



## **2017 Tournament Formats**

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## Section 1: Provincial Playdowns –

### Pairs, Triples, Fours, Senior Triples, Mixed Pairs

#### General Tournament Guidelines

**1.1** The following formats will be used for tournaments based on the number of entries:



3 - 4 entries: a double round robin format.

5 – 6 entries: a single round robin format followed by tie break or playoff games if required.



7 – 8 entries: a single round robin format with no tie break or playoff games.

9 – 12 entries: a round robin format with pools followed by tie-break games as required and two rounds of playoffs.



13 or more entries: a swiss tournament format

See section 1.9 for details on tournament formats for specific number of entries.

**1.2** A maximum of three rounds per day will be held not to exceed a total of seven rounds: One round is to be held on the first day (evening), three rounds on the second day and up to three full rounds on the third day.

**1.3** The following full number of ends shall apply:

**Pairs or Fours:        16 ends**

**Triples:                14 ends**

**Mixed Pairs:         16 ends**

**Senior Triples:       14 ends**

**1.4** Two ends of full trial bowls **may** be held prior to each match for all tournaments. Should both skips agree not to play trial bowls then none will be played.

**1.5** There will be unlimited dead ends for all matches.

**1.6** If a game ends in a tie after the regulation number of ends, then an extra end shall be played. If a game does not go the regulated number of ends due to a time limit being imposed and the game is tied at the conclusion of the last end allowed to be played then an extra end shall also be played.

**1.7** A team that wins all their games in a single or double round robin format where there are less than nine entries, will be declared the gold medal winner. Despite the fact that a team receives less points for a win in a tie break end, a win in a tie-break end is considered a ‘win’ for the purpose of declaring an outright winner.

## 1.8 Daily Time Schedules

The tournament dates and exact start times below are a general guideline and may need to be altered beforehand by LBAA or during the tournament by the drawmaster or emergency committee. Changes will only be made if necessary because of registration numbers, weather conditions or other unpredictable challenges.

If changes are made earlier than two days before the tournament the changes will be posted on the website. If changes are made with less than 48 hours before the start of the tournament, then the changes will be communicated to the individual who registered the team and to the drawmaster and host club. Those that register a team are responsible to alert their teammates of any changes. If a team withdraws on the day the tournament is to begin, the drawmaster will make changes to the draw at his or her discretion, but based on consultation with all the skips involved.

When a tournament is held mid-week, substitute all references to Friday, Saturday and Sunday below with Tuesday, Wednesday and Thursday (Senior Triples).

These times are guide lines only; the exact start times of the second and third game on each day will be announced by the drawmaster.

	<u>Trial Bowls</u>	<u>Round Time</u>	<u>Round #</u>
Friday	5:45 pm	6:00 pm to 8:45 pm	1
Saturday	8:45 am	9:00 am to 11:45 am	2
		11:45 am to 12:30 pm	lunch
	12:45 pm	12:45 pm to 3:30 pm	3
		3:30 pm to 4:15 pm	break
	4:15 pm	4:30 pm to 7:15 pm	4
Sunday	8:45 am	9:00 am to 11:45 am	5
		11:45 am to 12:30 pm	lunch
	12:30 pm	12:45 pm to 3:30 pm	6
		3:30 pm to 4:15 pm	break
	4:15 pm	4:30 pm to 7:15 pm	7

### Notes:

- Times may be adjusted as local conditions necessitate. A minimum of one half hour shall be allowed between the finish of the last match of a round and the start of trial bowls for the next round during the round robin or preliminary random draw games stage.
- Before the start of a semi-final or championship round, a minimum of three quarters of an hour shall be allowed between the finish of the last match of a round and the start of trial bowls for the next round. This minimum time allowance may be waived if all participants so agree.
- It is the responsibility of the Drawmaster (or Emergency Committee) to keep the tournament on schedule and make necessary changes as circumstances may warrant.

## 1.9 Tournament Format Structure

### Two entries

- Best two of three matches to be played.
- One day required.
- The top team wins gold, second place wins silver.
- No playoff round.

### Three entries

- Double round robin.
- One team gets a bye each round.
-  - Six rounds and no tiebreakers or playoff rounds.
- Teams are ranked using section 1.10 and top team wins gold, second place wins silver, and third place wins bronze.

### Four entries

-  - Double round robin.
- Six rounds and no tie breaker rounds and no playoff rounds.
- Teams are ranked using section 1.10 and top team wins gold, second place wins silver, and third place wins bronze.

