

**2025 Central Division Open
Conditions of Play**

- Controlling Body: Central Division of Bowls USA
- Event: Central Division Open: Team Event (4 person teams - multiple disciplines)
Ken Degenhardt Pairs Event (2 person teams – Pairs)
- Dates: August 7-8, 2025 Team Event
August 9-10, 2025 Ken Degenhardt Pairs Event
- Venue: Milwaukee Lake Park Lawn Bowling Association
3131 E Newberry Blvd
Milwaukee, WI
- Entry conditions: Member of Bowls USA or a World Bowls affiliated organization
Teams may be any combination of men and/or women
- Individual entry is also possible (we will try to find you a team)
Submission of Registration and Entry Form and payment of fees
- Practice: Practice times will be available on August 5 and 6
- Morning and afternoon sessions with a club member host
- Evening sessions with our members participating in league play
- Practice will also be permitted on August 7 and 8 for players in the Ken Degenhardt Pairs that are not participating in the Team Event so long as it does not interfere with games in progress or maintenance activities.
- Draw: A random draw will be conducted by the games committee before the start of the competition for each event.

Format of Play and Length of Games:

Team Event

Disciplines

- Singles
 - four (4) bowls per player
 - two (2) sets of seven (7) ends with three (3) tiebreaker ends (regardless of points scored per end) if necessary. Plus points for singles matches will not be included with team plus points. Only three (3) match points for a win.
 - every member of a team must play a singles match
- Triples
 - three (3) bowls per player
 - six (6) end games
- Fours
 - two (2) bowls per player
 - seven (7) end games

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Types of Play

- **Sectional** play on day 1 and morning of day 2. **Knockout** play on afternoon of day 2
 - **Sectional** stage: Two (2) groups of five (5) teams will play five (5) **rounds**. Each group will play a round robin, four (4) rounds within their group, and one round consisting of (1) crossover eight (8) end rinks game with the other group. A **round** (excl. the crossover round/game) will consist of a singles match and triples match played concurrently and a fours match to finish the round. Points will be used to rank each team within a group.
 - **Knockout** stage: The top two (2) ranked teams from each sectional group will comprise the Championship Flight. The third (3rd) and fourth (4th) ranked teams from each sectional group will comprise the Consolation Flight. The fifth (5th) ranked teams from each sectional group will comprise the third (3rd) flight. The bracket will then proceed. **Knockout** game 1 will be 12 ends and Finals will be 14 ends.
 - During **sectional** play, all ends must be completed
 - During **knockout** play, there must be no further play in game if, at any point, it becomes impossible for one player or team to draw or win the game, given the number of ends left

Ken Degenhardt Pairs

- Pairs: Three (3) bowls per player; Fourteen (14) ends
- **Qualifying** games on day 1 will consist of Twenty (20) teams that will play four (4) randomly drawn games. Points will be used to rank each team.
- Flighted brackets on day 2. The top eight (8) ranked teams will comprise the First (1st) Flight. The following eight (8) ranked teams will comprise the third (3rd) Flight. The remaining ranked teams will comprise the Fifth (5th) Flight. Teams in the First (1st) Flight that lose in the first round of **knockout** play will form a Second (2nd) Flight. Teams in the Third (3rd) Flight that lose in the first round of **knockout** play will form a Fourth (4th) Flight.

Time Limit:

Team Event

- All games will have a time limit of two (2) hours and fifteen (15) minutes (excl. tiebreakers in singles)

Ken Degenhardt Pairs

- All games will have a time limit of two (2) hours
- If the time limit is reached and the last end has not been completed, the end currently being played must be completed. Game points will then be awarded.

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Scoring: Team Event

The team will earn match points from each game based on

Win = 3 points Tie = 1 points Crossover game win = 2 points Loss = 0 points

If a game is forfeited, the non-offending player or team will be awarded 3 match points and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same event.

Ken Degenhardt Pairs

Win = 3 points

Tie = 1 point

Loss = 0 points

Plus points = max of 10 per game

If a game is forfeited, the non-offending team will be awarded 3 game points and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same event.

Tiebreaker: Team Event

During sectional play, teams will be ranked based on the total number of match points accumulated. If the total match points are equal, the following will be used to rank the tied teams:

- Plus points
- If all of the above are still equal, the team with the highest net total of shots over all games will be the winner.

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During qualifying game play, teams will be ranked based on the total number of game points accumulated. If the total number of games points are equal, the following will be used to rank the tied teams:

- Plus points
- Shot percentage (your total points / (your total points + opponents' total points))

During flighted bracket play, there are no ties. If the game is tied after all ends have been completed or the time limit has passed, a one-end roll-off must be played.

Trial ends: Prior to the start of a game, each player or team will be allowed two trial ends. For trial ends, players will use two (2) bowls. Trial ends will commence 10 minutes prior to the official start time. Any player not ready to play at their official start time for any game shall forego their right to play trial ends.

Dress Code: Clothing: Players/Teams must be attired in the same upper and lower body attire in respect to color, design, and image. Players are free to choose the specific type of upper and lower body attire on an individual basis from the following:

- Upper Body Attire: Collared shirt (including sleeve and sleeveless)
- Lower Body Attire: Pants, trousers, pedal pushers, culottes, shorts, skirts, skorts. No cutoffs.

