of the event. Justification must be provided to Bowls Sask. Until such time as any fine is paid, a member will be considered NOT IN GOOD STANDING.

14. Deliberate Delay of Play

Players are required to play without undue delay and in a manner which does not prevent their opponents from being able to complete the requisite number of ends within the prescribed time limit. If an appeal is made by a Skip, a Singles player or a coach that their team or player is being prevented from playing all their bowls within the time decided for the game, the Umpire will warn the offending team, in the presence of the Skip, that they are deliberately delaying play. Deliberate delay of play may include a player leaving the green multiple times, delaying the delivery of a player's bowl, or the Skip acting or issuing instructions designed to delay play.

If, in the opinion of the Umpire, as a result of their own observation or on appeal by one of the Skips or a Singles player, the team or player has committed the same offence again, further action may be taken in consultation with the Head Event Umpire (or designate), such as the following:

- a. If a player is leaving the green more than once, on each occasion after the first, they can leave the green only with their opponent's and the Umpire's permission.
- b. If a player is leaving the green to smoke, this will not be permitted for the remainder of the game.
- c. The end in progress will be regarded as completed and the opponents of the offender will be awarded as many shots as there are bowls in use for the game (for example, in the case of Fours, this would be eight shots).
- d. If, during the end which is in progress immediately before the end time of play is signalled or on completion of that end and before the start of any subsequent end, it has been determined that a team or player is being prevented from playing a further end due to the actions of their opponents, they will notify the teams that they must play one more end, even though the end time of play may have been signalled when such notification is given.
- e. The offending team may be put on the stopwatch on completion of any end in progress. The offending team will be required to deliver all their bowls in each of the remaining ends within a time period specified by the Umpire. Timing will be undertaken by a technical official specifically allocated for that purpose.
- f. The offending team may be put on the stopwatch from the start of their succeeding game.

Any stoppage of play due to time spent in discussion with the offending team or player in regards to the application of these conditions will be added to the time limit of the game.

15. Protest & Appeal

Protests, complaints and appeals shall be decided by the Jury of Appeal. Any protests, complaints and appeals must be directed to the Head Event Umpire within a timeframe appropriate to the nature of the issue in question and must be directed no later than one (1) hour of the completion of the game in question. The initial communication may be provided orally, but a written submission must be received within 24 hours of the completion of the game, with the timeline to be determined at the discretion of the Head Event Umpire.

A protest, complaint or appeal may only be made by the designated Coach registered for a team or player or by an on-duty official. In the absence of a registered Coach, a protest, complaint or appeal may be made by the Skip in a team game.

In the event that the initial one-hour time limit has not been met, the alleged misconduct will not be examined.

The Jury of Appeal will meet as soon as possible and reach an agreement to resolve the allegation in a timely manner. Any further action will be subject to the provisions of BCB's Discipline and Complaints Policy.

16. Roles & Responsibilities

- a. Bowls Sask
 - Verify that players are permanent residents of Saskatchewan and are members in good standing with Bowls Sask and their affiliated club.
 - Prepare the draw and notify the drawmaster and the skips of the teams. For all round robin provincial championships, include with the draw, information specific to that championship as listed in the Round Robin Formats.

- Appoint and assign the umpires for each draw

b. Host Club

- Appoint a drawmaster to manage the provincial championship or tournament on behalf of Bowls Sask.
- Ensure greens are maintained and ready for play at a competitive level
- Set up rinks and relocate markers and scoreboards daily as necessary
- Provide an adequate supply of drinking water in close proximity to the greens for players and officials
- A scheduled practice time is to be provided to the skips of teams and/or participants in singles.
- For singles events, provide and train sufficient markers
- Provide meals to umpires when needed during an event in which the official is actively umpiring.
- Provide refreshments such as coffee, tea and cold drinks for purchase by bowlers and participants. Provision of meals will be at the discretion of the host club
- For semi-final and final games, the drawmaster and/or the head umpire should attempt to ensure the best available rinks are assigned. This may require the testing of the rinks to ensure they have consistent and reasonable draws on both hands
- In case of a rainout, the Emergency Committee will make the final decision on alternate plans
- Complete the Bowls Sask. Expense Form and the Provincial Championship & Tournament Results Form). Payment for facility rental will not be made until this information has been received by Bowls Sask.
- Additional for Grassroots Tournament ONLY
The host is to offer a lunch each day. The Board of Directors shall set an amount annually to subsidize the host club for these meals. The Board of Directors will also determine if funding will be provided to participants to offset any costs. Both amounts will be outlined in the Annual Fees Schedule.