### Five entries

- Single round robin with five rounds and each team gets a bye.
- Tie breaker round if required & playoff round as required.
- If one team wins all its games then it wins gold. In this case, if two teams are tied for second place with the same number of match points, then a full-length game will be played between the tied teams in order to determine 2<sup>nd</sup> and 3<sup>rd</sup> place; if three or four teams are tied for second place with the same number of match points, then the teams are ranked (see section 1.10), and 2<sup>nd</sup> and 3<sup>rd</sup> place shall play a full-length game to determine final place of finish. If no teams are tied for second place then ranking will determine the 2<sup>nd</sup> and 3<sup>rd</sup> place finishers.
- Otherwise if two teams have more match points than all other teams, then they playoff for gold and silver, all other teams are ranked (see section 1.10) and the third ranked team wins bronze.
- If more than two teams are tied for first place in match points, or two or more teams are tied for second place in match points, then the teams are ranked (see subsection 1.10) and tie break game(s) will be played (see section 1.11). The top two teams, after the tie-break game(s) have been played, then playoff for gold and silver, and third and fourth place play for bronze and 4<sup>th</sup>.

### Six entries

- Single round robin with five rounds.
- Tie breaker round if required and playoff round as required.
- If one team wins all its games then it wins gold. In this case, if two teams are tied for second place with the same number of match points, then a full-length game will be played between the tied teams in order to determine 2<sup>nd</sup> and 3<sup>rd</sup> place; if three or four teams are tied for second place with the same number of match points, then the teams are ranked (see section 1.10), and 2<sup>nd</sup> and 3<sup>rd</sup> place shall play a full length game to determine final place of finish. If no teams are tied for second place then ranking will determine the 2nd and 3rd place finishers.
- Otherwise if two teams have more match points than all other teams, then they playoff for gold and silver, all other teams are ranked (see section 1.10) and the third ranked team wins bronze.
- If more than two teams are tied for first place in match points, or two or more teams are tied for second place in match points, then the teams are ranked (see section 1.10) and tie break game(s) will be played (see section 1.11). The top two teams, after the tie-break game(s) have been played, then playoff for gold and silver, and third and fourth place play for bronze and 4<sup>th</sup>.

### Seven Entries

- Single round robin with seven rounds. Each team gets a bye.
- No tie-break or playoff games to be played.
- All teams are ranked (see section 1.10) 
- First place after the round robin wins gold, second place wins silver, and third place wins bronze.

### Eight Entries

- Single round robin with seven rounds.
- No tie-break or playoff games to be played.
- All teams are ranked (see section 1.10). 
- First place after the round robin wins gold, second place wins silver, and third place wins bronze.

### Nine entries

- Two pools, pool “A” of five teams and pool “B” of four teams and a round robin for each pool.
- Pool “A” – each team gets a bye. Five rounds played plus playoff rounds. After completion of the round robin, the teams are ranked (see section 1.10) and the top two teams advance to the semi-finals. No tie break games.
- Pool “B” – three rounds played plus tie-break round(s) if necessary plus playoff rounds. After completion of the round-robin, if two teams have more match points than all other teams, then they are ranked (see section 1.10) and both teams advance to the semi-finals. If more than two teams are tied for first place in match points, or two or more teams are tied for second place in match points, then the teams are ranked (see section 1.10) and tie break game(s) will be played (see section 1.11). The top two teams, after the tie-break game(s) have been played, then advance to the semi-finals.
- First place in each pool plays second place in the other pool as semifinal.
- Winners of the semifinal games play in the gold/silver final and losers of the semifinal games may play for bronze and 4<sup>th</sup> place.

### **Ten entries**

- Two pools of five teams each and a round robin tournament for each pool.
- All teams get a bye.
- Five rounds to be played in each pool plus semi and final playoff rounds.
- After completion of the round robin, all teams are ranked within their own pools (see subsection 1.10) and the **top two teams in each pool** advance to the semi- finals. No tie-break games.
- First place in each pool plays second place in the other pool as semifinals.
- Winners of the semifinal games play in the gold/silver final.
- Losers of the semifinal games may play for bronze and 4<sup>th</sup> place.

### **Eleven entries**

- Two pools, pool “A” of six teams, pool “B” of five teams and a round robin tournament for each pool.
- Each team in pool “B” gets a bye.
- Five rounds to be played in each pool plus semi and final playoff rounds.
- After completion of the round robin, all teams are ranked in their pools (see subsection 1.10) and the **top two teams in each pool** advance to the semi-finals. No tie-break games.
- First place in each pool plays second place in the other pool as semifinals.
- Winners of the semifinal games play in the gold/silver final.
- Losers of the semifinal games may play for bronze and 4<sup>th</sup> place.

