



**Metropolitan Pennant
Conditions of Play**

2021/22

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SECTION 1 – CONDITIONS OF PLAY

APPLICABLE FOR METROPOLITAN PENNANT COMPETITIONS

Introduction

The Conditions of Play are reviewed annually by the Officiating and Laws Committee and Bowls Victoria staff advised of proposed changes.

Bowls Victoria reserves the right to amend the Conditions of Play from season to season, or as required.

These Conditions of Play apply to the conduct of the 2021-22 Midweek and Weekend Metropolitan Pennant competitions.

Metropolitan Pennant competitions are conducted in accordance with the:

- Laws of the Sport of Bowls Crystal Mark 3rd edition versions 3.1 or 3.2, and BA Domestic Regulations (DRs) as published in April 2019.
- Bowls Australia (BA) Policies; and
- Bowls Victoria (BV) Constitution, BV Regulations, and BV Policies.
- No laws governing a sport can cope with every situation, and the Laws governing the sport of bowls are no exception. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. So, 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.

BEFORE PLAY

1. Eligibility of Member Clubs

- 1.1. Clubs may enter a side or sides in the Metropolitan Pennant competitions.
- 1.2. Sides will be assigned a division and section within each competition. The placement of sides will depend on the promotion and relegation provisions applicable from the previous season, unless otherwise determined by Bowls Victoria.
- 1.3. Sides of a club will be graded numerically (1, 2, 3, 4 etc.) in descending order of ability, in each individual competition.
- 1.4. A new side entry in a pennant competition will be placed in a division as determined by Bowls Victoria. This may result in a side or sides being relegated as necessary to accommodate the new side.

2. Insufficient Players to Enter a Side

- 2.1. A club may seek approval from Bowls Victoria to combine with another club or clubs to enter a side.
- 2.2. One of the combined clubs must be nominated as being responsible for submitting the side and recording results in BowlsLink, as provided for in Section 1, Clause 34.
- 2.3. If a combined side is approved, the players are permitted to wear their respective club uniform and cap. If bowls discs are used, all members of the combined side must use discs that are of the same colour/design.

3. Penalty for a Side Withdrawal after the Competition Draw is Published

- 3.1. In the 2021/22 Season, clubs will incur a financial penalty of \$600.00 for a 16-a-side and 12-a-side, and \$300.00 for a 6-a-side and 7-a-side if a side is withdrawn after the draw is published.
- 3.2. The side withdrawn will be deemed to have finished in last position in the section and will be relegated to the next lower division at the end of the season.

4. Eligibility of Players

- 4.1. Clubs must ensure all their players competing in any Victorian Pennant competition are registered BV Members with playing rights and recorded on the club's BowlsLink database prior to the commencement of the game.

A breach of this requirement will result in forfeiture of the game under Law 39.2.1

*Note: Any participant in an organised event[^] at club level and above must be a registered financial member^{**} of a BV Member club and recorded on the BowlsLink database as having playing rights.*

[^]Organised club events include all regular competitions regardless of the value of the prize or prestige associated with the event. For the avoidance of doubt, this includes social competitions such as Thursday morning triples where the prize might be a frozen chook or a small amount of money, but does not include barefoot bowls or Christmas parties which are understood to serve as an important format to attract new members and a vital income stream for clubs.

*** A registered financial member is any club membership that includes playing rights of any kind.*

5. Pennant Permit

- 5.1. A player can be approved to play in a midweek or weekend pennant competition for a member club other than their nominated club by submitting a Pennant Permit request form to BV prior to round 5 of the pennant competition they wish to play in. No application will be considered after round 5. This form must be endorsed by both clubs.

Link to Pennant Permit form: https://bit.ly/2021_21_BV_Pennant_Permit

- 5.2. If approved by BV, a permit remains in place until 30 June of the following year and the player is not eligible to play pennant for their nominated club in the competition for which the permit applies, until the permit expires.

- 5.3. A player may apply for a clearance from their nominated club while a permit is in place.
- 5.4. A player may only apply for one permit for a pennant competition.
- 5.5. A player with a Pennant Permit may not play in the singles, pairs, mixed pairs, triples and fours championships at their permit club. The ability to play in other club events is at the discretion of the club conducting the event.
- 5.6. A player with a Pennant Permit may not play in the singles, pairs, mixed pairs, triples or fours championships of a region, other than that of their nominated club and is not eligible to represent a region other than that of their nominated club.

6. International or Interstate players (Marquee Players)

- 6.1. Up to three 'invited' International or Interstate players, to be known as 'marquee players', may be used by a club for both midweek and weekend pennant, in any division.
- 6.2. A club is entitled to have three marquee players for midweek pennant, and three marquee players for weekend pennant. Marquee players are not permitted for the 6-a-side and Thursday 7-a-side competitions.
- 6.3. A 'marquee player' must be a registered member of the club and registered on the BowlsLink database prior to the first round of the applicable pennant competition.
- 6.4. The names of a marquee player or players must be submitted to BV via e-mail prior to the first round of the pennant competition. No additional or replacement 'marquee' players can be added to a club's list.
- 6.5. Interstate players must submit a BA Interstate Pennant Permit Declaration Form through their state body. An Interstate clearance is not required.
- 6.6. Complaints about the eligibility of marquee players must be lodged via the following form.

Complaint Form: <https://bit.ly/BV-ComplaintForm>
- 6.7. Failure to comply will result in forfeiture of the game, under Law 39.2.1.

7. Protected Events

- 7.1. BV Victorian Open.
 - 7.1.1. The BV Victorian Open is a protected event. Metropolitan pennant is not scheduled during the running of the event, and the scheduling/playing of rounds of region state championships and club championship events during the Victorian Open is prohibited.
 - 7.1.2. No exemptions will be given for the conduct of region/club championships during this time.
- 7.2. The Nationals (Bowls Australia event).

- 7.2.1. The Nationals are a protected event for pennant under the following conditions. Where one player from a pennant side is unavailable due to playing in The Nationals, then that side will play without any recourse;
- 7.2.2. Where 2 or more players are playing in The Nationals, the following shall occur:
 - 7.2.2.1. By mutual agreement, teams can agree to play without players that are playing in The Nationals:
 - 7.2.2.2. Clubs are encouraged to find a suitable alternate date to avoid any clash;
 - 7.2.2.3. Where a suitable alternative date cannot be agreed to, Bowls Victoria will nominate the suitable date.
- 7.2.3. If Clause 7.2.2.3 is invoked, the controlling body cannot choose a date during The Nationals.
- 7.2.4. State and club championships can be conducted on the proviso that any player at The Nationals must have an equal opportunity to participate with no exception.
- 7.3. Metropolitan Pennant Competition.
 - 7.3.1. The scheduling/playing of rounds of region championships and club championship events on a day when Metropolitan Pennant rounds are scheduled is prohibited.
 - 7.3.2. No exemptions will be given for the conduct of region or club championships during this time.

8. Competition Format

- 8.1. Each competition has divisions and within each division, there will be sections, except for Premier division in weekend pennant.
- 8.2. For the metropolitan pennant competition, if a club has more than one side in a division each side will be placed in a different section unless Bowls Victoria determines otherwise.
- 8.3. The number of divisions and sections will depend on the number of entries received.

DURING PLAY

9. Controlling Body on Day of Play

The Controlling Body for matters arising on the day of play is the host club. The club must nominate a person for this position. This person must not be the umpire or side manager of the day.

10. Side Manager on Day of Play

- 10.1. Wherever under a law, regulation, policy or the BV Conditions of Play, a side is given a right of decision or choice, it will be exercised by the side manager who will act on behalf of the side.
- 10.2. The side manager must not be the umpire of the day for the game they are managing.

11. Umpires

- 11.1. The club that is designated as the home club must appoint an accredited umpire to officiate.
- 11.2. If the home club does not have an accredited umpire available, then a visiting accredited umpire may be appointed to officiate. Alternatively, if no accredited umpire is available, then an accredited measurer must be appointed umpire.
- 11.3. If no accredited umpire or measurer is available, then a competent player from the home club must be appointed to act as umpire for that day.
- 11.4. An umpire's decision is final and cannot be contested, disregarded, or appealed except for matters relating to the meaning or interpretation of a Law.
- 11.5. The umpire of the day must resolve any matter where the side managers cannot agree.
- 11.6. The umpire of the day must not be the side manager or coach for the game they are umpiring.

12. Eligibility to Play in Finals

- 12.1. Weekend Pennant.
 - 12.1.1. To play in Weekend Premier Division finals, a player must have played a minimum of eight (8) games in that side, or a lower graded side.
 - 12.1.2. For Weekend Division 1 finals, side must not include any player who, during the current season, has played eight (8) or more games in any higher graded sides, unless the player has played in eight (8) or more games in the side concerned, or lower graded side.