c. Drawmaster

- The draw will be generated by the Bowls Sask office and must be passed on to the drawmaster. The drawmaster, in coordination with the umpire in charge, will provide a briefing session to players prior to each player's first game to explain the conditions of play and, in the case of round robin draws, the relevant process that will be used to determine the medal winners.
- To assign markers for singles events or designate this job to someone else.
- Complete Bowls Sask. Tournament & Provincial Championship Results Form (Appendix C). Facility rental will not be paid until this information has been received by Bowls Sask.
- If more than one event is being played at the same time and there is more than one drawmaster, the drawmasters are to consult with one another on designation of greens and rinks, keeping in mind that players in one type of event should be kept together. Each drawmaster will be responsible to fill out the proper paperwork required for their draw.
- The drawmaster and/or the umpire should attempt to ensure the best available rinks are assigned for the semi-finals and final of an event. This may require the testing of the rinks to ensure they have consistent and reasonable draws on both hands.
- It is preferable that a drawmaster not be a competitor in the event.

d. Officials Chair & Umpires

The Bowls Sask Officials Chair selects the umpires for all Bowls Sask Provincial Championships and Tournaments. The chair communicates with all umpires as soon as the Schedule of Events is posted to begin securing umpires for every event. One umpire from each event is chosen to be the Head Umpire by the Chair. Once the draw/schedule is completed for each event by the Office Manager it is shared with the Officials Chair. The Chair finalizes the umpire schedule and shares it with all the umpires for that event as well as the Bowl Sask Office Manager.

The Head Umpire oversees the entire event to ensure all the rules within the Laws and Bowls Sask Policies are adhered to.

J. CONDITIONS of PLAY

1. Majors (Singles, Pairs, Triples & Fours) Provincial Championships – Conditions of Play

Entry Conditions

2. Bowls Sask will send unique teams per discipline (singles, pairs, triples & fours) for both men and women to the National Championship. However, a player can compete in two non-concurrent events at Nationals.
3. All entrants must be members in good standing with Bowls Sask and their affiliate club.
4. Is the correct gender of the team.
5. Entrants must be a permanent resident of Saskatchewan as of January 1 of the current year.
6. Each team will be allowed a coach during the event. The name of the coach must be submitted prior to the start of the event.

Formats of Play and Trial Ends

7. All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Fourth Edition, 2022; BCB Domestic Policy; BCB's Canadian Championship Policies; and these Conditions of Play.
8. The formats will consist of:
 - a. Singles: four bowls per player; two sets of seven ends with a three end tiebreaker if necessary.
 - b. Pairs: three bowls per player; 12 ends.
 - c. Triples: two bowls per player; 12 ends.
 - d. Fours: two bowls per player; 12 ends.
 - e. There will be a time limit of 2 hours for all disciplines. Time limits include trial ends.
 - i. For singles, if the time limit is reached and the last set has not been completed, the following will take place:
 1. If player "A" won the first set, and is winning the second set when the time limit is reached, player "A" will be declared the game winner and awarded both sets.
 2. If player "A" won the first set, and the second set is tied when the time limit is reached, player "A" will be declared the game winner and awarded one won set and one tied set.
 3. If player "A" won the first set, and player "B" is winning the second set when the time limit is reached, the second set will be awarded to player "B". Each player having won a set, a three end tiebreaker will be played to determine the game winner and both players will be awarded one set each.
 4. If a tiebreaker end is necessary, it will be played even if the time limit has been reached.
9. Sets Play
 - a. The winner of each set will be the player with the most shots at the completion of the seventh end. The winner of the game being the better of two sets (a tiebreaker is not a set.) In sectional play, all 7 ends of a set must be completed. In knockout play 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.
 - b. If the shot scores are tied after the last end of a set, the set is drawn.
 - c. If the game is tied (two drawn sets or one set each) after the two sets have been completed, a tie-breaker consisting of three (3) ends will be played to determine the winner. If the shot scores are tied after the third end of the tie-breaker, a further 4th tie-breaker end will be played.
9. Team Events: A double knockout format will be used. Once a team loses a match, they go down to the B side. Once a team loses two matches, they are eliminated from the tournament. If the shot scores are tied after the twelfth end, a one end tie breaker will be played.
 - a. During knockout play there must be no further play in a game if at any point it becomes impossible for one team to draw or win the game given the number of ends left.
10. Singles: There will be a maximum of 9 games over a 3-day weekend (2 Friday, 4 Saturday, 3 Sunday). If 2, 3 or 4 participants, a double round robin format will be used.