### **Twelve entries**

- Two pools of six teams each and a round robin tournament for each pool.
- Five rounds to be played in each pool plus semi and final playoff rounds.
- After completion of the pool round robins, all teams are ranked (see subsection 1.10) and the **top two teams in each pool** advance to the semi-finals. No tie-break games.
- First place in each pool plays second place in the other pool as semifinals.
- Winners of the semifinal games play in the gold/silver final.
- Losers of the semifinal games may play for bronze and 4<sup>th</sup> place.

### **Thirteen and more Entries**

- Swiss Tournament (See tournament details Section 1.12)
- Five rounds followed by two playoff rounds.
- Teams are ranked and top four teams play in semifinal and final games. (1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup> followed by winner vs winner for gold & silver and losing teams play for bronze & fourth)



## 1.10 Ranking System for Tournament Entries under 13

After the round robin games are completed, whether a full round robin or one with pools, all entries are ranked to proceed with tiebreak games or playoffs when required. Only round robin game results (no tie-break game results) are to be included in ranking calculations.

For tournaments with 7 or 8 entries the ranking system is used to declare the final standings.



Note: For all forfeited games and/or games impacted by a withdrawn team see Section 3 Points 8 and 11 on page 7 and 8 of the 2017 Conditions of Play.

### Teams are to be ranked as follows:

1. Award points for wins and losses in all round robin matches as follows:

<b>Win:</b>	<b>3 points</b>
<b>Win in extra end:</b>	<b>2 points</b>
<b>Loss in extra end:</b>	<b>1 point</b>
<b>Loss:</b>	<b>0 points</b>
<b>Bye:</b>	<b>3 points (with zero shots for and zero shots against)</b>

2. Tally all points and shots for/against for all the teams. Note: the **maximum point differential** between winner and loser in all games shall be capped at +/- 15 points, by deducting sufficient points from the winning team in all matches where the score differential exceeds 15 points.

3. Rank teams based on match points.

4. Where teams are tied on match points use the following ranking to break the tie:

- Rank teams based on match points in head-to-head games,
- If still tied, rank remaining tied teams based on plus subtracted by minus in head-to-head games,
- If still tied, rank remaining tied teams based on plus divided by minus in head-to-head games,
- If still tied, rank tied teams based on plus subtracted by minus in all matches played.
- If still tied, rank remaining tied teams based on plus divided by minus in all matches played.

5. Lastly, if still tied, then for the remaining tied teams a draw by lot will be used if only two entries are involved in the tie and both advance. For all other situations, the tie will be broken by a 'Bowl-Off', the details of which are set out in Appendix A.

## 1.11 Tiebreaker System

*Note: this system only applies where teams are tied in the formats for 5, 6 and 9 entries.*

A. If only **one team** amongst the tied teams advances to the playoffs, then if:

### i. Two teams tied

The teams play a full-length tiebreaker. The winner of this match advances.

**ii. Three teams tied (5 or 6 entry tournaments)**

Then the top ranked team has a bye to the final tiebreaker.

The other two teams play a mini tiebreaker.

The winner of this first mini tiebreaker then plays the top ranked team in another mini tiebreaker and the winner of this match advances.

**iii. Three teams tied (within a pool of a 9 entry tournament)**

Then the top ranked team has a bye to the final tiebreaker.

The other two teams play a full-length tiebreaker.

The winner of this first full length tiebreaker then plays the top ranked entry in another full-length tiebreaker. The winner of this match advances.

**iv. Four teams tied (5 or 6 entry tournaments)**

Then the top ranked team plays team ranked #4 in a mini tiebreaker.

The team ranked #2 plays the team ranked #3 in a mini tiebreaker.

The winners of these mini tiebreakers then play each other in another mini tiebreaker and the winner of this match advances.

**v. Four teams tied (9 entry tournament)**

Top ranked team plays team ranked #4 in a full-length tiebreaker and the team ranked #2 plays team ranked #3 in a full-length tiebreaker.

The winners of these full-length tiebreakers then play each other in another full-length tiebreaker and the winner of this match advances.

**vi. Five or six teams tied (5 or 6 entry tournaments)**

The top four ranked teams will advance as per section iv) above.

All other teams will be eliminated from further competition.

**B. If two teams amongst the tied teams advance to the playoffs, then if:**

**i. Two teams tied (5 and 6 entry tournaments)**

No tiebreaker. Both teams advance with the higher ranking team in first place.

**ii. Three teams tied (5 and 6 entry tournaments)**

Bottom ranked team, has a bye to the final tiebreaker.

The other two teams play a mini tiebreaker. The winner of this mini tiebreaker advances.

The loser of that mini-tiebreaker then plays the bottom ranked team in another mini tiebreaker and the winner of this match advances.