- 12.1.3. For Weekend Pennant Divisions 2 to 7 finals, a side must not include any player who, during the current season, has played six (6) or more games in any higher graded sides, unless the player has played in six (6) or more games in the side concerned, or lower graded side.
- 12.1.4. For Weekend 6-a-side (Saturday Morning) competition finals eligibility, see Section 3, Clause 2
- 12.2. Midweek Pennant.
 - 12.2.1. For Midweek Divisions 1 to 5 finals, a side must not include any player who, during the current season, has played more than six (6) games in any higher graded sides, unless the player has played in six (6) games in the side concerned, or lower graded side.
 - 12.2.2. For Midweek 6-a-side competition finals eligibility see Section 2, Clause 2.
- 12.3. If a club has insufficient players, they may apply to Bowls Victoria for approval to include a player who has not met the above requirements. All exemption requests must be made via the following link, and both sides involved in the relevant fixture will be advised of the outcome. All requests must be made no later than 72 hours prior to the fixtured game.

Exemption Request form: <https://bit.ly/BV-Exemption-Request>
- 12.4. Failure to comply will result in forfeiture of the game, under Law 39.2.1.

13. Interchanging of Players Between Sides Prior to Finals

- 13.1. Prior to the last four rounds of a metropolitan pennant competition, there will be no restrictions on the interchange of players between the sides of a club.
- 13.2. For the last four rounds of a metropolitan pennant competition, no Side will include more than two (2) players who have played a majority of their games, prior to the fourth last game, in any combination of higher graded Sides.
- 13.3. The BowlsLink competition management system shall be used as the official record of the number of games played by a player.
- 13.4. Failure to comply will result in forfeiture of the game, under Law 39.2.1.

14. Selection of Sides & the use of Substitutes

- 14.1. Gender cannot be used as criteria for selection.
- 14.2. Subject to Section 1, Clause 16, sides will be filled by available players in descending order of ability.
- 14.3. If there are insufficient players available on a day of play to fill all sides entered by the club, the lowest graded side must be the side which concedes a walkover.
- 14.4. The club's lowest graded side can play with one or more teams playing ONE player short in accordance with DR 2.6.

- 14.5. If a club has insufficient players to fill all sides entered by the club, an affiliated player may act as a substitute in the club's lowest graded side.
- 14.6. Only one substitute is permitted in each team (rink) and the substitute cannot skip.
- 14.7. A player will not play or substitute in more than one game in the same round of the same Pennant competition.
- 14.8. An exemption is granted to a player selected to play in Premier/Div. 1, Rounds 12 to 15 where the sequence of rounds is different to that in Divisions 2 to 7, as a result of scheduled doubleheaders. Eg; a player selected to play in a Premier/Div.1 game in Rounds 12, 13, 14 & 15 is eligible to play the following week in their club/s lower graded side in Rounds 12, 13 & 14.
- 14.9. This exemption applies subject to the provisions of Clause 12 Eligibility to Play Finals and Clause 13 Interchange of Players Between Sides Prior to Finals.
- 14.10. A club conceding a walkover must notify their opponent via phone as soon as possible, but no later than two hours before the scheduled starting time.
- 14.11. Failure to comply will result in forfeiture of the game, under Law 39.2.1.

15. Incomplete Team at Commencement of a Game

- 15.1. If, 30 minutes after the scheduled start time for a game, one player is absent from one or more teams in a side and no eligible or affiliated substitute is available or allowed, the game must continue in accordance with the provisions of DR 2.6.
- 15.2. The skips of both teams will carry the scorecard and update the score at the completion of each end.
- 15.3. A team with an absent player plays as though the second is the missing player. The opponents with a complete team will have their second play consecutive bowls in accordance with DR 2.6.
- 15.4. If the absent player arrives late, all players must take their original place in the team, at the completion of the end in progress.

16. Substitute After a Game has Commenced

- 16.1. If a player who has commenced the game cannot continue and there is no eligible or affiliated substitute available, the game must continue in accordance with the provisions of D.R. 2.6..
- 16.2. If a substitute is available, they must play in the same position as the player being substituted (excluding the skip). If the skip is required to be substituted, then the other members of the team must rearrange their positions as necessary. A substitute cannot skip.
- 16.3. If a substitute is not available, the skips of both teams will carry the scorecard and update the score at completion of each end.
- 16.4. A team with an absent player plays as though the second is the missing player. The opponents with a complete team will have their second play consecutive bowls in accordance with DR 2.6.

- 16.5. If a player who leaves the game subsequently becomes available, they must re-join the team in their original place in the team at the completion of the end in progress.
- 16.6. If a substitute player becomes available, the controlling body may allow them to enter the game at the completion of the end in progress.

17. Advice of Abandonment of Play by Bowls Victoria

Updates will be provided on the BV Website and the BV Facebook page.

18. Rescheduling of Games

Except for the final round of sectional play in all competitions, clubs may negotiate to play a game at a time or day other than the scheduled time. See Midweek Pennant Section 2, clause 5.2 and Weekend Pennant Section 3 clause 4.2.

19. Use of a Neutral Venue

Clubs may negotiate to play a game (other than a final) at a neutral venue. See Section 2 Clause 5 and Section 3 Clause 4.

20. Use of Alternative Venue for Home Games

- 20.1. When a club enters more sides than can be catered for at home, the club must nominate the side(s) to use the alternative venue prior to the commencement of the pennant season.
- 20.2. If during the pennant season it is necessary to transfer a home game to an alternative venue, the club must get agreement from the opposing side. If agreement cannot be reached between the clubs, it will be referred to Bowls Victoria for resolution.
- 20.3. Where the home green is available, sides will be allocated to play at the home green in order of seniority of the Sides drawn to play at home.

21. Condition of Green

- 21.1. BV recommends the speed for greens for the conduct of a metropolitan pennant competitions range between 13 and 17 seconds.
- 21.2. A green must be suitable for play. When a club determines that its green(s) is not suitable for play, it must:
 - 21.2.1. Inform visiting club(s) and Bowls Victoria immediately the determination is made;
 - 21.2.2. Make a genuine attempt to find an alternative venue. Such attempt must be clearly documented (club(s) contacted, name of club contact person, time of contact and outcome),
 - 21.2.3. A decision to close a green or greens must be supported by photos and documented evidence, including time frame and action taken.

- 21.3. If a satisfactory alternative green cannot be found, the club may be directed by Bowls Victoria to use an alternative venue or forfeit the game(s) and may be subject to further action under Section 1, Clause 48.
- 21.4. After commencement of a game, the greens director or their deputy has the authority to close the green due to safety of players and/or damage to the green.
- 21.5. If a club wishes to lodge a complaint about a green, the following form is to be used:

Green Complaint Form: <https://bit.ly/BV-Green-Complaint>

22. Bowls Identification Discs

- 22.1. Sides are not required to use bowls discs (adhesive labels). If they are used, then all players in the side must use a disc of the same colour/design.
- 22.2. Where opponents use the same-coloured discs, the visiting side shall remove theirs or use another colour if available.
- 22.3. Bowls discs cannot cover the WB Stamp/Date, or the Serial Number of the bowl, and they should be cut or trimmed to comply.
- 22.4. Only a single layer of disc is permitted on a bowl. All bowls must have discs on both sides of the bowl.
- 22.5. The dot from the set of discs may be placed over the insignia on the bias side of the bowl in lieu of the small ring, provided it is from the same set of discs used by the side.

23. Rules for Attire

- 23.1. It is the responsibility of the president of the player's club to ensure a player is attired in accordance with the BV Rules for Attire when playing in a metropolitan pennant competition.
- 23.2. All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire.
- 23.3. Players must be attired in the same BV registered shirts/tops, and lower body wear (colour/image), except for a combined side as provided for in Section 1, Clause 2.3.
- 23.4. All lower body attire and outer wear must include the NMP logo, with placement of logo conforming to the Bowls Australia NMP guidelines.
- 23.5. For information about approved footwear, refer to the following Bowls Australia information and the Laws of the Sport of Bowls A.2 (Footwear).
<https://www.bowls.com.au/get-involved/attire-equipment/footwear/>
- 23.6. The NMP Logo must appear on the front or side of all headwear, except on hats with a club hat-band, where a logo is not required.
- 23.7. An affiliated member approved as a substitute must comply with the BA National Merchandise Program (NMP) Logo Policy and is permitted to wear their respective club uniform and cap.
- 23.8. Complaints must be lodged via the following form: <https://bit.ly/BV-ComplaintForm>

- 23.9. Failure to comply will result in a warning on the first occasion. A subsequent breach(s) may result in a fine of \$100 and/or action being taken under Section 1, Clause 48.
- 23.10. To register all uniform garments, the following Uniform Registration Form must be used:
Uniform Registration Form: https://bit.ly/BV_Uniform_Registration

24. Playing of Music

- 24.1. If music is played during a pennant game, it should be appropriate in content, not impact on the conduct of the game and be at a level acceptable to side managers. If side managers cannot agree, the umpire of the day will make the final decision.
- 24.2. Any breach of this clause may result in action being taken under Section 1, Clause 48.

25. Photography, Video and Live Streaming

- 25.1. Bowls Victoria reserves the right to use any photographs, video, or live streaming footage taken during pennant for promotional purposes.
- 25.2. Bowls Victoria encourages third-party live streaming for all matches.
- 25.3. Third party live streaming requires prior approval from Bowls Victoria. Approval can be sought by e-mailing media@bowlsvic.org.au
- 25.4. Live streaming of the Premier Division and Division One Grand Finals is restricted to Bowls Victoria transmission only.