If 5, 6, 7, or 8 participants, a single round robin format will be used.
If 9 or more participants, pool play will be used.

If one player is undefeated through the round robin or double round robin, they will be the gold medalist.
If all players have one loss or more after round robin, the first seed will play the 2nd seed for the gold medal.

In the event of 2 or more pools;

- if two pools, there will be two playoff games; 1st in one pool plays 2nd in other with winners to play for gold and losers to play for bronze.
- if three pools, there will be three playoff games; 2nd pool B vs pool winner with 3rd most points, 2nd pool C vs 2nd pool A. Then winner of 1st game vs Pool winner with most points and winner of 2nd game vs Pool winner with 2nd most points. Then winners of game 3 and game 4 play for gold and losers of game 3 & 4 play for bronze.
- if four pools, there will be three playoff games; 1st A vs 2nd C, 1st B vs 2nd D, 1st C vs 2nd A & 1st D vs 2nd B. Then winners of 1st and 2nd games as well as winner of 3rd and 4th games play. Then winners of game 5 and game 6 play for gold and losers of game 5 & 6 play for bronze.
- A player in the bronze game may opt out of that game.

The winner of each set will be the player with the most shots at the completion of the seventh end. The winner of the game being the better of two sets (a tiebreaker is not a set.) In sectional play, all 7 ends of a set must be completed. In knockout play a set will be decided if, at any point, it becomes impossible for one player to draw or win the set given the number of ends left.

- i. If the shot scores are tied after the last end of a set, the set is drawn.
- ii. If the game is tied (two drawn sets or one set each) after the two sets have been completed, a tie-breaker consisting of three (3) ends will be played to determine the winner. If the shot scores are tied after the third end of the tie-breaker, a further 4th tie-breaker end will be played.

During knockout play there must be no further play in a set if at any point it becomes impossible for one player to draw or win the set given the number of ends left.

In all cases a tied end will count as a played end.

11. First to play

- a. For team events:
 - i. The skips must toss a coin and the winner of the toss has the options described in law 5.2.2.
- b. For Singles:
 - i. First set: the opponents in Singles must toss a coin and the winner of the toss has the options described in law 5.2.2
 - ii. Second set: the winner of the first set must 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 must place the mat and then deliver the jack and the first bowl.
 - iii. Tiebreaker end: the opponents in Singles must toss a coin and the winner of the toss has the options described in law 5.2.2

12. All games shall be played using the “re-spotting the jack” rule per section 56.5 of the Laws of the Sport of Bowls and the “one re-spot position” per section 56.5.3 of the Laws of the Sport of Bowls.

13. Prior to the start of a game, each player or team will be allowed two trial ends. For trial ends, players may use the same number of bowls as they would in the game. Trial ends will be included as part of the time limit for the match.

14. Any player not ready to play at their official start time for any game shall forego their right to play trial ends.

15. An official signal shall be sounded to signal the scheduled starting time for each game. No game shall be started before the official signal is given. If any player is not ready to play within 10 minutes after the official start time of their game, their team shall forfeit the game to their opponent.