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Footwear must be flat-soled (heel-less).

Headwear: Hats/caps/visors of any color may be worn and do not need to match the headwear of other players.

Bowls: Bowls must be of the same set, Law D.4
Altered, unmatched, coaching, or training bowls are not allowed.
Bowls will not be inspected prior to the start of competition, but may be inspected at any time by an umpire and/or Controlling Body at the request of a singles player, Skip or Coach.

Re-spotting the jack: If a jack is dead, as described in law 19.1, the end must not be declared dead. Instead, the jack must be placed with the nearest point of the jack to the mat line at a single re-spot position which is 2 meters from the front ditch and on the centerline. If the re-spot position is partly or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with the spot and that corresponding spot at the opposite end of the rink, without touching a bowl.

Late Arrivals: A penalty of one shot and one end played will be assessed for each 10 minutes after the official start time if a player is late in being ready to deliver their first bowl. A late arrival time of 30 minutes or more will result in forfeiture of that game. The Controlling Body may waive this rule in extenuating circumstances.

Substitutions: Substitutes may be allowed, after the commencement of the opening round, in the event of illness or any unforeseen circumstance, once approved by the Controlling Body. They may not have played in the same event, nor may they skip. Teams are responsible for finding their own substitute and for sharing the entry fee expenses and distribution of their prize money, if any, amongst their team if a substitute is used.

Slow Play: Players must play without undue delay and in a way which does not prevent their opponents from being able to complete the required number of ends within the time limit decided by the Controlling Body. A singles player, skip, or coach may make an appeal to an umpire and/or Controlling Body that due to the actions of their opponents, their team is being prevented from playing all of their bowls within the time decided for the game. If the umpire and/or Controlling Body determines this to be the case, then they will warn the offending team, its skip and coach if there is one. If the offending team is deemed to be delaying play a second time, the offending team will forfeit the game.

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Restricting the Movement of Players During Play:	<p>After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances</p> <p><u>Team Event</u></p> <ul style="list-style-type: none">■ Singles game<ul style="list-style-type: none">● after delivery of their third and fourth bowls■ Triples<ul style="list-style-type: none">● Leads – after the second player on their team has delivered their second bowl● Seconds – after delivery of their second bowl● Skips – after delivery of their second bowl■ Fours<ul style="list-style-type: none">● Leads – after the second player on their team has delivered their second bowl● Seconds – after delivery of their second bowl● Thirds – after delivery of their second bowl● Skips – after delivery of each of their bowls <p><u>Ken Degenhardt Pairs</u></p> <ul style="list-style-type: none">■ Pairs<ul style="list-style-type: none">● Leads – after delivery of their third bowl● Skips – after delivery of their second and third bowls
Warm Up:	Teams that have not played due to a bye or forfeit shall be permitted to warm up prior to playing a game
Groundsheets:	The Controlling Body can make the decision to use groundsheets at any time.
Smoking:	Smoking or vaping is prohibited on any green. Leaving the green to smoke or vape during a game is not permitted.
Electronic devices:	The use of personal electronic and communication devices will not be permitted during a game without the express prior permission of the Controlling Body. Violations will be considered a violation of rink possession and may result in forfeiture. Law 41.7 is not superseded.
Laws:	All games will be played in line with the Laws of the Sport of Bowls, Crystal Mark, 4 th edition.
Alterations:	The Controlling Body reserves the right to alter any of the conditions if that alteration is essential to successfully carry out or finish the event. When play is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result or postpone the event where an outcome cannot be achieved.

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Prizes and awards: Team Event

Prizes TBA

Ken Degenhardt Pairs

First place winners of the Championship flight will receive \$1000. All other prizes TBA.

Schedule: This is an estimated daily schedule for the team event.

Day 1

7:00 am – Check In,
Morning Refreshment
7:30 am – Announcements
7:50 am – Trial Ends
8:00 am – Round 1
10:30 am – Round 2
12:45 pm – Lunch
1:30 pm – Round 3
4:00 pm – Round 4

Day 2

7:30 am – Morning
Refreshment and
Announcements
8:20 am – Trial Ends
8:30 am – Round 5
11:30 pm – Lunch
12:30 pm – Knockout Game
2:45 pm – Finals
5:?? pm Reception & Prizes
Awarded

This is an estimated daily schedule for the Ken Degenhardt Pairs event.

Day 1

7:00 am – Check In,
Morning Refreshment
7:30 am – Announcements
7:50 am – Trial Ends
8:00 am – Game 1
10:15 am – Game 2
12:15 pm – Lunch
1:00 pm – Game 3
3:15 pm – Game 4

Day 2

7:30 am – Morning
Refreshment and
Announcements
7:50 am – Trial Ends
8:00 am – Game 1
10:15 am – Game 2
12:15 pm – Lunch
1:15 pm – Finals
4:00 pm – Prizes Awarded

Social: We welcome all players to a reception/cocktail party on Friday, August 8 after the completion of play at the Marcia Coles Room (basement of the neighboring Lake Park Bistro) This is included with your registration fee.

We will also have a 50/50 raffle for your games of chance pleasure!

