





Celebration of the 25th Anniversary of the Establishment of the HKSAR Reunification Cup

Date: 16th & 17th July 2022

Condition of Play

Updated on 7 July, 2022

Reporting Time and Schedule

1. All teams including those with a bye in the 1st session are required to report to the Duty Official with a minimum of 4 players before the time listed below. Late-comers will forfeit their first match.

16th July 2022 (Saturday)

ALC = 11:40 am

CCC, CdeR, FC, IRC, KBGC, KCC, SLY, TKO, USRC & VP = 9:10 am

17th July 2022 (Sunday)

Remaining round-robin games at CCC = 9:10 am Quarter-finals at CCC, HKFC & IRC = 1:10 pm

- 2. All games will start when the green is available hence, teams may need to play before the scheduled time. Any team who fails to get ready to play when the start is signified by the Duty Official will forfeit the game to their opponent.
- 3. Players are advised to make their own meal arrangements during the break or free session.

Dress Code

The dress code applies to all original entrants of each team.

16th July – Current Club Uniform

17th July – Event Polo-shirt

Substitutes who do not have the event polo-shirt should wear their representing teams' club uniform during the games.

Competition Format







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- 1. 203 teams are divided into 29 groups of seven teams.
- 2. Single round-robin will be played. The top 48 teams with the most accumulated points will qualify for the knock-out stage in different competitions:

$1^{\mathrm{st}} - 8^{\mathrm{th}}$	Cup Competition	$9^{th} - 16^{th}$	Plate Competition
$17^{th}-24^{th}$	Bowl Competition	$25^{th}-32^{nd}$	Knife Competition
$33^{rd}-40^{th}$	Fork Competition	$41^{st}-48^{th}$	Spoon Competition

- 3. Teams ranked from 49th to 64th will be awarded consolation prize at the presentation ceremony after the Finals.
- 4. During the round-robin stage, all fours ends of the two sets should be played to complete the game. Two points will be awarded for a set win and one point for a set draw. Two additional points will also be awarded to the team with the most aggregate shots after the two sets. If the aggregate shots are tied, each team will be awarded one point.
- 5. At the completion of the round robin stage, all teams will be ranked in the order of:
 - a) Highest points won
 - b) Highest net total of shots scored
 - c) Highest number of ends won
 - d) The team that won the game played between the two teams
 - e) If still equal, a toss of coin will decide the winner
- 6. If a match is forfeited, the non-offending team will be credited with one match won, two sets won, a net total of 4 ends and 4 shots, and vice versa for the defaulting team. If both teams forfeited the same match, nil points, shots and ends will be credited to the offending teams.
- 7. Players in any teams of 5 must play at least one game during the round-robin stage. Failure to comply with this rule will result in losing their right for the consolation prize or advance to the knock-out stage if applicable.
- 8. All scorecards must be signed and handed in to the Duty Official immediately after each match.

Match Format

1. Fours. Two bowls per player. Sets play. Two sets of 4 ends each. All ends in both sets must be completed. No tie-break or extra ends are required in the round-robin stage.







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- 2. Quarter Finals, Semi-Finals and Final (knock-out stage): the winner of the match being the best of two sets. If the match is tied, i.e. two drawn sets or one set each, one additional end shall be played to decide the winner. Should there be another tie after the additional end, another extra end will be played.
- 3. A time limit of 70 minutes will apply in the round-robin games. Matches will commence as signified by the Duty Official. An end in course of play when time up is signified is required to be completed.
- 4. For the first set, winner of the toss of coin chooses the team to be the first to play. For the second set, the winner of the first set or, if the set is a tie, the winner of the last scoring end, will be the first to play. For tie-break and any further extra ends, the winner of the toss of coin chooses the team to be the first to play.
- 5. The jack will be placed by the Skip at a legitimate point on the center line. The Duty Official will not entertain any request for measurement of jack length.
- 6. Any team which burns the jack will be penalized with 2 shots credited to its opponent for that end. The end will be counted as a played end.
- 7. No trial end and no visit to the head.
- 8. Lead, Second and Third to remain at the mat end until after delivery of the second bowl of the Third of both teams.
- 9. In view of the tight schedule, all players should play with a smart pace, refrain from prolonged deliberations and be swift when crossing the rink. The Duty Official may take action against any act of slow play at his/her discretion if the progress of a match is deemed to be delayed.

Substitution

- 1. Only one substitute is allowed in each match. A minimum of 3 original players have to play in each match.
- 2. Substitute is not allowed to play as Skip irrespective of the number of matches played.
- 3. No team is allowed to play with less than 4 players.
- 4. Players and substitute in a team may not play in another team.
- 5. The Duty Official must be notified of any substitution prior to the start of a match.







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General

- 1. Prize presentation ceremony to follow immediately after the completion of the Finals at CCC.
- 2. The Hong Kong Lawn Bowls Association reserves the right to alter the format and schedule of play, venue and allocated rinks, etc. to suit unforeseen circumstances.
- 3. In case of any disputes, decision of the Duty Official is final.