



CATTLE CREEK MILL SHIELD RULES

The CATTLE CREEK MILL SHIELD shall be conducted under the following rules ---

1. The "Laws of the Game of Bowls" as published by Bowls Australia shall apply.
2. After entries close, a draw shall be completed for the competition. Depending on the number of entries, Marian Green may be used to play some fixtures.
3. The competition shall be completed over one weekend, weather permitting, on a knockout basis.
4. The games shall be contested by sides consisting of four teams of four players each. Each team shall play 21 ends. The highest aggregate shot score of the sides will determine the winner.
5. In the event of a tied game –
 - {A} The number of ends won by each side shall be tallied. The highest wins. If still tied, then
 - {B} A team of four nominated by the side's manager shall compete over one end, against a team of four nominated by the opposition manager. The winner of the end will be declared the game winner. {Note the team of four can be any of the 16 players who represent that club.}
6. In the event of rain and further play is unlikely –
 - {a} If 21 ends or more have been completed, across the four teams, the game shall be considered complete and a winner declared.
 - {b} If less than 21 ends have been completed the competition will be postponed to a date set at the discretion of the Pioneer Valley Bowls committee.
 - {c} The competition draw shall continue as if uninterrupted and any completed game result shall stand.