26. Pre-Game Pennant Practice

- 26.1. Practice is allowed on the day of play including on the rinks the game is to be played on, for both the home and visiting side.
- 26.1.1. The visiting side must have access for 1 hour commencing ninety (90) minutes before the game is scheduled to start and concluding thirty (30) minutes before the commencement of play.
- 26.1.2. If required, the visiting side must have access to half the rinks the game is to be played on, and these should be consecutive rinks.
- 26.1.3. Practice for the home sides must also conclude thirty (30) minutes prior to the commencement of the game.
- 26.2. If the allocated rinks for the game are in use for another pennant competition prior to the start of the game, an equivalent number of rinks must be made available on other rinks or greens, of a similar surface if available, at the club.
- 26.3. These rules apply for all sectional games, plus the first section final. For finals at a neutral venue, both sides must have access for 1 hour commencing ninety (90) minutes before the game is scheduled to start and concluding thirty (30) minutes before the commencement of play.
- 26.4. The controlling body is responsible for the management of any issues arising during the practice period.

- 26.5. Provisions relating to Pre-Game Practice for both the home and visiting sides is subject to the Greenkeeper/Greens Director declaring the greens available for practice.
- 26.6. The home club greens director is responsible for any stoppages or green closures due to inclement weather during practice.
- 26.7. A breach may result in a fine or the deduction of four (4) competition points and/or action being taken under Section 1, Clause 48.
- 26.8. If a club wishes to lodge a complaint about pre-game practice, the following form is to be used: <https://bit.ly/BV-Pre-Pennant-Complaint>

27. Draw for Rinks

- 27.1. The rink draw will be conducted prior to the commencement of the game by the side managers.
- 27.2. The cards must be shuffled and exchanged with the cards of one side being placed name face down by one manager then the other manager will place a card face down on each card.
- 27.3. A blind draw may be conducted, from time to time, by BV and will be communicated to all clubs involved. This can be done in the days prior to the game being played.

28. Allocation of Rinks

- 28.1. Rinks must be consecutively numbered. A side will play on consecutively numbered rinks, preferably on the same green.
- 28.2. The separation of teams that are part of a side is not permitted on the same green.
- 28.3. Where more than one green is required, a side will play on those rinks which have been consecutively numbered for both greens.

29. Trial Ends

- 29.1. One trial end in each direction must be played prior to the commencement of each game in accordance with Law 5.1. Trial ends must be completed prior to the scheduled start time for the game.

30. Points Allocated for a Game

30.1. Points for a win, tie or bye

Side win	10 points
Side tie	5 points
Team win	2 points
Team tie	1 point
Bye	No points

30.2. Points for a side receiving a walkover*

16 players per side	18 points, plus 15 shots
12 players per side	16 points, plus 12 shots
9 players per side	16 points, plus 9 shots
7 players per side	16 points, plus 8 shots
6 players per side	14 points, plus 8 shots

*Note: A Walkover results from a clubs' inability to meet its commitment to field a side. This includes a walkover resulting from a side withdrawal after the competition has commenced.

30.3. Penalty for a side giving a walkover**

16 players per side	0 points, minus 15 shots
12 players per side	0 points, minus 12 shots
9 players per side	0 points, minus 9 shots
7 players per side	0 points, minus 8 shots
6 players per side	0 points, minus 8 shots

**Note: This includes a walkover resulting from a side withdrawal after the competition has commenced.

30.4. Points for a side receiving forfeit

16 players per side	18 points, plus 15 shots
12 players per side	16 points, plus 12 shots
9 players per side	16 points, plus 9 shots
7 players per side	16 points, plus 8 shots
6 players per side	14 points, plus 8 shots

*Note: A forfeit is a penalty for an infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Constitution, BV Regulations, BV Policies or BV Condition of Play.

30.5. Penalty for a side giving a forfeit

16 players per side	0 points, minus 15 shots
12 players per side	0 points, minus 12 shots
9 players per side	0 points, minus 9 shots
7 players per side	0 points, minus 8 shots
6 players per side	0 points, minus 8 shots

30.6. Points for an abandoned game***

(Refer criteria for abandoned game Section 1, Clauses 17, 33, 36 & 47)

16 players per side	9 points, no shots
12 players per side	8 points, no shots
9 players per side	8 points, no shots
7 players per side	8 points, no shots
6 players per side	7 points, no shots

*** Unless the scores are such that a side must win the game if all remaining ends were played.

31. Section Results by Round

- 31.1. The order of sides in each section will be determined by the total points gained.
- 31.2. If two or more sides have the same number of points, their order will be determined by the net margin of shots 'for' minus shots 'against' each side.
- 31.3. If net margins are equal, the order will be determined by the higher proportion of 'total shots for' divided by 'total shots against'.
- 31.4. If there is still a tie for a position to qualify for finals play, the results between the two sides concerned from sectional play, will be used to determine the winner.

32. Additional Penalty for a Side Forfeit or Walkover

- 32.1. As well as the loss of shots and points specified in Section 1, Clause 30.6, a club that has had a side forfeit/walkover will incur a financial penalty of \$25.00 for a 16-a-side and 12-a-side and \$20.00 for a 7-a-side and 6-a-side.
A forfeit or walkover directly related to COVID-19 will not attract a penalty
- 32.2. When a walkover has been conceded, it cannot be withdrawn.

33. Awarding of Points for Abandoned Games

- 33.1. When play is abandoned by Bowls Victoria for all games in a round, the points will be shared as per an abandoned game, as provided in Section 1, Clause 30.6.
- 33.2. When play has commenced, and the game is subsequently abandoned under Section 1, Clause 35 (Game Abandoned by Side Manager Agreement) or Section 1, Clause 36 (Inclement Weather, Play Commencing and Interruption to Play), or Section 1, Clause 47 (Death of a Player), and the following minimum number of ends in total have been completed;
 - 60 ends being completed for a 16-player game
 - 45 ends being completed for a 12-player game
 - 30 ends being completed for a 9-player game
 - 30 ends being completed for a 7-player game
 - 20 ends being completed for a 6-player game

then the game will be awarded to the side that has the higher number of total shots at the time the game is abandoned, and points shall be allocated in accordance with the provisions of Section 1, Clause 30.1.

If the game is abandoned prior to the above number of ends being completed, the maximum available points will be shared equally as for an abandoned game (Section 1, Clause 30.6).

- 33.3. In the event of government imposed COVID constraints impacting on the competition, BV will take the necessary action which may include abandonment of games.
- 33.4. If games are abandoned by BV due to Government COVID restrictions, points will be shared equally as for an abandoned game (Section 1, Clause 30.6).

34. Result and Team Submission to Bowls Victoria

- 34.1. Both the home and away sides are responsible for entering full teams on BowlsLink prior to the commencement of a game. A failure to submit team(s) may result in a penalty of either a \$100 fine or the deduction of competition points for the club/side concerned. The penalty is at the discretion of Bowls Victoria.
- 34.2. Results must be submitted by the home club and confirmed by the away club by 6pm the day after the game was played (weekend pennant, including pre-season 9's), by 3pm the day after the game was played (midweek pennant, including pre-season 9's) and Friday at 3pm (7-a-side Thursday pennant) for a given round.
- 34.3. If the home club fails to enter results and/or the away club fails to confirm the results, in accordance with the provisions of Section 1, Clause 34.2, a penalty of either a \$100 fine or the deduction of competition points may apply to the club/side concerned. The penalty is at the discretion of Bowls Victoria.
- 34.4. If a side receives a walkover/forfeit or a bye, they must submit the names of the selected players for finals eligibility purposes in accordance with Section 1, Clause 34.1.
- 34.5. Clubs may seek a correction to the result entered in BowlsLink. The request must be submitted to BV via the following form: https://bit.ly/BV_BowlsLink_Match_Review within 48 hours of the game being completed.
- 34.6. In the event of a disputed result all clubs will keep scorecards for the duration of the season.

35. Game Abandoned by Side Manager Agreement

- 35.1. Games in Metropolitan Pennant can only be abandoned by agreement under the following conditions:
 - 35.1.1. Weather/heat as per Section 1, Clause 36;
 - 35.1.2. Safety of the players and/or officials;
 - 35.1.3. Death of a player Section 1, Clause 47;
 - 35.1.4. Weather other than heat ie: rain, including lightning, Section 1, Clause 36.
- 35.2. At the time of abandonment points will be awarded as per Section 1, Clauses 30.6 and 33.
- 35.3. Any breach of this clause may result in action being taken under Section 1, Clause 48.

36. Inclement Weather, Play Commencement, and Interruption to Play

- 36.1. 'Code Red' or Total Fire Ban day scheduled on day of play:
 - 36.1.1. If a 'Code Red' Day is announced for the Central Fire District on a day of play, by the Bureau of Meteorology, all metropolitan pennant competitions will be abandoned, and no results will be required to be submitted.
 - 36.1.2. If a 'Code Red' Day is announced for the North Central Fire District on a day of play, by the Bureau of Meteorology, both home and away games involving the

Wallan Bowling Club will be abandoned and no results will be required to be submitted.

