

MEMORANDUM 備忘

TO: All Bowls Convenors 致: 各球會召集人

FROM: Claudius Lam 自: 林志堅

 DATE:
 June 21, 2016
 日期:
 2016 年 6 月 21 日

 SUBJECT:
 Heavy Greens
 項目:
 偏重場地比賽安排

At the council meeting on April 25, 2016 the councilors have endorsed the following arrangements for playing on heavy greens.

The accepted pace for a green will be from 9 to 18 seconds. The pace is determined by the number of seconds taken by a bowl from the time of its delivery to the moment it comes to rest at 27M from the centre of the mat line.

Procedure for measuring the Pace of the Green

- 1. This procedure will only take place after trial ends.
- 2. Each side assign one member to deliver the bowl and one member to time the pace. For Singles the bowl will be delivered by the marker and timed by the two opponents.
- 3. Place the mat at 2M from the rear ditch. Place the jack at 27M from the center of the mat and center it.
- 4. The two bowlers each deliver two bowls consecutively on the same hand. For singles the marker will deliver two bowls on the same hand.
- 5. Time start counting when the bowl leaves the bowler's hand. Time stop counting when the bowl stops completely.
- 6. Only bowls stopped within 1M from the jack will be counted. Time registered by both players will only be recognized as correct when the difference is less than 1 second. Take all records and average it for the exact timing.
- 7. Repeat steps 4, 5 and 6 until at least one valid time is recorded to determine the pace.

In League Games

After the trial ends, a side may query the pace of the green that were assigned to play. The captain should communicate with the opponent to request a measure to the pace of the green.

The two teams should each nominate a player to conduct the test on a rink these two players will not play on.

If the pace of the green proves to be outside the allowed range, the game will be re-scheduled and the current bye-law(s) apply. The side who raised the query will be responsible for any additional green fee involved.



In National Games

The above arrangement should apply except for games with a duty umpire. The lead of each team or marker in Singles should conduct the test on the rink of play. If a duty umpire is present, he/she is responsible for making the decision.

Due to the tight schedule of the national competitions, the two teams need to consider the date for the reschedule game before making a decision to postpone the game. In case of dispute, the current bye-law(s) apply.

Please note that the above arrangement should be conducted before a game commenced. Once both sides agree to start the game, no query on the pace of the green should be raised during the game. Should the green condition changes during the game due to inclement weather, the current rules and bye-law(s) apply.

The arrangement will be effect immediately.

香港草地滾球總會各委員在 2016 年 4 月 25 日之執行委員會會議上已通過實施以下有關在場地偏重情況下比賽的安排:

在本港各賽事可接受的場地速度現訂於 9 至 18 秒,場地速度一般指滾球由發出至停在離地蓆線中間點 27 米附近所需的秒數。

量度場地速度之程序

- 1. 此程序只應在進行試局之後始進行。
- 2. 比賽雙方須各派遣一名隊員發球以量度場地速度,另各派遣一名隊員負責計時。在單人賽中,記分員將負責發球,而對賽雙方則負責計時。
- 3. 將地蓆置於離後壕溝 2 米處 (T位),將目標球放於離地蓆線中央 27 米處並置中。
- 4. 負責發球隊員從同一邊手連發兩球,在單人賽事中則由記分員從同一邊手連發兩球。
- 5. 計時由滾球離開發球球員的手開始計算,並於滾球完全停定時結束。
- 6. 只有停在離目標球範圍 1 米內的滾球、與及雙方計時球員記錄的時間相差少於 1 秒的時候,計時才被視為有效。將所有數據平均計算以取得準確之場地速度時間。
- 7. 重複步驟 4、5 及 6 以取得最少一個有效時間來決定場地速度。

聯賽

在試局後,其中一隊可質疑所指定比賽線道的速度,隊長應與對手溝通要求量度場地速度。

兩隊須各提名一位球員在一條該兩名球員均不會作賽的線道上進行測試。

假如場地速度超出許可範圍,比賽可根據現有附例改期。對場地速度提出質疑一方須負責額外之場地租賃費用。



香港草地滾球總會 Hong Kong Lawn Bowls Association

公開賽

除非該賽事已委派當值裁判,上述安排亦應用於各公開賽。作賽隊伍之先鋒球手或單人賽記分員須負責發球,假如賽事已委派當值裁判,決定將由當值裁判作出。

由於公開賽的賽程緊密,對賽雙方在決定延期時須考慮後續比賽的日期。所有出現的爭議將根據現有附例解決。

請注意上述安排只應在比賽開始前進行,一旦雙方同意開賽,將不可對場地速度提出任何異議。假如場地狀況在比賽途中因天氣出現變化,雙方可根據現有附例作出決定。

以上安排將即時生效。

On behalf of The Hong Kong Lawn Bowls Association

Claudius Lam

Vice President - Technical