

# Conditions of Play

The Hong Kong Lawn Bowls Training Centre will organize the 20th Tiger Bowls World Invitation from 11<sup>th</sup> to 12<sup>th</sup> March 2017. This tournament is supported by Hong Kong Lawn Bowls Association and approved by World Bowls Limited.

## Day 1 – Ranking Stage

- 67 men teams will be divided into 13 groups. Teams in a group will compete in a round-robin format of 4 games.
- At completion of the ranking stage, all teams will be ranked according to their game results. The top 35 men teams will be grouped in Cup Section and the remaining teams will be grouped in Plate Section.

## Day 2 – Qualifying Stage

- Teams will be grouped according to their results. Each group played a sectional single round-robin format of 4 games. All teams will be ranked within their Section.
- After completion of Qualifying Stage, the top 4 teams of the Cup and Plate Sections will be qualified for Knock-out Stage.

## Day 2 – Knock-out Stage

The top 4 teams of Cup Section and the top 4 teams of the Plate Section will play the semi-finals and finals under single knock-out format.

Prizes will be awarded to the finalists of both Cup and Plate Sections.

All players should wear Tiger Bowls T-shirts.

# General Rules

1. All games shall be played under the Crystal Mark Second edition of “Laws of Sport of Bowls” of the World Bowls.
2. All bowls must bear a valid World Bowls Stamp of 2017 or after.
3. Home Team shall complete the score card. After the game, the score card shall be checked and signed by both skips and immediately returned to the Umpire at the completion of each game.
4. Any team arrives with less than 4 players at the scheduled time shall forfeit the game and the opponent shall be awarded maximum points and 5 shots, the defaulting team shall be awarded zero (0) points and -5 shots.
5. Transfer of player to other team is not allowed.

6. No trial ends.
7. No visit to the head.
8. Burnt end will have 2 shots awarded to the opponent team. No replay of dead end is allowed.

## Rules of Play

1. All games within a group are in round-robin skin format.
2. All round robin games shall comprise of 8 ends, divided into 3 skins. The 1st and 2nd skin comprises of 3 ends and the 3rd skin comprises of 2 ends. A team wins a skin if it has more shots than the opponent at the completion of that skin. The skin is tie if both teams score the same number of shots.
3. Two points are awarded to winning a skin or one point each in the case of a tie skin. At end of the game, another two points are awarded to the team winning the total shots aggregates or one point each in the case of a tie score. A maximum of 8 points are awarded for a game.
4. Ranking of all round robin games will be decided as follows.
  - a) Higher 'Total Points' scored,
  - b) Higher 'Shots Difference' (i.e. 'Shots For' minus 'Shots Against'),
  - c) Higher 'Total Shots For',
  - d) Higher 'Ends Won', and
  - e) Tossing of coin
5. All knock-out stage games consists of 8 ends (no skin). Winner is determined by total shots aggregates or an extra end in case of tie shots aggregates.