36.1.3. If a Total Fire Ban Day is announced for the Central Fire District on a day of play by the Bureau of Meteorology, metropolitan pennant games, both home and away, scheduled to be played by a club that has registered as not being available to play on Total Fire Ban days, will be abandoned. Results are not required to be submitted and points will be shared between the club listed and their opponent for that round, as provided in Section 1, Clause 30.6.

36.1.4. The following clubs have registered to abandon both home and away games on a day of total fire ban for the Central Fire District:

- Bacchus Marsh Bowling club
- Box Hill RSL Bowls Section
- Donvale Bowls club
- Melton Bowls club
- Monbulk Bowling club
- Mount Waverley Bowling club
- Oakleigh Bowling club
- Yarra Junction Bowling club

36.2. Due to heat - clubs must use the official Bureau of Meteorology (BOM) App and select the relevant BOM weather station location as listed in Schedule 1.

The official BOM app can be found here: www.bom.gov.au/app

36.2.1. Play cannot commence:

36.2.1.1. If the temperature at the club's Designated BOM weather station (refer to Schedule 1) has reached 36 degrees Celsius or above at the scheduled commencement time of the game, play will be suspended for up to 1 hour. If at any stage after play has been suspended the temperature falls to below 36 degrees Celsius, play must be resumed

36.2.1.2. If the temperature fails to fall below 36 degrees celsius within 1 hour of play being suspended, the game is abandoned.

36.2.2. Play has commenced:

36.2.2.1. If the temperature at the club's Designated BOM weather station (refer to Schedule 1) has reached 36 degrees celsius or above at any time after play commences, play will be suspended for up to 1 hour. It is the responsibility of the side managers to record the time that play is suspended.

36.2.2.2. If at any stage after play has been suspended the temperature falls below 36 degrees Celsius, play must resume immediately.

36.2.2.3. If the temperature fails to fall below 36 degrees celsius after play has been suspended for 1 hour, the game will be abandoned.

- 36.2.2.4. Every effort must be made to complete any ends in progress prior to leaving the green.
- 36.2.2.5. Midweek and weekend pennant games that are interrupted, will be abandoned after five (5) hours from the scheduled start time.

36.3. Inclement weather other than heat

36.3.1. Play cannot commence:

- 36.3.1.1. If play cannot commence at the scheduled commencement time of the game, play may be suspended for up to 1 hour.
- 36.3.1.2. If after 1 hour of play being suspended the game cannot commence, the game will be abandoned.

36.3.2. Play has commenced:

- 36.3.2.1. If after 1 hour of play being suspended the game cannot continue, the game will be abandoned. It is the responsibility of the side managers to record the time that play is suspended.
- 36.3.2.2. Every effort must be made to complete any ends in progress prior to leaving the green.
- 36.3.2.3. Midweek and weekend pennant games that are interrupted, will be abandoned after five (5) hours from the scheduled start time.

36.4. If lightning is present:

- 36.4.1. Play should be immediately suspended when lightning is present. Players should go inside a sturdy building and stay inside until 30 minutes after the last sight of lightning.
- 36.4.2. Bowlers arms, bowls lifters and umbrellas should not be handled when lightning is present.

36.5. Air Quality Ratings:

36.5.1. Hazardous rating:

- 36.5.1.1. If the EPA Air Quality www.epa.vic.gov.au/EPAAirWatch Forecast for "Melbourne" is rated as Hazardous two hours prior to the scheduled start time of a pennant game, then that round of pennant will be abandoned..
- 36.5.1.2. This will be communicated to all clubs as per Section 1, Clause 17 in the Conditions of Play.
- 36.5.1.3. All points will be shared for all games in accordance with the provisions of Section 1, Clause 30.6.

36.5.2. Poor or Very Poor rating:

- 36.5.2.1. If the EPA Air Quality www.epa.vic.gov.au/EPAAirWatch Forecast for "Melbourne" is rated as Poor or Very Poor, two hours prior to the scheduled start time of a pennant game, then the following will apply
- 36.5.2.2. All clubs will be sent a notification of the Forecast with guidance on how to use the Conditions of Play to deal with Air Quality as it pertains to Inclement weather (other than heat).
- 36.5.2.3. All fines for walkovers due to air quality will be waived to ensure that clubs and players are not pressured into playing in unsafe conditions.

37. Post-Sectional game abandoned due to weather

- 37.1. Every effort must be made to complete a post-sectional (knockout) game on the scheduled day.
- 37.2. If a post sectional game is abandoned, it will be rescheduled and completed under such conditions as the Bowls Victoria decides unless the scores are such that one side must win the game if all remaining ends were played.

38. Instantaneous Penalties

- 38.1. During a game, if an umpire, by observation or on an appeal by the controlling body, a side manager, a skip, or an opponent decides that a player or coach is non-compliant then the end shall be immediately regarded as completed and the opponent of the offender shall be awarded as many shots as there are bowls in use by the opponents.
- 38.2. If the umpire forms the opinion on a second occasion that the same player, coach is non-compliant, the player or coach will be excluded from taking any further part in the game. A substitute will not be permitted.
- 38.3. An instantaneous penalty applied to one player in a team shall be considered as an instantaneous penalty to all players in that team.
- 38.4. Any of the above umpire-imposed penalties are final and cannot be appealed.
- 38.5. The umpire shall also complete a BA Instantaneous Penalty Report and forward it to both BA & BV within five (5) days of the incident.
BA Instantaneous Penalty Report: <https://bit.ly/BA-Penalty-Form>

39. Smoking

- 39.1. Smoking on the green (defined as having a lit cigarette, pipe, cigar, electronic nicotine delivery system (ENDS/vaping) including e-cigs, e-cigarettes and any other form of smoking device) by a player on the green is not permitted.
- 39.2. A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 38) and/or referring the matter to the BV Disciplinary Committee.
- 39.3. Smoking is only permitted in the designated area as determined by the host club.

40. Personal Electronic/Communication Devices

- 40.1. The use of mobile phones/MP3 players/iPods/iPads/pagers/communication devices and/or other similar sound/communication devices on the green by a player is not permitted.
- 40.2. Should a player have a legitimate reason (personal emergency or medical or emergency services personnel) to answer a mobile phone, they must have permission from the controlling body and notify the umpire of the day prior to play. If approved, the device can be carried on the player but must be on silent/vibrating (only) and responded to on the bank away from play.
- 40.3. A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 38) and/or referring the matter to the BV Disciplinary Committee.
- 40.4. Exemptions can be provided for scoreboard control devices and/or approved BV electronic scorecard devices.

41. Consumption of Alcohol

- 41.1. The consumption of alcohol on the green by a player whilst a game is in progress is not permitted.
- 41.2. A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 38) and/or referring the matter to the BV Disciplinary Committee.

42. Player, Coach and Officials Conduct & Behaviour

- 42.1. All players, coaches, and officials are required to conduct themselves in a polite and sportsmanlike manner. The following behaviours are not acceptable when participating or officiating in a metropolitan pennant competition:
 - 42.1.1. Act in an abusive, threatening, or intimidating manner;
 - 42.1.2. Use of obscene, offensive, abusive, threatening, or intimidating language including racial and gender-diverse discriminatory language;
 - 42.1.3. Act in an unsportsmanlike manner;
 - 42.1.4. Threaten any person with physical violence or assault;
 - 42.1.5. Assault any person;
 - 42.1.6. Act in a manner likely to bring the sport of bowls into disrepute; or
 - 42.1.7. Act in a manner likely to bring Bowls Victoria into disrepute.
- 42.2. A failure to comply can result in the umpire applying an Instantaneous Penalty (Section 1, Clause 38) and/or the matter being referred to the BV Disciplinary Committee.

43. Delaying Play

- 43.1. If an umpire by their own observation or on appeal by a side manager decides a player is deliberately delaying the delivery of their bowl, or a skip is acting or issuing instructions designed to delay play, a warning will be issued to the skip, and the side manager must be advised.
- 43.2. If an umpire forms the opinion that the player or skip has repeated the same offence a second time, the end will be regarded as completed, and their opponent will be awarded as many shots as there are bowls in use by their opponent.

44. Damage to Green - Delivery of a Jack or Bowl

- 44.1. If the umpire by observation or on appeal by a greens director or their deputy decides a player is causing damage to the green when delivering the jack or a bowl, a warning will be issued to the player and their skip and/or side manager advised.
- 44.2. If the umpire forms the opinion that the player has repeated the same offence a second time, the umpire will direct that the player must use a "dump mat" if available.
- 44.3. If the offending player refuses to use a "dump mat", they will be a defaulting player and be removed from the game as per Laws Definition C2.
- 44.4. If a "dump mat" is not available and the offending player refuses to leave the game, the game will be forfeited to the opposing side.
- 44.5. If a "dump mat" is not available and the offending player agrees to leave the game as directed by the umpire, a substitute is then permitted in accordance with DR 2.4.
- 44.6. A "dump mat" may only be used for an individual player(s) to address an identified issue as defined above.

45. Damage to Green - Use of a Wheelchair, Walking Frame or other Approved Artificial Device

- 45.1. If an umpire by observation or on appeal by the greens director or their deputy decides a player using a wheelchair, walking frame or other approved artificial device is causing damage to the green, a warning will be issued to the player and their skip and/or side manager advised.
- 45.2. If the umpire forms the opinion on a second occasion that the player has caused further damage to the green, the umpire will direct that the player retires from the game.
- 45.3. If a player retires from the game a substitute player is permitted.
- 45.4. If a player refuses to leave the green, they will be a defaulting player, and the game forfeited to the opponent.