**iii. Four teams tied (5 and 6 entry tournaments)**

The top ranked team plays team ranked #4 in a full-length tiebreaker and the team ranked #2 plays team ranked #3 in a full-length tiebreaker. The winners of the tiebreakers advance.

**iv. Five teams tied (5 and 6 entry tournaments)**

The team ranked #4 plays team ranked #5 in a mini tiebreaker.

Winner of this mini tiebreaker then plays the top ranked team in another mini length tiebreaker and the winner advances.

Team ranked #2 plays team ranked #3 in a full-length tiebreaker and the winner advances.

### C. Tiebreaker number of ends to be played

- i. The number of ends to be played in tiebreaker matches will be based on the number of ends played in the round robin or preliminary random drawn game portion of the tournament.
- ii. Two ends of full trial bowls shall be held prior to each match unless both skips agree to not playing any trial bowls.
- iii. Mini (half-length) tiebreakers shall be used in all cases other than playoff games for medal positions.
- iv.

	Full length game	Mini tiebreaker
i. Pairs Playdowns	16 ends	8 ends
ii. Fours Playdowns	16 ends	8 ends
iii. Triples Playdowns	14 ends	7 ends
iv. Senior Triples Playdowns	14 ends	7 ends
- v. In all cases if a tiebreaker match ends in a tie, then an extra end is to be played. A coin flip is to be used to determine “choice of mat” for the extra end.

### 1.12 Swiss Tournament Format

*Taken from online Wikipedia* “A Swiss-system tournament is a non-eliminating tournament format which features a predetermined number of rounds of competition, but considerably fewer than in a round-robin tournament. In a Swiss tournament, each competitor (team or individual) does not play every other. Competitors meet one-to-one in each round and are paired using a predetermined set of rules designed to ensure that each competitor plays opponents with a similar running score, but not the same opponent more than once. The winner is the competitor with the highest aggregate points earned in all rounds. All competitors play in each round unless there is an odd number of them.

**A Swiss system is used for competitions with a large number of entrants, so that a full round-robin is not feasible, but it is not desired to eliminate any competitors before the end of the tournament.** Round-robin pairings are suitable for a small number of competitors and rounds, as most or all players will play each other; the underlying assumption is that the player who has played all possible opponents and ends with the highest score, must be the winner. Knockout, or elimination, pairings rapidly reduces the number of competitors, but may not necessarily result in the best possible competitor winning, as good competitors might have a bad day or eliminate and exhaust each other if they meet in early rounds. Swiss systems intend to provide a clear winner with a limited number of rounds and a potentially unlimited number of opponents. A Swiss system draw should result in a clear winner, without having to play all opponents as in round robin, and without a single bad result terminating participation.”

### A. Tournament Order of Play

1. The swiss tournament **begins with a random draw** of all players/teams to determine the first round. If there is an odd number of teams, then one team will get a bye. In all subsequent rounds the lowest ranked team, that has not yet received a bye, will receive the bye.
2. **After round one** all teams are ranked using the steps 1 through 3 of Section B below.  
**Round two** games: #1 plays #2, #3 plays #4, #5 plays #6, etc.

**3. After round two to four**, teams are continually ranked using steps 1 through 3 of Section B below and pairings continue to be #1 plays #2, #3 plays #4 etc. Should any teams be tied following ranking, then lots shall be drawn amongst all tied teams in order to determine their ranking positions for determining opponents for the next round. Pairings of opponents are modified only if necessary to avoid teams meeting each other twice and then teams play the closest ranked team they have not played.

**4. After round five** is completed the ranking system is used one last time to determine the top four teams that will play in the semi-final and the finals games. Note that step 4 of the ranking system below is now used if there are ties.

**5. Round 6**, the top four ranked teams play as follows: 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup>

**6. Round 7**, the winners of round 6 play for Gold & Silver and the losers play for Bronze & 4<sup>th</sup>.

## **B. Swiss Tournament Ranking system:**

1. Rank teams based on match points:

Award points for wins and losses in the first random draw match and all subsequent games as follows:

<b>Win:</b>	<b>3 points</b>
<b>Win in extra end:</b>	<b>2 points</b>
<b>Loss in extra end:</b>	<b>1 point</b>
<b>Loss:</b>	<b>0 points</b>
<b>Bye:</b>	<b>3 points (with 0 shots for and 0 shots against)</b>

2. Rank remaining tied teams based on **shots for minus shots against** for all the teams.

Note: the maximum point differential between winner and loser in all games shall be capped at +/- 15 points, by deducting sufficient points from the winning team in all matches where the score differential exceeds 15 points.

