



## **SUMMER COMPETITION - "FANTASTIC 5s"**



### **A Singles, Pairs, Triples and Fours competition - Rules**

1. **"Fantastic 5s"**. The Singles (12 ends) and Fours (8 ends) are played simultaneously; followed by 10 ends of 3-Wood Pairs and 2-Wood Triples . 2 points for a win 1 point for a draw in each discipline.
2. 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, one weekday evening and one weekend. Ties at weekends shall not commence before 9.30am. Ties on weekday evenings shall be arranged to commence at a stipulated time between 6.00pm and 7.00pm other than by mutual agreement. One date offered may be to play during the day with a start time between 10am and 3pm if requested by the opponent. Other dates may be offered if agreed by both teams. If the challenger does not offer dates within the required time period the opponent becomes the challenger and shall offer dates as above at their own club. When dates are offered, the arrangements must to be confirmed within 72 hours and any arrangements made must be adhered to, as per the championship rules.
3. Teams can comprise of up to 9 players, five of which will play each round, and must be mixed, two of one gender and three of another. Failure to field a team of 5 players will result in a walk over and the points will be given to the opposition.
4. Teams will be drawn in groups of 4 where possible and games will be played home and away, the group winners progressing to play the winners of another group in a regional play off until 4 teams remain who will go to the final in September to decide the Fantastic 5's Champion.
5. 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.
6. Teams can comprise of players who play winter Nationals from nominated other clubs in their areas.
7. Clubs are permitted unlimited entries but must name all players in each team on the entry form. Players are not allowed to move between teams.
8. Club entries should have a team name and a team captain to take responsibility for the scorecards.
9. The challenger is responsible for providing an umpire/competent person and markers for the singles games.
10. The names of all players should be sent to EIBA HQ 2 weeks before the end of the first round.
11. The home team will be responsible for the results. Scorecards should be sent to the EIBA HQ within a week or the points will be given to the opposition.
12. 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.
13. 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.
14. 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.
15. 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.
16. Dress for the competition is grey below the waist and white above and registered shirts can be worn at all stages except for the final where white should be worn.
17. Other than the above rules as the W.I.B.C. Laws of the Sport of Indoor Bowls 3<sup>rd</sup> Edition Revised.

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 - 2½ hrs

### **Regional Play-offs**

Generally Regional playoffs will be arranged to be played at weekends unless circumstances dictate otherwise and if possible at alternative venues year by year as per the championship rules.

Any team that draw on points will play three ends as per the rule of the final (three players will play the best of three ends of bowls one wood each to determine who the winner is).

All other rules as per previous rounds.

### **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 1hour 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. In the event of a draw to two teams consisting of 5 players will each play 1 end of bowls having 1 wood each to determine who wins.
10. Dress for the finals will be Whites.
11. All other rules as for previous rounds.