46. Bowler's Arm

- 46.1. When a player commences using a bowler's arm in a game, then the arm must be used for the remainder of the game. This does not apply to the rolling of the jack, which can be rolled either by hand or by a bowler's arm.

- 46.2. If an umpire, by observation or on appeal by a side manager or a skip, decides that a player is non-compliant then they will warn the player and advise the skip and side manager.
- 46.3. If the umpire forms the opinion on a second occasion that the same player is non-compliant, the player will be excluded from taking any further part in the game and a substitute will not be permitted.
- 46.4. Failure to comply may also result in the matter being referred to the BV Disciplinary Committee and action taken under Section 1, Clause 48.

47. Death of a Player

- 47.1. If a game has commenced and a participating player passes away all games in progress at the club will be abandoned.
- 47.2. Points for a game other than a final abandoned because of the death of a player will be awarded as per Section 1, Clauses 30.6 and 33.
- 47.3. Final games abandoned for this reason will be resumed under such conditions as Bowls Victoria decides, with the scores carried forward as they were when play was abandoned, unless the scores are such that one side must win the game if all the remaining ends were played.

AFTER PLAY

48. Infringements

The infringement of any of the Laws, BA Domestic Regulations, BA Policies, BV Constitution, BV Regulations, BV Policies or BV Condition of Play, shall involve a monetary fine (not exceeding \$1,000) and/or disqualification, and/or game points penalty, and/or a replay or such other penalty as determined by the BV Disciplinary Committee, in respect of an affiliated player or club.

SECTION 2 – MIDWEEK PENNANT

Format of Play

Midweek Pennant competitions:

Midweek 12-a-side (Tuesday morning) divisions 1, 2, 3, 4 and 5

Midweek 6-a-side (Tuesday Morning) Competition

Midweek 7-a-side (Thursday) Competition

1.1. Division 1

- Five (5) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

1.1.1. Division 1 Finals

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Quarter Finals

QF1 - winner of Section 3 v winner of Section 1

BYES – Section 5, Section 4, Section 2,

Division Semi Finals

SF1 – winner of Section 5 v winner of QF1

SF2 – winner of Section 4 v winner of Section 2

Division Grand Final

Winner of SF1 v winner of SF2

1.2. Division 2

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

1.2.1. Division 2 Finals

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Knockout Finals

Game 1 - winner of Section 10 v winner of Section 8

Game 2 - winner of Section 3 v winner of Section 1

BYES – Section 6, Section 7, Section 2, Section 5, Section 9, Section 4

Division Quarter Finals

QF1 - winner of Section 6 v winner of Section 7

QF2 - winner of Section 2 v winner of Game 1

QF3 - winner of Game 2 v winner of Section 5

QF4 - winner of Section 9 v winner of Section 4

Division Semi Finals

SF1 – winner of QF1 v winner of QF2

SF2 – winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

1.3. Division 3

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

1.3.1. Division 3 Finals

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Knockout Finals

Game 1 - winner of Section 4 v winner of Section 8

Game 2 - winner of Section 7 v winner of Section 9

BYES – Section 5, Section 2, Section 6, Section 10, Section 3, Section 1

Division Quarter Finals

QF1 - winner of Section 5 v winner of Section 2

QF2 - winner of Section 6 v winner of Game 1

QF3 - winner of Game 2 v winner of Section 10

QF4 - winner of Section 3 v winner of Section 1

Division Semi Finals

SF1 – winner of QF1 v winner of QF2

SF2 – winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

1.4. **Division 4**

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

1.4.1. **Division 4 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Knockout Finals

Game 1 - winner of Section 2 v winner of Section 4

Game 2 - winner of Section 7 v winner of Section 3

BYES – Section 10, Section 6, Section 5, Section 9, Section 8, Section 1

Division Quarter Finals

QF1 - winner of Section 10 v winner of Section 6

QF2 - winner of Section 5 v winner of Game 1

QF3 - winner of Game 2 v winner of Section 9

QF4 - winner of Section 8 v winner of Section 1

Division Semi Finals

SF1 – winner of QF1 v winner of QF2

SF2 – winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

1.5. **Division 5**

- Nine (9) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends.

1.5.1. **Division 5 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Knockout Finals

Game 1 - winner of Section 6 v winner of Section 3

BYES – Section 7, Section 9, Section 8, Section 5, Section 1, Section 4, Section 2

Division Quarter Finals

QF1 - winner of Section 7 v winner of Section 9

QF2 - winner of Section 8 v winner of Game 1

QF3 - winner of Game 5 v winner of Section 1

QF4 - winner of Section 4 v winner of Section 2

Division Semi Finals

SF1 – Winner of QF1 v winner of QF2

SF2 – Winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

2. Midweek 6-a-side (Tuesday Morning) Competition

2.1. Format of Play

- Five (5) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 6 players per side, 3 players per team, 2 bowls per player, 21 ends

2.2. Eligibility to play in finals:

- 2.2.1. To be eligible to play finals, a player must comply with Section 1, Clause 12 in the Conditions of Play (eligibility of players) and must have played a minimum of six (6) games in that side.
- 2.2.2. If a club has insufficient players, they may apply to Bowls Victoria for approval to include a player who has not met the above requirements.
- 2.2.3. Failure to comply will result in the game being forfeited to the opponent under Law 39.2.1.

2.3. Promotion and Relegation.

There is no promotion or relegation for the 6-a-side competition.

2.4. **6-a-side Finals**

Week 1 - Section Semi Finals

1 v 4, 2 v 3 at the venue of the side finishing higher on the ladder.

Week 2 - Section Final

Winner of 1 v 4 and 2 v 3 at a neutral venue to be advised by BV.

Division Quarter Finals

QF1 - winner of Section 2 v winner of Section 4

BYES – Section 5, Section 1, Section 3,

Division Semi Finals

SF1 - winner of Section 5 v winner of QF1

SF2 - winner of Section 1 v winner of Game 3

Division Grand Finals

Winner of SF1 v winner of SF2

3. Midweek 7-a-side (Thursday) Competition

3.1. Format of Play

- Division 1: five (5) sections of eight (8) sides
- Division 2: two (2) sections of six (6) sides
- 14 rounds to be played (Home and Away)
- 7 players per side
- 2 teams of 2 players (3 bowl pairs) 18 ends
- 1 team of 3 players (2 bowl triples) 18 ends

3.1.1. To be eligible to play finals, a player must comply with Section 1, Clause 12 in the Conditions of Play (eligibility of players) and must have played a minimum of six (6) games in that side for Division 1. For Division 2, a player must comply with Section 1, Clause 12 in the Conditions of Play (eligibility of players) and must have played a minimum of four (4) games in that side for Division 2.

3.1.2. If a club has insufficient players, they may apply to Bowls Victoria for approval to include a player who has not met the above requirements.

3.1.3. Failure to comply will result in the game being forfeited to the opponent under Law 39.2.1.

7-a-side Finals Division 1

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Quarter Finals

QF1 – winner of Section 3 v winner of Section 5

BYES – Section 4, Section 1, Section 2

Division Semi Finals

SF1 – winner of Section 4 v winner of QF1

SF2 – winner of Section 1 v winner of Section 2

Division Grand Final

Winner of SF1 v winner of SF2

7-a-side Finals Division 2

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Grand Final

Winner of Section 1 v winner of Section 2

4. Midweek 9-a-side (Pre-season 9's) Competition

- 4.1. Format of Play
- Division A: sixteen (16) sections of four (4) sides
 - Division B: fourteen (14) sections of four (4) sides
 - 3 rounds to be played (Home and Away)
 - 9 players per side;
 - 1 rink of 4's, playing 15 ends
 - 1 rink of 2-bowls triples, playing 18 ends
 - 1 rink of 3-bowl pairs, playing 18 ends

5. Scheduling of Games for Sectional Play

- 5.1. Play is scheduled for the following start times, with two trial ends to be completed before the below times:

Midweek (Tuesday) 10.30am

6-a-side (Tuesday morning) 10.30am

7-a-side (Thursday morning) 10.30am

9-a-side (pre-season 9's Tuesday morning) 10.00am

- 5.2. With the agreement of the opposing club, sectional games in all divisions can be rescheduled to Wednesday, Thursday, or a Tuesday at other than the scheduled 10.30am start time. The home side must notify Bowls Victoria of any change.
- 5.3. There is no provision to commence or complete a rescheduled game on another day.
- 5.4. There is no provision for clubs to reschedule the final round of games of Sectional Play in any competition.

6. Scheduled Breaks

- 6.1. Divisions 1 to 5;
- 6.1.1. A 30-minute break is to be taken at 12 noon. A bell will be rung at 11:55am and no new ends are to be commenced after the bell, including ends declared 'dead'.
- 6.1.2. Subject to any variation in the start time the scheduled break may be varied by agreement between the side managers.
- 6.2. There are no scheduled breaks for the 6-a-side, 7-a-side or 9-a-side competitions.

7. Scheduling of Games for Finals

All finals may be scheduled by BV on a Tuesday, Wednesday, or Thursday.