Note: the points made in a tie breaker end are not included in the tally of shots for and against calculations and both teams receive 0 for and/or against. This applies to point 3 below as well.

3. Rank remaining tied teams base on **shots for divided by shots against** for all teams.

4. If teams are tied after the above three steps in all three categories (which will be extremely rare), then for the remaining tied teams a 'Bowl-Off' will be held, the details of which are set out in Appendix A.

## **Section 2: Juniors and U25 Singles**

### **Juniors < 14**

1. This tournament is an entry level tournament with a strong focus on participation and creating learning opportunities. Depending on the number entries for this tournament it may be held in two major cities.
2. Chaperones must accompany all players during the tournament.
3. Tournament Format: to be determined based on the number of entries. Boys and girls will compete in the same tournament.
4. Match Composition: singles games to 14 points.
5. Players in this age category may opt to play in the Junior <18 if they and their coach feel they are skilled enough to compete at the national level.

### **Juniors < 18**

1. Junior entrants must submit a signed Junior Championship Agreement and a Junior Release Form to the drawmaster prior to the commencement of the first draw of the Junior Tournament.
2. A chaperone or coach must accompany any junior player, that is under the age of 18, during the tournament.
3. Entries: players must not have reached their nineteenth birthday by January 1 in the year of the event.
4. Tournament Format: see section 1.9 to 1.12. The format may change and be adjusted based on the number of female and male entries.
5. Match composition: singles games to 18 points and a game time limit of 2¼ hours.
6. If the jack goes out of bounds during play, it is re-spotted on the center line two meters from the front ditch. (Law 56.5)
7. Participation in the Alberta Junior tournament is not mandatory to enter the respective Canadian Championships. But to qualify for some financial assistance to attend the National event players are expected to enter the provincial tournament. See Conditions of Play Section 1.6, page 2.
8. The Registration and BCB Athlete Agreement forms for the Canadian Junior Championships, found on the BCB website, must go through the LBAA office to be signed by the Executive Director. This will ensure the participant can be considered for funding assistance.
9. Members of the BCB Youth Development Squad will be determined during the Canadian Junior Championships. The top four young men and women Juniors placing at the Junior Championships will be named to the Youth Development Squad for a one-year term. These athletes will be eligible

for selection to national development events that may be run over the course of the year and may also be eligible for funding opportunities within their individual provinces.

## **Under 25 Tournament**

1. Entries: players must have reached their 18<sup>th</sup> birthday by the start of the Canadian Championship event but must not reach their 25<sup>th</sup> birthday by the start of the corresponding World Junior Championship event.
2. Tournament Format: see section 1.9 – 1.12; format may change depending on the number of female and male entries.
3. Match composition: singles games to 21 points and a game time limit of 2¼ hours.
4. If the jack goes out of bounds during play, it is re-spotted on the center line two meters from the front ditch. (Law 56.5)
5. Participation in the Alberta U25 tournament is not mandatory to enter the respective Canadian Championships. But to qualify for some financial assistance to attend the National event players are expected to enter the provincial tournament. See Conditions of Play Section 1.6, page 2.
6. Players that do participate in the Canadian U25 Championships must sign a BCB Athlete Agreement stating they are prepared to represent Canada at the subsequent World Juniors event.
7. The Registration and BCB Athlete Agreement forms for the Canadian U25 Championships, found on the BCB website, must go through the LBAA office to be signed by the Executive Director. This will ensure the participant can be considered for funding assistance.
8. Players should be aware that the male and female winners of the Canadian Under 25 Championships will be nominated as a Canadian entry to the following year's World Junior Championships hosted in Australia.
9. Players for the BCB Youth Development Squad will be determined during the Canadian Championships. The top four young men and women placing at the Under 25 Championships will be named to the Youth Development Squad for a one-year term. These athletes will be eligible for selection to national development events that may be run over the course of the year and may also be eligible for funding opportunities within their individual provinces.

## Section 3: Outdoor and Indoor Singles

### General Tournament Guidelines

#### 3.1 Tournament Format

The tournament formats found in Section 1.1, with further details found in Section 1.9 to Section 1.12 apply to the Provincial Outdoor and Singles Playdowns.

#### 3.2 The following full **number of ends** shall apply:

Two 9 end sets, plus a 3 end total shots tiebreaker if required, plus if still tied, a fourth tiebreaker end.

