PREMIER LEAGUE

CONDITIONS OF PLAY

2026-27

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Introduction

The Premier League Pennant competition is designed to deliver an elite, high-performance and commercially attractive competition that showcases the sport of bowls in South Australia. Owing to these objectives, some conditions of play fall outside the Laws of the Sport of Bowls.

These Conditions of Play apply to the conduct of the Bowls SA Premier League for the 2026/27 season. Bowls SA has the right to change the conditions within for the following season.

The Premier League will be conducted in line with;

- The 'Laws of the Sport of Bowls' (Crystal Mark 4th Edition) April 2023; and
- Bowls Australia (BA) Policies; and
- Bowls SA Constitution, By-Laws and Policies; and
- The Australian Sports Commission; Bowls Australia National Integrity Framework.

Bowls SA reserves the right to apply match day conditions that differ from the Laws of the Sport where it considers such conditions to be in the best interest of the sport.

Bowls SA reserves the right to vary these Conditions of Play as necessary for the successful conduct of the events.

Bowls SA understands that sporting events have situations arise that sometimes are not clearly defined with outcomes in Conditions of Play. Bowls SA has taken all reasonable steps to mitigate this. If a situation arises that is not covered by the laws or these Conditions of Play, players and officials must use their common sense and a spirit of fair play to decide the appropriate course of action. (Laws of the sport, page 8 version 4).

The Conditions of Play are reviewed annually by Bowls SA.

Premier League clubs shall appoint a Player's representative to assist in the development of the Conditions of Play each year alongside their club President.

Roles Responsible for the implementation and upholding the integrity of the Conditions;

- Bowls SA Staff
- Bowls SA Board
- Club Presidents
- Club Players Representative
- Host Clubs
- Umpires

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(08) 8234 7544
reception@bowlssa.com.au

1. Competition Format

1.1 Sides

Each side consists of 16 players in four teams of four players. A club may only have 1 side in Premier League.

1.2 Ends to be played

21 ends per match.

1.3 Competition Format

The season shall consist of 18 rounds, followed by a Finals Series.

All games shall be played in a 'Home and Away' format, except for Round 1 where all matches are played at 1 club.

2. Eligibility

2.1 Players

All players must be a full member of the club they represent and must be reflected in BowlsLink as financial, unless where a marquee player applies.

2.2 Marquee Players

A marquee player is a player who's primary club is elsewhere; their primary club must be Country South Australia, Interstate or International. Marquee Players are optional. Clubs can have a maximum of 2 Marquee players participating per match. There is no limit to the total number of Marquee players used within a season. Marquee players can only play for one club per season.

2.3 Transferring During the Season

After 9 games are recorded to an individual at any club within the Premier League or Metro Bowls Association and that individual transfers, they will be considered a Marquee player for the remainder of the season.

2.4 Schedule Difference

Clubs must submit to Bowls SA a squad of 14 players who are ineligible for selection in the clubs lower ranked sides until commencement of Premier League. An audit will occur after each round prior to Premier League commencing to ensure compliance. Playing a player from the nominated squad of 14 players will be referred to as an Inelegible Player and Metro Bowls Association will deal with accordingly. Bowls SA may impose a fine or other peanlties should this occur more than once.

*Squads must be submitted to Bowls SA by the 1st October

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2.5 Playing an Ineligible Player

Will result in the side forfeiting all points and the opposing team getting a Win and all 16 points.

3. Match Procedures

3.1 Team Submission

Teams must be entered into BowlsLink by 7pm Wednesday prior to each match.

3.2 Rink Draw

Random rink draws will be conducted by Bowls SA by 10am Friday.

3.3 Start Time

Bowls SA has allocated a start time to each game (in BowlsLink). In the interest of increasing the profile and spectacle of the competition, clubs can apply for a change by completing the Change of Match Start Time Application form (form must be submitted to Bowls SA no later than the team submission of that round unless where inclement weather dictates late changes).

3.3.1 Clash of Events

Bowls SA has taken all reasonable steps to avoid clashes with Bowls Australia events. Should a game conflict with another scheduled event, clubs can submit the form in 3.3 Start Time and apply for a change of time (inc. date).

3.4 Practice

3.4.1 Pre Match Practice

Can occur prior to the match once green is open. Greens must be opened 60 minutes before the scheduled start time, unless where inclement weather restricts greenkeepers.

3.4.2 Trial Ends

There will be no trial ends.

3.5 Time Limit

Matches shall have a time limit of 4 ½ hours.

3.6 Live Scoring and Results

All Matches will be scored using BowlsLinks Live Scoring. Clubs should utilise the online training available to ensure any player selected has the ability to live score. If the second is not able, the lead or third can livescore.

There will be a zero tolerance towards not using BowlsLinks Live Scoring.

3.6.1 Mobile Phones

Mobile phones are permitted for Live Scoring purposes only. Outside of this, Bowls Australia's Personal Devices Policy shall apply.

3.7 Rink Position Change

Player positions within a rink may be changed once, at the completion of an end. Each rink is entitled to make changes. Changes can only occur within the rink. Changes within the rink can occur at any time and do not have to occur simultaneous to opposing rink or as a team, however can only occur once per match, per rink. The Skipper must notify the opposing skip that they are going to make a change.