8. State Pennant Championship Representation

The winner of Midweek Division 1 will be the metropolitan representative in the Champion of State Pennant event.

9. Promotion & Relegation

As we progress into the 2022/23 season, for most divisions there will need to be a reduction of sections at the end of the 2021/22 season, to get back to a fair and workable post-sectional finals system. This will mean at the end of the coming 2021/22 season, promotion and relegation will look different to what it has in the past. The desired outcome is to move for all divisions in Midweek to 8 sections of 8 teams for the 2022/2023 season. The 6-a-side, 7-a-side and 9-a-side competition section numbers will be dependent on entries received.

9.1. Division 1

- 9.1.1. There will be no promotion from Midweek Division 1.
- 9.1.2. The bottom two (2) sides in each section will be relegated to Division 2. In addition, the next eight (8) lowest sides across all sections will be relegated, based on points, then shot difference then shot percentage. A total of eighteen (18) sides will be relegated.

9.2. Division 2

- 9.2.1. The ten (10) section winners will be promoted to Division 1.
- 9.2.2. The bottom three (3) sides in each section will be relegated to Division 3. In addition, the next four (4) lowest sides across all sections will be relegated, based on points, then shot difference then shot percentage. A total of thirty-four (34) sides will be relegated.

9.3. Division 3

- 9.3.1. The ten (10) section winners will be promoted to Division 2.
- 9.3.2. The bottom four (4) sides in each section will be moved to Division 4 for the following year. The next two (2) lowest sides after finals have been completed will also be moved to Division 4 for the following season. This means, after section winners have been decided, the lowest placed teams who didn't win the section will be relegated. A total of fifty (50) sides will be placed in Division 4 for the following season.

9.4. Division 4

- 9.4.1. The ten (10) section winners will be promoted to Division 3.
- 9.4.2. The bottom four (4) sides in each section will be moved to Division 5 for the following year. The next eighteen (18) lowest sides after finals have been completed will also be moved to Division 5 for the following season. This means, after section winners have been decided, the lowest place teams who didn't win the section. A total of sixty-three (63) sides will be placed in Division 5 for the following season.

9.5. Division 5

- 9.5.1. The ten (10) section winners will be promoted to Division 4.
- 9.5.2. At the end of the divisional final series, six (6) lucky section runners-up will be drawn to remain in Division 5 for the following season.
- 9.5.3. The remaining sides in the section will be placed in Division 6 for the following season.

SECTION 3 – WEEKEND PENNANT

1. Format of Play

Weekend Pennant competitions

Premier division and divisions 1, 2, 3, 4, 5, division 6A (16- a-side), division 6B (12-a-side) and division 7(12-a-side)

Weekend 6-a-side (Saturday Morning) Competition

1.1. Premier Division

- One (1) section of ten (10) sides
- 18 rounds to be played (Home and Away)
- 16 players per side, 4 players per team, 2 bowls per player, 21 ends

1.1.1. Premier Division Finals

Qualifying Final (1 v 2)

Elimination Final (3 v 4)

Preliminary Final

Winner of Elimination Final v loser of Qualifying Final

Grand Final

Winner of Qualifying Final vs winner of Preliminary Final

1.1.2. All Premier Division finals will be played at a venue to be advised by BV.

1.1.3. State Pennant Championship Representation:

The winner of Premier division will be the metropolitan representative in the Champion of State Pennant event.

1.2. Division 1

- Four (4) sections of ten (10) sides
- 18 rounds to be played (Home and Away)
- 16 players per side, 4 players per team, 2 bowls per player, 21 ends

1.2.1. Division 1 Finals

Section Semi Finals

1 v 4, 2 v 3 at the venue of the side finishing higher on the ladder.

Section Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV to determine section winner.

Semi Finals

All division finals to be played at venues advised by BV.

Semi Final 1 – winner of Section 3 v winner of Section 1

Semi Final 2 – winner of Section 2 v winner of Section 4

Division Grand Final

Winner of Semi Final 1 v winner of Semi Final 2

1.3. **Division 2**

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per side, 4 players per team, 2 bowls per player, 21 ends

1.3.1. **Division 2 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Knockout Finals

Game 1 - winner of Section 10 v winner of Section 9

Game 2 - winner of Section 8 v winner of Section 2

BYES – Section 1, Section 6, Section 4, Section 5, Section 3, Section 7

Division Quarter Finals

QF1 - winner of Section 1 v winner of Section 6

QF2 - winner of Section 4 v winner of Game 1

QF3 - winner of Game 2 v winner of Section 5

QF4 - winner of Section 3 v winner of Section 7

Division Semi Finals

SF1 – winner of QF1 v winner of QF2

SF2 – winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

1.4. **Division 3**

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per side, 4 players per team, 2 bowls per player, 21 ends

1.4.1. **Division 3 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Knockout Finals

Game 1 - winner of Section 7 v winner of Section 9

Game 2 - winner of Section 6 v winner of Section 4

BYES – Section 2, Section 3, Section 5, Section 8, Section 1, Section 10

Division Quarter Finals

QF1 - winner of Section 2 v winner of Section 3

QF2 - winner of Section 5 v winner of Game 1

QF3 - winner of Game 2 v winner of Section 8

QF4 - winner of Section 1 v winner of Section 10

Division Semi Finals

SF1 – Winner of QF 1 v winner of QF2

SF2 – Winner of QF 3 v winner of QF4

Division Grand Final

Winner of SF 1 v winner of SF2

1.5. **Division 4**

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per side, 4 players per team, 2 bowls per player, 21 ends

1.5.1. **Division 4 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Knockout Finals

Game 1 - winner of Section 2 v winner of Section 10

Game 2 - winner of Section 1 v winner of Section 4

BYES – Section 3, Section 5, Section 9, Section 7, Section 8, Section 6

Division Quarter Finals

QF1 - winner of Section 3 v winner of Section 5

QF2 - winner of Section 9 v winner of Game 1

QF3 - winner of Game 2 v winner of Section 7

QF4 - winner of Section 8 v winner of Section 6

Division Semi Finals

SF1 – winner of QF1 v winner of QF2

SF2 – winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

1.6. **Division 5**

- Ten (10) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per side, 4 players per team, 2 bowls per player, 21 ends.

1.6.1. **Division 5 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Knockout Finals

Game 1 - winner of Section 3 v winner of Section 4

Game 2 - winner of Section 8 v winner of Section 10

BYES – Section 9, Section 6, Section 7, Section 1, Section 5, Section 2

Division Quarter Finals

QF1 - winner of Section 9 v winner of Section 6

QF2 - winner of Section 7 v winner of Game 1

QF3 - winner of Game 2 v winner of Section 1

QF4 - winner of Section 5 v winner of Section 2

Division Semi Finals

SF1 – winner of QF1 v winner of QF2

SF2 – winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

1.7. **Division 6A**

- Six (6) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 16 players per side, 4 players per team, 2 bowls per player, 21 ends

1.7.1. **Division 6 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Quarter Finals

Game 1 - winner of Section 2 v winner of Section 3

Game 2 - winner of Section 5 v winner of Section 4

BYES – Section 1, Section 6

Division Semi Finals

SF1 - winner of Section 1 v winner of Game 1

SF2 - winner of Game 2 v winner of Section 6

Division Grand Final

Winner of SF1 v winner of SF2

1.8. **Division 6B (12-a-side)**

- Eight (8) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

1.8.1. **Division 6B Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Quarter Finals

QF1 - winner of Section 6 v winner of Section 3

QF2 - winner of Section 1 v winner of Section 4

QF3 - winner of Section 2 v winner of Section 5

QF4 - winner of Section 8 v winner of Section 7

Division Semi Finals

SF1 - winner of QF1 v winner of QF2

SF2 - winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

1.9. **Division 7 (12-a-side)**

- Eight (8) sections of eight (8) sides
- 14 rounds to be played (Home and Away)
- 12 players per side, 4 players per team, 2 bowls per player, 21 ends

1.9.1. **Division 8 Finals**

Section Semi Finals

1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.

Sectional Final

Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.

Division Quarter Finals

QF1 - winner of Section 5 v winner of Section 4

QF2 - winner of Section 3 v winner of Section 2

QF3 - winner of Section 6 v winner of Section 1

QF4 - winner of Section 8 v winner of Section 7

Division Semi Finals

SF1 - Winner of QF1 v winner of QF2

SF2 - Winner of QF3 v winner of QF4

Division Grand Final

Winner of SF1 v winner of SF2

2. Weekend 6-a-side (Saturday Morning) Competition

2.1. Format of play

- 3 sections of 4 sides
- 6 rounds to be played (Home and Away)
- 6 players per side, 3 players per Team, 2 bowl triples, 15 ends

2.2. Eligibility to play in Finals

- 2.2.1. To be eligible to play finals, a player must comply with Section 1, Clause 12 in the Conditions of Play (eligibility of players) and must have played a minimum of six (6) games in that side.