Scoring and Tie-Breaking Procedures for Singles

16. Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
 - a. For Singles, entrants will earn one (1) set point for each set won, and one half (0.5) set points for a tied set. Tiebreakers are not sets.
17. No sectional games shall be conceded before the completion of all ends.
18. If a game is forfeited, the non-offending team will be awarded:
 - a. Singles: three match points, two set wins, two set points, and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same event.
19. In the event of a tie, ties will be broken as follows:
 - a. The Tie-Breaking Procedure will be implemented by a committee composed of the Drawmaster, Head Event Umpire and a representative of the Host Club
 - b. Entrants will be ranked based on total number of match points accumulated during the sectional play, for that discipline. If total match points are equal, the following will be used to rank the tied teams:
 - c. For Singles:
 - i. the player with the highest number of sets won will be the winner; [Note: tied sets are not included in determining the number of sets won]
 - ii. If match points and sets won are equal, the player with the highest net total of set points will be the winner; [Note: in the event of a tied set, a half set point shall be awarded to each player (tie breakers are not sets)]
 - iii. If all the above are still equal, then the player with the highest net total of shots over all games in the section (excluding tie-breaker ends) will be the winner;
 - iv. If game points, sets won, net set points and net total of shots are equal, then the player that won the game between the players that are equal will be declared the winner.
20. During medal games there must be no further play in a game if, at any point, it becomes impossible for one team to draw or win the game, given the number of ends left.

Substitutions Permitted for Canadian Championship (after provincials and before nationals)

21. All substitute athletes MUST have played in any of the Majors (Singles, Pairs, Triples or Fours) Provincial Championships in order to be eligible to attend any of the Majors (Singles, Pairs, Triples or Fours) National Championships.

2. Youth/U18 & Junior/U25 Provincial Championships – Conditions of Play

Entry Conditions

1. Youth/U18 - All competitors must be a minimum of 12 years of age at the start of the National Championship and not be 18 years of age by January 1 of the current season.
2. Junior/U25 - All competitors must be a minimum of 18 years of age by January 1 of the current season and not be 25 years of age by January 1 of the current season.
3. All entrants must be members in good standing with Bowls Sask and their affiliate club.
4. Is the correct gender.
5. Entrants must be a permanent resident of Saskatchewan as of January 1 of the current year.
6. Each team will be allowed a coach during the event. The name of the coach must be submitted prior to the start of the event.

Formats of Play and Trial Ends

7. All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Fourth Edition, 2022; BCB Domestic Policy; BCB's Canadian Championship Policies; and these Conditions of Play.
8. The formats will consist of:
 - a. four bowls per player; two sets of seven ends with a three end tiebreaker if necessary.
 - b. There will be a time limit of 1 hour and 45 minutes for all matches, including trial ends.
 - i. If the time limit is reached and the last set has not been completed, the following will take place:
 1. If player "A" won the first set, and is winning the second set when the time limit is reached, player "A" will be declared the game winner and awarded both sets.
 2. If player "A" won the first set, and the second set is tied when the time limit is reached, player "A" will be declared the game winner and awarded one won set and one tied set.
 3. If player "A" won the first set, and player "B" is winning the second set when the time limit is reached, the second set will be awarded to player "B". Each player having won a set, a three end tiebreaker will be played to determine the game winner and both players will be awarded one set each.
 4. If a tiebreaker end is necessary, it will be played even if the time limit has been reached.
9. There will be a maximum of 9 games over a 3-day weekend (2 Friday, 4 Saturday, 3 Sunday).
If 2, 3 or 4 participants, a double round robin format will be used.
If 5, 6, 7, or 8 participants, a single round robin format will be used.
If 9 or more participants, pool play will be used.

If one player is undefeated through the round robin or double round robin, they will be the gold medalist. If all players have one loss or more after round robin, the first seed will play the 2nd seed for the gold medal.