Making changes are optional.

3.8 Umpire

The Home team shall appoint at least one umpire per match. This person can be a player within the side, however we recommend a non-playing umpire where reasonably possible.

3.9 Team Manager

Each side shall have a nominated Team Manager. The Team Manager is responsible for tossing for the mat, results being inputted correctly, play occurring within the Conditions of Play and Laws of the Sport and shall act as the key contact during the game to the opposition.

3.10 Dead ends

Dead ends shall be replayed.

3.11 Player Movement

Players can move to the head;

- Leads: after the delivery of their second bowl.
- Seconds: after the delivery of their second bowl.
- Thirds: after the delivery of each of their bowls.
- Skips: after the delivery of each of their bowls.

Players electing to "chase" their bowl are reminded of the need to be at the head by the time their bowl comes to rest.
The third and skip may start the end at the head end. The lead and second must start each end at the mat end.

3.12 Bowls Discs (Stickers)

All teams must have identity discs. All players (inc Marquee) must use their clubs identity discs.

4. Results

4.1 Scoring

Rink Points: Win = 2 points / Draw = 1 points

Match Points: Win = 8 points / Draw 4 points

4.2 Ladder

Total Points, then Shot Difference.

5. Finals

5.1 Finals Eligibility

Players must have played at least 5 games for their club in the current season.

5.2 Finals Schedule

The top 4 teams will playoff;

- Qualifying Final (QF) – 1st v 2nd
- Elimination Final (EF) – 3rd v 4th
- Preliminary Final (PF) – Loser of QF v Winner EF
- Grand Final (GF) – Winner of QF v Winner of PF

Finals shall be played over the weekend of 26th, 27th and 28th of February;

- Qualifying Final (QF) – Friday Night
- Elimination Final (EF) – Friday Night
- Preliminary Final (PF) – Saturday Afternoon / Night
- Grand Final (GF) – Sunday Afternoon

The venues for finals will be;

- Qualifying Final and Elimination Final – at the club of the team whom finish top of the ladder at the end of the Home and Away rounds.
- Preliminary Final – at a neutral venue.
- Grand Final – at a neutral venue.

6. Promotion and Demotion

6.1 Promotion

The two Grand Finalists from the Metro Bowls Association, Division 1 in the year prior shall be promoted to the Premier League for the following year, if eligible.

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6.2 Demotion

Finishing in 9th and 10th place shall result in those two teams being demoted. Unless;

6.2.1 Second Sides

If the two sides making the Division 1 Grand Final are the clubs second sides (they already have sides in the Premier League) then there will be no demotions and thus, no promotions.

7. Media

7.1 Media

The Bowls SA Premier League is the property of Bowls SA. All branding, promotional material and associated intellectual property is owned by Bowls SA and cannot be reproduced. Premeir League listed Clubs will be sent all relevant logos, branding and promotional material for their own use.

7.2 Social Media

Clubs are encouraged to utilise their clubs social media functions to promote their teams, successes, news and any other engaging pieces they see fit.

7.3 Livestreaming, Photo and Video

Bowls SA reserves the right to use any photographs, video or livestreaming footage taken during Premier League matches for further promotional purposes. Bowls SA encourages third parties to stream matches. Third parties wishing to live stream matches require approval from Bowls SA. Approval can be sought by emailing reception@bowlssa.com.au. Livestreaming of finals is restricted to Bowls SA. Matches may be live streamed, broadcast or recorded at the discretion of Bowls SA. Players do not have the option to refuse to be live streamed, broadcast or recorded for any Bowls SA livestreams, broadcasts or recordings. Refusing shall result in a forfeit.

7.4 Music

Music is encouraged through the clubs PA system or dedicated speaker.

8. Heat and Inclement Weather and Rescheduling Matches

8.1 Heat and Inclement Weather Policies

All clubs shall follow the Bowls SA Heat and Inclement Weather Policy.

8.2 Heat

Where the forecasted temperature for Saturday as at 4pm Thursday on the BOM website is 36 degrees or above, Saturday games will be scheduled to start at 9:15am and will play the full 21 ends or until the relevant BOM Site reaches 38 degrees.

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8.3 Rain Delay

Clubs can wait up to 90 minutes after the scheduled start time for the greens to open. After 90 minutes and the greens are still closed that match will be considered incomplete.

8.4 Incomplete Matches

Where a match could not be completed on the scheduled day, the match points will be split.

Clubs can utilise rule 3.3 to request to play Saturday night, the following Friday or at a different venue, if preferred. Request form must be signed and emailed to Bowls SA prior to the match starting.

9. Unforeseen Circumstances

Bowls SA has undertaken all reasonable steps to cover all reasonable conditions. We understand that whilst pennant bowls has existed for many years, this is the first iteration of Premier League in this context.

We envisage these Conditions of Play to cover all possibilities. Should they not, common sense shall be applied by the team managers in game.

Any ruling required that is not “in game” shall be completed by Bowls SA. All Bowls SA rulings will be final.