- 2.2.2. If a club has insufficient players, they may apply to Bowls Victoria for approval to include a player who has not met the above requirements.
- 2.2.3. Failure to comply will result in the game being forfeited to the opponent under Law 39.2.1.
- 2.3. Promotion and Relegation;
There is no promotion or relegation for the 6-a-side competition.
- 2.4. **6-a-side Finals**
- Week 1 - Section Semi Finals**
1 v 4 and 2 v 3 at the venue of the side finishing higher on the ladder.
- Week 2 - Section Final**
Winner of 1 v 4 and 2 v 3 at a neutral venue to be advised by BV.
- Divisional Finals**
To be advised.

3. Weekend 9-a-side (Pre-Season 9's) Competition

- 3.1. Format of Play
- Division A: thirteen (13) sections of four (4) sides
 - Division B: twenty-eight (28) sections of four (4) sides
 - Division C: thirteen (13) sections of four (4) sides
 - 3 rounds to be played (Home and Away)
 - 9 players per side;
 - 1 rink of 4's, playing 15 ends
 - 1 rink of 2-bowls triples, playing 18 ends
 - 1 rink of 3-bowl pairs, playing 18 ends

4. Scheduling of Games for Sectional Play

- 4.1. Play is scheduled for the following start times, with two trial ends to be completed after pre game practice has finished and before the scheduled start time:
- Saturday afternoon pennant 1.00pm
6-a-side (Saturday morning) 10.00am
9-a-side (pre-season 9's) 12.00pm
- 4.2. With the agreement of the opposing club, sectional games in all divisions can be rescheduled. These games can take place at any time after the previous round of fixtures but must be completed by the next round of fixtures. The home side must notify Bowls Victoria of any change.
- 4.3. A rescheduled game that has NOT commenced CAN again be rescheduled provided it is concluded before the scheduled start time of the following round of the competition.
- 4.4. Rescheduled games that have commenced and are abandoned cannot be rescheduled for any other day and will have the points shared as per an abandoned game, as provided for in Section 1, Clause 33.

- 4.5. Points for a game not rescheduled under Clause 4.3 will be shared as per an abandoned game, under Section 1, Clause 30.6.
- 4.6. Points for a game rescheduled under Clause 4.3 where play has commenced, and the game is subsequently abandoned will be allocated under Section 1, Clause 33.2.

5. Scheduled Breaks

- 5.1. Premier Division;
There will be no break taken irrespective of the day of play or the commencement time.
- 5.2. Other Divisions;
A 15-minute break can be taken at 2.45pm. A bell will be rung at 2.40pm and no new ends are to be commenced after the bell including ends declared 'dead'. If there is agreement between both side managers, the break can be waived. Subject to any variation in the start time the scheduled break may be varied by agreement between the side managers.
- 5.3. There are no scheduled breaks for the 6-a-side or 9-a-side competitions.

6. Scheduling of Games for Finals

All finals may be scheduled by BV for Friday Night, Saturday, Saturday Night or Sunday.

7. Promotion & Relegation

As we progress into the 2022/23 season, for most divisions there will need to be a reduction of sections at the end of the 2021/22 season, to get back to a fair and workable post-sectional finals system. This will mean at the end of the coming 2021/22 season, promotion and relegation will look different to what it has in the past. The desired outcome is to move all divisions in Weekend to 8 sections of 8 teams for the 2022/2023 season. The 6-a-side and 9-a-side competition section numbers will be dependent on entries received.

7.1. Premier Division

- 7.1.1. No club will have more than one side in Premier Division.
- 7.1.2. Premier Division will have no promotion.
- 7.1.3. The bottom two (2) sides from Premier Division will be relegated to Division 1.

7.2. Division 1

- 7.2.1. The two (2) division grand-finalists will be promoted to Premier Division.
- 7.2.2. If one of the grand-finalists already has a side in Premier Division, the defeated semi-finalists will play off for the remaining position.
- 7.2.3. If each of the grand-finalists already has a side in Premier Division, then the two losing semi-finalists will be promoted to Premier Division.
- 7.2.4. If either of the two losing semi-finalist clubs already have a side in Premier Division, then the best performed side in any section of Division 1 which does not already have a side in Premier Division will be promoted.

- 7.2.5. The bottom two (2) sides in each section will be relegated to Division 2. In addition, the next two (2) lowest sides across all sections will be relegated, based on points, then shot difference then shot percentage. A total of ten (10) sides will be relegated.
- 7.3. Division 2**
- 7.3.1. The ten (10) section winners will be promoted to Division 1.
- 7.3.2. The bottom two (2) sides in each section will be relegated to Division 3. In addition, the next two (6) lowest sides across all sections will be relegated, based on points, then shot difference then shot percentage. A total of twenty-six (26) sides will be relegated.
- 7.4. Division 3**
- 7.4.1. The ten (10) section winners will be promoted to Division 2.
- 7.4.2. The bottom four (4) sides in each section will be moved to Division 4 for the following year. The next two (2) lowest sides after finals have been completed will also be moved to Division 4 for the following season. This means, after section winners have been decided, the lowest place teams who didn't win the section. A total of forty-two (42) sides will be placed in Division 4 for the following season.
- 7.5. Division 4**
- 7.5.1. The ten (10) section winners will be promoted to Division 3.
- 7.5.2. The bottom four (4) sides in each section will be moved to Division 5 for the following year. The next eighteen (18) lowest sides after finals have been completed will also be moved to Division 5 for the following season. This means, after section winners have been decided, the lowest place teams who didn't win the section. A total of fifty-eight (58) sides will be placed in Division 5 for the following season.
- 7.6. Division 5**
- 7.6.1. The ten (10) section winners will be promoted to Division 4.
- 7.6.2. The remaining sides will be moved to Division 6 for the following season.
- 7.7. Division 6A**
- 7.7.1. The six (6) section winners will be promoted to Division 5.
- 7.7.2. The remaining sides will be moved to Division 6 for the following season.
- 7.8. Division 6B**
- 7.8.1. There is no promotion from Division 6B
- 7.8.2. The bottom one (1) side in each section will be relegated to Division 7.
- 7.8.3. This division will be re-named Division 7 the following season.
- 7.9. Division 7**
- 7.9.1. The eight (8) section winners will be promoted to Division 6B.
- 7.9.2. There is no relegation from Division 7.
- 7.9.3. This division will be re-named Division 8 the following season.

SCHEDULE 1

METROPOLITAN BUREAU OF METEOROLOGY (BOM) WEATHER STATIONS

2021-22 Designated BOM Weather Station List

Clubs must visit the official Bureau of Meteorology (BOM) website or App and select the relevant BOM Weather Station Location as listed below.

The official BOM app can be found here: www.bom.gov.au/app

CLUB	SUBURB	POSTCODE	WEATHER STATION
Aberfeldie	Essendon	3040	Melbourne (8.2kms)
Aberfeldie Community	Essendon	3040	Melbourne (8.2kms)
Albert Park	Albert Park	3206	Melbourne (4.1kms)
Alphington	Alphington	3078	Melbourne (5.3kms)
Altona	Altona	3018	Laverton (6.6kms)
Altona North	Altona North	3025	Laverton (8.4kms)
Altona Sports	Altona	3018	Laverton (6.6kms)
Armadale	Caulfield South	3162	Melbourne (10.5kms)
Ashburton	Ashburton	3147	Melbourne (11.8kms)
Auburn	Hawthorn East	3122	Melbourne (7.4kms)
Bacchus Marsh	Bacchus Marsh	3340	Melbourne Airport (37kms)
Bayswater	Bayswater	3153	Scoresby (3.6kms)
Beaumaris	Beaumaris	3193	Moorabbin (4.9kms)
Bennettswood	Burwood	3125	Melbourne (12.8kms)
Bentleigh	Bentleigh	3204	Moorabbin (8.2kms)
Berwick	Berwick	3806	Scoresby (20.4kms)
Black Rock	Black Rock	3193	Moorabbin (5.8kms)
Blackburn	Blackburn	3130	Scoresby (10.3kms)
Blackburn North	Blackburn North	3130	Viewbank (8.9kms)
Boronia	Boronia	3155	Scoresby (3.2kms)
Box Hill RSL	Box Hill	3128	Viewbank (9.2kms)
Brighton	East Brighton	3187	Moorabbin (10.1kms)
Brighton Beach	Brighton	3186	Moorabbin (11.7kms)
Bridgewater	Roxburgh Park	3064	Melbourne Airport
Broadmeadows	Jacana	3047	Melbourne Airport (7kms)
Brunswick	Brunswick	3057	Melbourne (4.2kms)
Buckley Park	Essendon	3040	Melbourne (8.2kms)
Bundoora RSL	Bundoora	3083	Viewbank (5.4kms)
Burden Park	Springvale	3172	Moorabbin (5.7kms)
Burwood District	Glen Iris	3146	Melbourne (9.8kms)
Camberwell Central	Camberwell	3124	Melbourne (9.4kms)
Cardinia Waters	Pakenham	3810	Scoresby (30.3kms)
Carrum	Carrum	3197	Frankston (7.5kms)
Caulfield Park	Caulfield North	3161	Melbourne (8.7kms)
Chadstone	East Malvern	3145	Melbourne (11.2kms)
Chelsea	Chelsea	3196	Moorabbin (8.1kms)