In the event of 2 or more pools;

- if two pools, there will be two playoff games; 1st in one pool plays 2nd in other with winners to play for gold and losers to play for bronze.
- if three pools, there will be three playoff games; 2nd pool B vs pool winner with 3rd most points, 2nd pool C vs 2nd pool A. Then winner of 1st game vs Pool winner with most points and winner of 2nd game vs Pool winner with 2nd most points. Then winners of game 3 and game 4 play for gold and losers of game 3 & 4 play for bronze.
- if four pools, there will be three playoff games; 1st A vs 2nd C, 1st B vs 2nd D, 1st C vs 2nd A & 1st D vs 2nd B. Then winners of 1st and 2nd games as well as winner of 3rd and 4th games play. Then winners of game 5 and game 6 play for gold and losers of game 5 & 6 play for bronze.
- A player in the bronze game may opt out for that game.

10. Sets Play

- a. The winner of each set will be the player with the most shots at the completion of the seventh end. The winner of the game being the better of two sets (a tiebreaker is not a set.) In sectional play, all 7 ends of a set must be completed. In knockout play 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.
- b. If the shot scores are tied after the last end of a set, the set is drawn.
- c. If the game is tied (two drawn sets or one set each) after the two sets have been completed, a tie-breaker consisting of three (3) ends will be played to determine the winner. If the shot scores are tied after the third end of the tie-breaker, a further 4th tie-breaker end will be played.

During knockout play there must be no further play in a set if at any point it becomes impossible for one player to draw or win the set given the number of ends left.

In all cases a tied end will count as a played end.

11. First to play

- i. First set: the opponents must toss a coin and the winner of the toss has the options described in law 5.2.2
- ii. Second set: the winner of the first set must 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 must place the mat and then deliver the jack and the first bowl.
- iii. Tiebreaker end: the opponents must toss a coin and the winner of the toss has the options described in law 5.2.2

12. All games shall be played using the “re-spotting the jack” rule per section 56.5 of the Laws of the Sport of Bowls and the “one re-spot position” per section 56.5.3 of the Laws of the Sport of Bowls.
13. Prior to the start of a game, each player will be allowed two trial ends. For trial ends, players may use the same number of bowls as they would in the game. Trial ends will be included as part of the time limit for the match.
14. Any player not ready to play at their official start time for any game shall forego their right to play trial ends.
15. An official signal shall be sounded to signal the scheduled starting time for each game. No game shall be started before the official signal is given. If any player is not ready to play within 10 minutes after the official start time of their game, their team shall forfeit the game to their opponent.

Scoring and Tie-Breaking Procedures

16. Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
 - a. entrants will earn one (1) set point for each set won, and one half (0.5) set points for a tied set. Tiebreakers are not sets.
17. No sectional games shall be conceded before the completion of all ends.
18. If a game is forfeited, the non-offending team will be awarded:
 - a. three match points, two set wins, two set points, and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same event.
19. In the event of a tie, ties will be broken as follows:
 - a. The Tie-Breaking Procedure will be implemented by a committee composed of the Drawmaster, Head Event Umpire and a representative of the Host Club
 - b. Entrants will be ranked based on total number of match points accumulated during the sectional play. If total match points are equal, the following will be used to rank the tied teams:
 - i. the player with the highest number of sets won will be the winner; [Note: tied sets are not included in determining the number of sets won]

- ii. If match points and sets won are equal, the player with the highest net total of set points will be the winner; [Note: in the event of a tied set, a half set point shall be awarded to each player (tie breakers are not sets)]
 - iii. If all the above are still equal, then the player with the highest net total of shots over all games in the section (excluding tie-breaker ends) will be the winner;
 - iv. If game points, sets won, net set points and net total of shots are equal, then the player that won the game between the players that are equal will be declared the winner.
20. During medal games there must be no further play in a game if, at any point, it becomes impossible for one player to draw or win the game, given the number of ends left.

