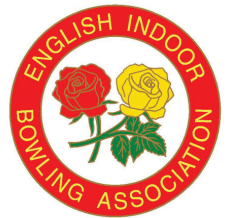


SUMMER COMPETITION

“FANTASTIC 5s”

A Singles, Pairs, Triples and Fours competition.



Rules

“Fantastic 5s” singles 1 game of 12 ends played at the same time as the fours which will be 1 game of 8 ends, followed by 1 game of 10 ends 3 wood pairs and 1 game of 10 ends 2 wood triples. 2 points for a win 1 point for a draw in each discipline

Games will have a play by date with the home team offering 2 dates within 3 days after the play by date of the previous round, with a start time between 9am and 7pm.

Teams will be drawn in groups of 4 where possible and play home and away, the group winners progressing to play the winners of another group in a regional playoff until we have 4 teams to go to the final in September to decide the Fantastic 5's Champion.

Where it is not geographically possible to form a group of 4 teams because of distance groups of 3 or even 2 teams will be formed with a possible play off on a neutral green against another group.

Clubs are permitted unlimited entries but must name all players in each team on the entry form and players are not permitted to move between teams.

Club entries should have a team name and a team captain to take responsibility for the scorecards.

The home team will be responsible for the results and scorecards should be sent to the EIBA HQ within a week or the points will be given to the opposition.

Teams can comprise of players who play winter Nationals from nominated other clubs in their areas.

Teams can comprise of up to 9 players, five of which only will play each round, and must be mixed two of one gender and three of another.

If a team plays an ineligible player/s or a team with only one gender all points will be deducted and the game given to the opposition.

Substitutes can only be made from your team of nine declared players; substitutes can only be replaced by players that have not played in previous rounds.

Dress for the competition is grey below the waist and white above and registered shirts can be worn at all stages.

Only one visit to the head per team per end. If the third is up in the fours or the second in the triples that is the one visit.

On killed ends the Jack will be replaced 1.5 metres to the side of the T and 2 metres from the ditch on the side it leaves the rink.

Other than the above rules as the W.I.B.C. laws of the sport.

All cards to be retained and sent to EIBA HQ.

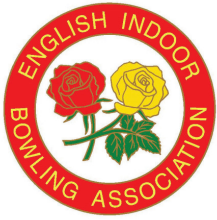
In case of a group being drawn then the following priorities will be used to find a group winner.

1. Games won between the 2 teams.
2. Shot difference.
3. Ends won.

If 1, 2, and 3 fail to find a group winner, the toss of a coin.

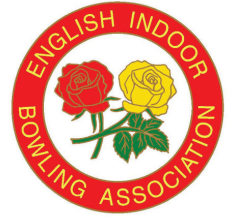
1. Home Team to pay rink fees.
2. Games will take between 2 and 2 and half hours

Regional Play-offs: any team that draw on points will play three ends. Three players will play best of three ends of bowls one wood each to determine who the winner is.



Finals

Played on a green using only 4 rinks.



1. The 4 teams will play the final as round robin with the team with the highest points announced the winner.
2. Each round will be 2 hours. A bell will be rung at 1 hour 50 minutes when no more jacks cast.
3. Only one visit to the head per team per end. If the third is up in the fours or the second in the triples that is the one visit.
4. Teams at the finals to be as rule 5 in the general rules. (Injuries will be an exception)
5. At the finals each round will be 10 ends Singles and 6 ends of Fours followed by 8 ends 3 wood Pairs and 8 ends of 2 wood triples.
6. Shot and Ends will not be used at the final and the winners of the match will be decided by points.
7. Trial ends only in the first game.
8. The green will be divided into rinks 1 and 2 will be A, 3 and 4 will be B. A draw will be made for each round to determine where each game is played.
9. If a draw in the groups at the finals all 5 players will play 1 end of bowls 1 wood each to determine who finishes where.
10. Dress for the finals will be Whites.
11. All other rules as for previous rounds