CLUB	SUBURB	POSTCODE	WEATHER STATION
Cheltenham	Cheltenham	3192	Moorabbin (2.5kms)
Chirnside Park CC	Chirnside Park	3116	Coldstream (7.5kms)
Churchill Waverley Golf	Rowville	3187	Scoresby
City of Heidelberg	Heidelberg	3084	Viewbank (2.6kms)
City of Melbourne	West Melbourne	3003	Melbourne (3.5kms)
Clayton	Clayton South	3169	Moorabbin (3.9kms)
Coatesville	East Bentleigh	3165	Moorabbin (7.1kms)
Coburg-Moreland	Coburg	3058	Melbourne (7.5kms)
Cockatoo & District	Cockatoo	3781	Scoresby (15.0kms)
Craigieburn	Craigieburn	3064	Melbourne Airport (12kms)
Cranbourne	Cranbourne	3977	Scoresby (25.4kms)
Cranbourne RSL	Cranbourne	3977	Scoresby (25.4kms)
Croydon	Croydon	3136	Scoresby (8.1kms)
Dandenong club	Dandenong	3175	Moorabbin (10kms)
Dandenong RSL Rec	Dandenong	3175	Moorabbin (100kms)
Darebin City	Thornbury	3071	Melbourne (6.3kms)
Deer Park	Deer Park	3023	Laverton (10.7kms)
Diamond Creek	Diamond Creek	3089	Viewbank (9.6kms)
Doncaster	Doncaster	3108	Viewbank (5.8kms)
Donvale	Donvale	3111	Viewbank (9.1kms)
Doutta Galla	Essendon	3041	Melbourne (8.2kms)
East Ivanhoe	East Ivanhoe	3079	Viewbank (4.0kms)
Eastwood Golf	Kilsyth	3137	Scoresby (7.8kms)
Edithvale	Edithvale	3196	Moorabbin (6.7kms)
Elsternwick club	Elsternwick	3185	Melbourne (9.8kms)
Eltham	Eltham	3095	Viewbank (5.2kms)
Elwood	Brighton	3186	Melbourne (7.2kms)
Epping RSL	Epping	3076	Viewbank (11.6kms)
Essendon	Essendon	3041	Melbourne (8.2kms)
Fairfield	Fairfield	3078	Melbourne (4.0kms)
Fawkner	Fawkner	3060	Melbourne (10.8kms)
Ferntree Gully	Ferntree Gully	3152	Scoresby (2.3kms)
Fitzroy Victoria	North Fitzroy	3068	Melbourne (3.5kms)
Flemington/Kensington	Flemington	3031	Melbourne (4.0kms)
Footscray Park	Footscray	3011	Melbourne (6.2kms)
Gladstone Park	Gladstone Park	3043	Melbourne Airport (5.7kms)
Glen Eira McKinnon	Ormond	3204	Moorabbin (10.1kms)
Glen Waverley	Glen Waverley	3150	Scoresby (7.6kms)
Glenroy	Glenroy	3046	Melbourne Airport (9.1kms)
Greensborough	Greensborough	3088	Viewbank (6.0kms)
Greythorn	Doncaster	3108	Viewbank (5.8kms)
Hampton	Hampton	3188	Moorabbin (8.7kms)
Hampton Park	Hampton Park	3976	Moorabbin (15.3kms)
Hampton RSL	Hampton	3188	Moorabbin (8.4kms)
Hawthorn	Hawthorn	3122	Melbourne (5.8kms)
Healesville	Healesville	3777	Coldstream (12.0kms)
Heatherdale	Mitcham	3132	Scoresby (7.5kms)
Heathmont	Heathmont	3135	Scoresby (4.7kms)

CLUB	SUBURB	POSTCODE	WEATHER STATION
Heidelberg Golf	Lower Plenty	3093	Viewbank (2.3kms)
Highett	Highett	3190	Moorabbin (5.8kms)
Hoppers	Hoppers Crossing	3029	Laverton (6.0kms)
Hurstbridge	Hurstbridge	3099	Viewbank (13.8kms)
Ivanhoe	Ivanhoe	3079	Viewbank (5.2kms)
Keilor	Keilor	3036	Melbourne Airport (4.9kms)
Keysborough	Keysborough	3173	Moorabbin (6.5kms)
Kingsbury	Kingsbury	3083	Viewbank (6.3kms)
Lalor	Lalor	3075	Viewbank (10.3kms)
Laverton	Altona Meadows	3028	Laverton (3.3kms)
Lilydale	Lilydale	3140	Coldstream (6.5kms)
Malvern	Malvern	3144	Melbourne (8.4kms)
Maribyrnong Park	Maribyrnong Park	3039	Melbourne (6.0kms)
Marysville	Marysville	3779	Coldstream (38.1kms)
MCC	Hawthorn	3122	Melbourne (5.5kms)
Melbourne	Windsor	3181	Melbourne (4.8kms)
Melton	Melton	3337	Melbourne Airport (22.1kms)
Mentone	Mentone	3195	Moorabbin (2.5kms)
Middle Park	Middle Park	3206	Melbourne (4.8kms)
Mitcham	Mitcham	3132	Scoresby (7.1kms)
Monbulk	Monbulk	3793	Scoresby (14.3kms)
Montmorency	Montmorency	3094	Viewbank (3.7kms)
Moonee Ponds	Moonee Ponds	3039	Melbourne (6.0kms)
Moonee Valley	Moonee Ponds	3039	Melbourne (6.0kms)
Moorabbin	Moorabbin	3189	Moorabbin (4.4kms)
Mooroolbark	Mooroolbark	3138	Scoresby (10.1kms)
Mordialloc	Mordialloc	3195	Moorabbin (2.3kms)
Mt Cottrell	Mt Cottrell	3924	Laverton (13.0kms)
Mt Waverley	Mt Waverley	3149	Scoresby (11.1kms)
Mulgrave Country club	Whealers Hill	3150	Scoresby (7.4kms)
Murrumbeena	Carnegie	3163	Moorabbin (10.4kms)
Murrumbeena Park	Murrumbeena	3163	Moorabbin (9.1kms)
Narre Warren	Narre Warren	3805	Scoresby (16.9kms)
Newport	Newport	3015	Melbourne (8.6kms)
Noble Park	Noble Park	3174	Moorabbin (7.4kms)
North Balwyn	North Balwyn	3104	Viewbank (6.7kms)
Oakleigh	Oakleigh	3166	Moorabbin (7.7kms)
Pakenham	Pakenham	3810	Scoresby (30.3kms)
Palm Lakes Resort	Truganina	3029	Laverton (3.0kms)
Parkdale	Parkdale	3195	Moorabbin (1.8kms)
Point Cook Village	Point Cook Village	3030	Laverton (5.9kms)
Port Melbourne	Port Melbourne	3207	Melbourne (6.4kms)
Preston-Reservoir	Reservoir	3073	Viewbank (8.4kms)
Princes Park Carlton	North Carlton	3054	Melbourne (2.1kms)
Richmond Union	Richmond	3121	Melbourne (3.0kms)
Ringwood	Ringwood	3134	Scoresby (7.1kms)
Rosamond/Footscray Pk	Maribyrnong	3032	Melbourne (8.2kms)
Rosanna	Rosanna	3084	Viewbank (2.4kms)

CLUB	SUBURB	POSTCODE	WEATHER STATION
Roxburgh Park	Roxburgh Park	3064	Melbourne Airport (10kms)
Sandringham	Black Rock	3193	Moorabbin (5.8kms)
Royal Melbourne GC	Black Rock	3193	Moorabbin (5.8kms)
South Oakleigh	South Oakleigh	3167	Moorabbin (5.7kms)
St Albans	St Albans	3021	Laverton (9.4kms)
St Kilda	St Kilda	3182	Melbourne (4.8kms)
Strathmore	Strathmore	3041	Melbourne (9.6kms)
Sunbury	Sunbury	3429	Melbourne Airport (14.3kms)
Sunshine City	Albion	3020	Laverton (8.9kms)
Sunshine RSL	Sunshine	3020	Laverton (10.6kms)
Sunshine VRI	Braybrook	3019	Melbourne (9.8kms)
Templestowe	Templestowe	3106	Viewbank (3.9kms)
Thornbury	Thornbury	3071	Melbourne (6.3kms)
Toorak	Toorak	3142	Melbourne (5.7kms)
Upwey/Tecoma	Upwey	3158	Scoresby (7.2kms)
Vermont South	Vermont South	3133	Scoresby (7.0kms)
Wallan	Wallan	3756	Kilmore Gap (4.0kms)
Warburton	Warburton	3799	Coldstream (25.7kms)
Waverley Golf	Rowville	3178	Scoresby (8.0kms)
Werribee	Werribee	3030	Laverton (9.7kms)
West Coburg	West Coburg	3058	Melbourne (7.5kms)
Whittlesea	Whittlesea	3757	Viewbank (25.6kms)
Williamstown	Williamstown	3016	Melbourne (9.1kms)
Willow Lodge	Bangholme	3175	Moorabbin (10.1kms)
Yarra Glen	Yarra Glen	3775	Coldstream (7.9kms)
Yarra Junction	Yarra Junction	3797	Coldstream (18.6kms)
Yarra Valley CC	Bulleen	3105	Viewbank (3.3kms)
Yarraville/Footscray	Yarraville	3013	Melbourne (7.1kms)