3. Mixed Pairs Provincial Championships – Conditions of Play

Entry Conditions

1. All entrants must be members in good standing with Bowls Sask and their affiliate club.
2. Entrants must be a permanent resident of Saskatchewan as of January 1 of the current year.
3. Entrants must not be competing in any Canadian Championships in the current year.
4. Each team will be allowed a coach during the event. The name of the coach must be submitted prior to the start of the event.

Formats of Play and Trial Ends

5. All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Fourth Edition and these Conditions of Play.
6. The formats will consist of:
 - a. Three bowls per player; 12 ends.
 - b. There will be a time limit of 2 hours. Time limits include trial ends.
 - c. At the conclusion of the time period, an end in progress must be completed but no new end may start.
 - d. The definition of an end in progress is that the jack has been delivered by the first player to play in that end.
7. There will be a maximum of 9 games over a 3-day weekend (2 Friday, 4 Saturday, 3 Sunday).

If 2, 3 or 4 participants, a double round robin format will be used.

If 5, 6, 7, or 8 participants, a single round robin format will be used.

If 9 or more participants, pool play will be used.

If one team is undefeated through the round robin or double-round robin they will be the gold medalist. If all players have one loss or more after round robin, the first seed will play the 2nd seed for the gold medal. If there are four or more entries, the third seed will play the fourth seed for the bronze medal.

In the event of 2 or more pools;

- if two pools, there will be two playoff games; 1st in one pool plays 2nd in other with winners to play for gold and losers to play for bronze.
 - if three pools, there will be three playoff games; 2nd pool B vs pool winner with 3rd most points, 2nd pool C vs 2nd pool A. Then winner of 1st game vs Pool winner with most points and winner of 2nd game vs Pool winner with 2nd most points. Then winners of game 3 and game 4 play for gold and losers of game 3 & 4 play for bronze.
 - if four pools, there will be three playoff games; 1st A vs 2nd C, 1st B vs 2nd D, 1st C vs 2nd A & 1st D vs 2nd B. Then winners of 1st and 2nd games as well as winner of 3rd and 4th games play. Then winners of game 5 and game 6 play for gold and losers of game 5 & 6 play for bronze.
 - A team in the bronze game may opt out of that game.
 - There will be a minimum of 5 teams per pool and a maximum of 7 teams per pool. The draw template will be developed based on the amount of registered teams for the event.
8. First to play
The skips must toss a coin and the winner of the toss has the options described in law 5.2.2.
 9. All games shall be played using the “re-spotting the jack” rule per section 56.5 of the Laws of the Sport of Bowls and the “one re-spot position” per section 56.5.3 of the Laws of the Sport of Bowls.
 10. Prior to the start of a game, each team will be allowed two trial ends. For trial ends, players may use the same number of bowls as they would in the game. Trial ends will be included as part of the time limit for the match.
 11. Any player not ready to play at their official start time for any game shall forego their right to play trial ends.

12. An official signal shall be sounded to signal the scheduled starting time for each game. No game shall be started before the official signal is given. If any player is not ready to play within 10 minutes after the official start time of their game, their team shall forfeit the game to their opponent.

Scoring and Tie-Breaking Procedures

13. Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
14. No round robin games shall be conceded before the completion of all ends.
15. If a game is forfeited, the non-offending team will be awarded the win which gives them three match points and a total of shots that is equal to the average total of shots scored by the winners of all other games played in the same round of the event. If the average is a fraction of a number round up to the next whole number (i.e. 5.2 would be 6).
16. In the event of a tie in match points, the tie will be broken as follows:
- a. The Tie-Breaking Procedure will be implemented by a committee composed of the Drawmaster, Head Event Umpire and a representative of the Host Club.
 - b. The team with the highest net total shots over all games in the round robin will be the winner.
 - c. If net total shots over all games in round robin is equal, then the team with the best net total shots in the games between the tied teams will be the winner.
 - d. If still tied, then the team that won the game between the tied teams will be declared the winner.
 - e. If still tied (a three way tie where all teams won and lost to each other), then the Emergency Committee will be called to break the tie.
17. Playoff games have the same rules as round robin games except there will be no time limits for these games.
18. During playoff games there must be no further play in a game if, at any point, it becomes impossible for one team to draw or win the game, given the number of ends left.
19. In the event a playoff game ends in a tie, then an extra end will be played. A coin flip will be used to determine "choice of mat" for the extra end.