#### 3.3 The LBAA **Sets Play Format** shall use rules in accordance with the BCB Canadian Sets Play Conditions of Play, specifically as follows:

- a) If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to less than 20 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at the central 2 metres spot. If the spot is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl. (Law 56.5.)
- b) Players may only visit the head after delivery of their third and fourth bowls. In exceptional circumstances, a player can ask the marker or their opponent for permission to visit the head before they deliver their third bowl.
- c) There will be no time limits; however, if in the opinion of the Emergency Committee, slow play or other factors (i.e. weather) have resulted in delays that prohibit the tournament from running on schedule, time limits may be applied.
- d) The Laws of the Game 56.4 in regards to ‘first to play’ are summarized as follows:
  - 1.1 First set: the opponents in Singles should toss a coin and the winner of the toss has the option to either: place the mat and then deliver the jack and the first bowl; or tell the opposing player to place the mat and deliver the jack and the first bowl (the opposing player cannot refuse).
  - 1.2 Second set: the winner of the first set should place the mat and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set should place the mat and then deliver the jack and the first bowl.
  - 1.3 First, fourth and any further ends of a tie-breaker: the opponents in Singles should toss a coin and the winner of the toss has the options described in 1.1.
  - 1.4 In all ends after the first in each set (including tie-breaker ends), the winner of the previous scoring end should place the mat and then deliver the jack and the first bowl. If, however, the first end of the first set or the first end of a tie-breaker is a tied end, the first to play in that end should also play first in the second end of the first set or the second end of the tie-breaker.

e) During medal rounds, there shall be no further play in a set or tie breaker if, at any point, it becomes impossible for one player to draw or win the set, given the number of ends left.

### 3.4 Round robin matches will be given points as follows for the **Outdoor Singles**:

<b>Match:</b>	<b>Win: 3 points</b>	<b>Loss: 0 points</b>	<b>Bye: 2 points</b>
<b>Set:</b>	<b>Win or Bye: 1 point</b>	<b>Tie: ½ point</b>	<b>Loss: 0 points</b>

Round robin matches will be given points as follows for the **Indoor Singles**:

<b>Match:</b>	<b>Win: 2 points</b>	<b>Loss: 0 points</b>	<b>Bye: 2 points</b>
<b>Set:</b>	<b>Win or Bye: 1 point</b>	<b>Tie: ½ point</b>	<b>Loss: 0 points</b>

The point systems are consistent with the conditions of play for BCB's National Singles events.

3.5 A player that wins all their games in a single or double round robin format where there are less than nine entries, will be declared the gold medal winner.

### 3.6 Tournament Schedule

Most often the schedule for Singles will be the same as for other playdowns: a maximum of three rounds per day will be held not to exceed a total of seven rounds: one round is to be held on the first day (evening), three rounds on the second day and up to three full rounds on the third day. See section 1.8 on page 2.



But an exception may be made and four rounds scheduled if all participants agree and it facilitates one less day of competition.

The tournament may also be scheduled only on the Saturday and Sunday if registration numbers are low and the tournament can easily be completed in those two days.

### 3.7 Ranking System

The ranking of entries following round robin games shall be as follows:

1. Match points from wins and byes.
2. If tied in match points, by number of sets won (not from byes and tied sets).
3. If tied in match points and number of sets won, then by set points from wins, byes and ties.
4. If still tied, then by shots for subtracted by shots against for all matches played.
5. If still tied, then by shots for divided by shots against for all matches played.
6. If still tied, then a draw by lot will be used if only two entries are involved in the tie and both advance. For all other situations then the tie will be broken by a 'Bowl-Off', the details of which are set out in Appendix A.

### 3.8 Tiebreaker number of ends to be played

- a. The number of ends to be played in tie-breaker matches will be based on the number of ends played in the round robin and/or preliminary random drawn game stage of the tournament.
- b. Two ends of full trial bowls shall be held prior to each match.
- c. Either a full length tie breaker or a mini tie breaker will be used as noted in section 1.13.
- d.
 

	<u>Full length tiebreaker</u>	<u>Mini tie breaker</u>
Sets play	Two 9 end sets plus a 3 end total shots tie break if required and if still tied a fourth tie break end.	One 9 end set plus a 1 end tie break if required

### 3.9 Player Qualifications

**A.** LBAA members who register for the Provincial **Outdoor Singles** do not have to commit to playing in the subsequent National event. If they do earn an invitation to represent AB and turn it down, it will be offered to the next highest ranked player until the position is filled.

**B.** LBAA members who register for the Provincial **Indoor Singles** must commit to playing in the subsequent National event. For this national event, extra player spots often become available and an invitation(s) extended to AB. Players ranked second or lower may turn down the invitation to represent AB and the spot will be offered to the next highest ranked player until all positions are filled.

**C.** LBAA members who play in the Provincial **Outdoor Singles** with the intent to represent AB in the subsequent Canadian National Championship must be aware of the stipulations from Bowls Canada to play in the event.

- The player must also qualify under the World Bowls Regulations of eligibility for the Champion of Champions event.
- The player entering the competition must declare their agreement to playing in the World Bowls Singles Champion of Champions event in the following year. Failure to meet that agreement may result in disqualification from future Canadian National Championships

**D.** LBAA members who play in the Provincial **Indoor Singles** Playdowns must be aware of the stipulations from Bowls Canada Boulingrin for the Canadian Indoor Singles championships.

- Players must not have previously represented another country at an international bowls competition; or if so, make a written declaration that he/she intends to exclusively represent Canada at future international bowls competitions if so qualified or selected.
- Players must be a Canadian citizen or possess a Canadian Permanent Resident Card and meet the regulations of the international bowls authority having jurisdiction over the event (World Bowls – World Cup Indoor Championship).
- Players must be prepared to sign a BCB Athlete Agreement and agree to represent Canada at the following World Cup if they win gold at the Championship.

For further details see the ‘Conditions of Play’ documents as posted on the Bowls Canada Boulingrin website or contact the BCB office.

## Section 4: Open Triples

### 4.1 General Tournament Guidelines

The rules in Section 1, “Provincial Playdowns” 1.1 to 1.7 will be used, except 1.3 which becomes:

**Open Triples: 14 ends**

### 4.2 Tournament Format

Section 1.13, the Swiss Tournament Format, will be used for the Open Triples unless there are less than nine entries where a round robin tournament format will be used instead.

### 4.3 Composition of Teams



As stated in the 2017 Conditions of Play, Open Triples Teams shall be limited to a maximum of one player per team having played in a National championship (excepting any Open event) at any time in the previous three years or having won a Provincial Playdown in the current year. Each team must also have at least one player with less than five years’ experience.

It should be noted that the intent of this tournament is to give opportunity for relatively new bowlers to gain experience playing with some experienced bowlers.

“Open” for this tournament means there will be no gender or age restrictions on any player entering these tournaments and the only restrictions are those above. A team can consist of all females, or all males, or any combination.

### 4.4 Time Limits

A 2 ½ hour time limit will be in place for all games. See section 3.6 of the Conditions of Play.

### 4.5 Prize Money Distribution

Entry fees for this tournament are \$20 a player / \$60 a team. All entry fees, along with an extra \$250 from LBAA, will constitute the prize money for the tournament to be distributed as follows:

- \$15 to each team for a win during the round robin play or Swiss tournament games.
- The remaining prize money will be distributed to the top four teams as follows:

45% to the 1<sup>st</sup> place team

30% to the 2<sup>nd</sup> place team

15% to the 3<sup>rd</sup> place team

10% to the 4<sup>th</sup> place team

Depending on the prize pool total which is dictated by the number of entries, the percentages above are approximate and the money will be rounded to amounts divisible by 3.

### 4.6 Daily Time Schedules

The tournament dates and exact start times to be determined beforehand by LBAA. Any changes to the tournament start time and dates will be communicated on the LBAA website at least two days prior to the scheduled start date. If a team(s) drops out and changes have to be made to the schedule with less than two days before the start time, then those that registered a team will be notified of the changes by email. All times are approximate and used as a guideline for the tournament draw.



	<u>Trial Bowls</u>	<u>Round Time</u>	<u>Round #</u>
Friday	5:45 pm	6:00 pm to 8:30 pm	1
Saturday	9:15 am	9:30 am to 12:00 pm	2
		12:00 pm to 12:45 pm	lunch
	12:45 pm	1:00 pm to 3:30 pm	3
		3:30 pm to 4:45 pm	supper
Sunday	4:45 pm	5:00 pm to 7:30 pm	4
	9:15 am	9:30 am to 12:00 pm	5
		12:00 pm to 12:45 pm	lunch
	12:45 pm	1:00 pm to 3:30 pm	6
		3:30 pm to 4:45 pm	supper
	4:45 pm	5:00 pm to 7:30 pm	7

Notes:

- Times may be adjusted as local conditions necessitate.
- In round robin play, a minimum of one half hour shall be allowed between the finish of the last match of a round and the start of trial bowls for the next round.
- Before the start of a playoff round, a minimum of three quarters of an hour shall be allowed between the finish of the last match of a round and the start of trial bowls for the next round.
- This minimum time allowance may be waived if all participants so agree.