4. Senior Triples Provincial Championship – Conditions of Play

Entry Conditions

1. All entrants must be members in good standing with Bowls Sask and their affiliate club.
2. Entrants must be a permanent resident of Saskatchewan as of January 1 of the current year.
3. Entrants must be 60 years of age or older by January 1st of the current year.
4. Entrants must not be competing in any Canadian Championships in the current year
5. Each team will be allowed a coach for the event. The name of the coach must be submitted prior to the start of the event.

Formats of Play and Trial Ends

6. All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Fourth Edition and these Conditions of Play.
7. The formats will consist of:
 - a. Three bowls per player; 12 ends.
 - b. There will be a time limit of 2 hours. Time limits include trial ends.
 - c. At the conclusion of the time period, an end in progress must be completed but no new end may start.
 - d. The definition of an end in progress is that the jack has been delivered by the first player to play in that end.
8. There will be a maximum of 9 games over a 3-day weekend (2 Friday, 4 Saturday, 3 Sunday).

If 2, 3 or 4 participants, a double round robin format will be used.

If 5, 6, 7, or 8 participants, a single round robin format will be used.

If 9 or more participants, pool play will be used.

If one team is undefeated through the round robin or double-round robin, they will be the gold medalist. If all players have one loss or more after round robin, the first seed will play the 2nd seed for the gold medal. If there are four or more entries, the third seed will play the fourth seed for the bronze medal.

In the event of 2 or more pools;

- if two pools, there will be two playoff games; 1st in one pool plays 2nd in other with winners to play for gold and losers to play for bronze.
 - if three pools, there will be three playoff games; 2nd pool B vs pool winner with 3rd most points, 2nd pool C vs 2nd pool A. Then winner of 1st game vs Pool winner with most points and winner of 2nd game vs Pool winner with 2nd most points. Then winners of game 3 and game 4 play for gold and losers of game 3 & 4 play for bronze.
 - if four pools, there will be three playoff games; 1st A vs 2nd C, 1st B vs 2nd D, 1st C vs 2nd A & 1st D vs 2nd B. Then winners of 1st and 2nd games as well as winner of 3rd and 4th games play. Then winners of game 5 and game 6 play for gold and losers of game 5 & 6 play for bronze.
 - A team in the bronze game may opt out of that game.
 - There will be a minimum of 5 teams per pool and a maximum of 7 teams per pool. The draw template will be developed based on the amount of registered teams for the event.
9. First to play
The skips must toss a coin and the winner of the toss has the options described in law 5.2.2.
 10. All games shall be played using the “re-spotting the jack” rule per section 56.5 of the Laws of the Sport of Bowls and the “one re-spot position” per section 56.5.3 of the Laws of the Sport of Bowls.
 11. Prior to the start of a game, each team will be allowed two trial ends. For trial ends, players may use the same number of bowls as they would in the game. Trial ends will be included as part of the time limit for the match.
 12. Any player not ready to play at their official start time for any game shall forego their right to play trial ends.

13. An official signal shall be sounded to signal the scheduled starting time for each game. No game shall be started before the official signal is given. If any player is not ready to play within 10 minutes after the official start time of their game, their team shall forfeit the game to their opponent.