## Section 5: Novice Pairs

### General Tournament Guidelines

**5.1** Play in the Novice Pairs shall be **Three Bowl Pairs**.

**5.2 Player Qualifications:** As stated in the 2017 Conditions of Play, the players entering Novice Pairs shall be limited to those having **not more than three years** of lawn bowls experience. Novice players, including junior aged players, who previously have won a medal in any Alberta Championship Playdown or have won a gold medal in a previous Novice Pairs Tournament are not eligible to enter. Novice experience will not commence until the year following one's thirteenth birthday.

**5.3 A round robin format** will be used for Novice Pairs tournaments where the number of teams entered does not exceed six. Because there are only six rounds possible the formats systems in Section 1.9 to 1.11 may have to be adjusted.



If the number of entries exceeds six, then a **Swiss Tournament format**, Section 1.12, will be used with five rounds of play followed by one playoff round.

**5.4** In a Novice Pairs tournament, a maximum 3 matches per day tournament will be held not to exceed a total of six rounds: 3 rounds on the first day  
up to 3 rounds on the second day

**5.6** The following full number of ends shall apply in most cases:

**Novice Pairs: 12 ends**

**5.7** Two ends of full trial bowls shall be held prior to each match for all tournaments.

**5.8** There will be unlimited dead ends for all matches.

### **5.9 Time Limits**

A 2 ½ hour time limit will be in place for all games. See section 3.6 of the Conditions of Play.

**5.10** If any game is tied after 12 ends, an extra end shall be played.

**5.11** Round robin and Swiss tournament matches will be given points as follows:

**Win: 2 points                      Loss: 0 points**  
**Bye: 2 points with zero shots for and zero shots against**

Note that a win in an extra end is still awarded 2 points and the losing team 0 points.  
All other aspects of the ranking systems in Section 1.10 and 1.12 will be used as required.

## 5.12 Daily Time Schedules

The tournament dates and exact start times are determined beforehand by LBAA. Any changes to the tournament start time and dates, made in the last week before the tournament, will be communicated via the website and to the designated skip of all teams at least two days prior to the scheduled start date.

The times below are the NORMAL time schedules and may vary! The drawmaster oversees the times and will announce them accordingly and adjust with players' agreement if & as needed.

	<u>Trial Bowls</u>	<u>Round Time</u>	<u>Round #</u>
Saturday	9:45 am	10:00 am to 11:30 am	1
		11:30 am to 12:15 pm	lunch
	12:15 pm	12:30 pm to 2:00 pm	2
		2:00 pm to 2:30 pm	break
	2:30 pm	2:45 pm to 4:15 pm	3
	Sunday	9:45 am	10:00 am to 11:30 am
		11:30 am to 12:15 pm	lunch
12:15 pm		12:30 pm to 2:00 pm	5
		2:00 pm to 2:30 pm	break
2:30 pm		2:45 pm to 4:15 pm	6

### **Time between games:**

- a minimum of one half hour shall be allowed between the finish of the last match of a round and the start of trial bowls for the next round.
- before the start of a final playoff round, a minimum of three quarters of an hour shall be allowed between the finish of the last match of a round and the start of trial bowls for the next round.
- these minimum time allowance may be waived if all participants so agree.

## Appendix A

A “**Bowl-off**” will be used to rank tied teams where:

1. Criteria 1 through 4 of subsection 1.11 “Ranking System” do not break the tie and,
2. In any situation except if only two teams are involved in the tie and both advance, then the tie will be broken by a “Bowl-off”, the details of which are set out below:
  - a) The Emergency Committee will select a rink that none of the tied teams have played on that day.
  - b) The umpire will set the mat at the 2 metre mark, center a jack at a distance of approximately 27 metres from the mat line, but no closer than 4 metres from the front ditch and mark the jack's position with chalk or a nail.
  - c) The skips will toss a coin to determine playing order. The winner of the toss will have a choice of playing first or second. (If three or more entries are involved the skips will draw lots to determine the order of play, the lower number shall be first to bowl and so on).
  - d) There shall be no trial ends. However, teams may practice on another rink until the umpire calls them to play.
  - e) The lead on the first team to bowl will deliver one bowl to the jack. The umpire will measure and record the distance from bowl to jack and record that distance.
  - f) The umpire will then remove that bowl from the green.
  - g) Should the jack be dislodged by any delivered bowl, the umpire will return the jack to its original mark before measuring.
  - h) Each member of each team will alternate with delivery of their single bowl to the jack. A displaced jack will be moved back to its mark and the distance recorded.
  - i) Should any delivered bowl come to rest outside the boundaries of the rink or in the ditch, even if it is a toucher, the distance will not be measured but recorded as 5 meters.
  - j) After all members of all teams involved in the tie have delivered their bowls, the umpire will compute the aggregate measurements for each team.
  - k) Teams are then ranked from the lowest to highest aggregate measurement.