Scoring and Tie-Breaking Procedures

14. Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
15. No round robin games shall be conceded before the completion of all ends.
16. If a game is forfeited, the non-offending team will be awarded the win which gives them three match points and a total of shots that is equal to the average total of shots by the winners of all other games played in the same round of the event. If the average is a fraction of a number, round up to the next whole number (i.e. 5.2 would be 6).
17. In the event of a tie, ties will be broken as follows:
- a. The Tie-Breaking Procedure will be implemented by a committee composed of the Drawmaster, Head Event Umpire and a representative of the Host Club
 - b. The team with the highest net total shots over all games in the round robin will be the winner.
 - c. If net total shots over all games in round robin is equal, then the team with the best net total shots in the games between the tied teams will be the winner.
 - d. If still tied, then the team that won the game between the tied teams will be declared the winner.
 - e. If still tied (a three way tie where all teams won and lost to each other), then the Emergency Committee will be called to break the tie.
18. Playoff games have the same rules as round robin games except there will be no time limits for these games.
19. During playoff games there must be no further play in a game if, at any point, it becomes impossible for one team to draw or win the game, given the number of ends left.
20. In the event a playoff game ends in a tie, then an extra end will be played. A coin flip will be used to determine "choice of mat" for the extra end.

5. Grassroots Tournament – Conditions of Play

Entry Conditions

1. All entrants must be members in good standing with Bowls Sask, must not be members of the Sask First Program and must not be attending a current or previous season's Canadian Championship.

Formats of Play and Trial Ends

2. All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Fourth Edition, 2022; BCB Domestic Policy; BCB's Canadian Championship Policies; and these Conditions of Play. The formats will consist of:
 - a. The opponents for the first game will be selected by random draw. Subsequent draws will be 'winners playing winners and losers playing losers'.
 - b. Pairs: three bowls per player; 10 ends and no more than 3 games a day.
 - c. Triples: two bowls per player; 10 ends and no more than 3 games a day.
 - d. There will be a time limit of 2 hours.
 - e. The single re-spot rule will apply in the event a dead end occurs. The jack will be re-spotted on the center line 2 meters from the ditch and play will continue.
3. In all cases a tied end will count as a played end.
4. First to play
The skips must toss a coin and the winner of the toss has the options described in law 5.2.2.
5. All games shall be played using the "re-spotting the jack" rule per section 56.5 of the Laws of the Sport of Bowls and the "one re-spot position" per section 56.5.3 of the Laws of the Sport of Bowls.
6. Prior to the start of a game, each team will be allowed two trial ends. For trial ends, players may use the same number of bowls as they would in the game. Trial ends will be included as part of the time limit for the match.
7. Any player not ready to play at their official start time for any game shall forego their right to play trial ends.
8. An official signal shall be sounded to signal the scheduled starting time for each game. No game shall be started before the official signal is given. If any player is not ready to play within 10 minutes after the official start time of their game, their team shall forfeit the game to their opponent.

Scoring and Tie-Breaking Procedures

9. Entrants will earn match points from each game based on two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
10. In the event of a tie, ties will be broken as follows:
 - a. The Tie-Breaking Procedure will be implemented by a committee composed of the Drawmaster, Head Event Umpire and a representative of the Host Club
 - b. Entrants will be ranked based on total number of ends won. If total ends won are equal, the total plus points based on a maximum of plus or minus 15 points per game will be used to rank the tied teams:
11. During medal games there must be no further play in a game if, at any point, it becomes impossible for one team to draw or win the game, given the number of ends left.

Substitutions

12. May play any position except skip. Only one per team per game.

6. Draw Formats for Number of Entries for all Provincial Championships – Round Robin & Double Knock Out

Round Robin Draw Formats for Singles, Youth/U18, Junior/U25, Mixed Pairs & Senior Triples

Double Knock Out Format for Majors Team Events

Number of Teams	Format
2, 3 or 4	Double Round Robin
5, 6, 7 or 8	Single Round Robin
9	Two Pools (one of 5 & one of 4)
10	Two Pools of 5
11	Two Pools (one of 5 & one of 6)
12	Two Pools of 6
13	Two Pools (one of 6 & one of 7) or Three Pools (two of 4 and one of 5)
14	Two Pools of 7 or Three Pools (one of 4 and two of 5)
15	Three Pools of 5
16	Three Pools (two of 5 & one of 6)
17	Three Pools (one of 5 & two of 6)
18	Three Pools of 6
19	Three Pools (two of 6 & one of 7) or Four Pools (three of 5 & one of 4)
20	Three Pools (one of 6 & two of 7) or Four Pools of 5