



PERFECT DELIVERY GAUTENG OPEN CHAMPIONSHIP 2026

CONDITIONS OF PLAY

All games shall be played in accordance with:

THE LAWS OF THE SPORT OF BOWLS CRYSTAL MARK 4th EDITION and **THE DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA** and the following **CONDITIONS OF PLAY**:

This version of the Conditions of Play is the only version to be used in the 2026 tournament – all previous versions, or from any source other than the official Gauteng Bowls and Ekurhuleni Bowls websites are null and void.

CONTROLLING BODY

The tournament shall be under the control of Gauteng Bowls through its nominated Executive Member and in association with the Event Committee and Jury of Appeal.

DRUG FREE SPORT

Bowls is a drug free sport and the letter and spirit of the “Prohibited Substances” must be observed during the tournament. It is the responsibility of each player to ensure that any medication that they may take, whether prescribed by a doctor or not, is not a prohibited substance.

Players may be tested during the tournament, either before or after play.

JURY OF APPEAL

A Jury of Appeal appointed by Gauteng Bowls will be constituted as follows:

- A member of the Executive of Gauteng Bowls or an acceptable nominee; and
- A member of the Host District’s Executive Committee or an acceptable nominee, who is not a Member of the Event Committee; and
- The Chairperson of the Host District’s Technical Officials Standing Committee or an acceptable nominee of that Committee.

All decisions of the Jury of Appeal shall be final.

ELIGIBILITY OF PLAYERS

Mixed Pairs, Pairs, Fours and Singles events

A player participating in any or all the Perfect Delivery Gauteng Open Championship’s Singles, Pairs and Fours events may only do so through one District and one Club, which being either the player’s “club of first choice” or the player’s dual membership club. Should the player choose the latter, said player must supply

documentary proof with the official entry form that their club of first choice agrees. The Bowls SA membership card, which must be always available, determines the club at which the member is registered as “first choice”.

WITHDRAWALS

Should any team in the Pairs, Mixed Pairs and Fours or a participant in the Singles withdraw before the commencement of the tournament, the Event Secretary must be advised immediately.

In the event of a team, or participant in the Singles, withdraw from the Championship after commencement and before the completion of the round robin stage, with or without the consent of the Controlling Body, all points scored will be expunged.

In the event of a team withdrawing without the consent of, or informing the Controlling Body, both the players and the Club concerned may be banned from the next Tournament.

REFUNDS

No refunds will be made to players or teams withdrawing from the Tournament once the draw has been completed.

DRESS AND FOOTWEAR

DRESS

All players must be dressed in accordance with the Laws of the Sport of Bowls, section A2 and A3 of Appendix A, as well as Domestic Regulations section A.2.2 and A3.

Club approved coloured clothing may be worn subject to all members of a team being dressed uniformly.

FOOTWEAR

Players, Umpires and Markers shall wear conventional shoes or sports shoes which have a continuous sole or a sole with a channel rise in the middle of the sole, as long as the sole is clearly in one piece and the heel area does not sit at a different height to the front of the shoe. To assist in traction the sole can have indented grooves up to 2 mm (thickness of matchstick), but no protuberances. The width of the rear part of the shoe shall be at least 50% of the widest part of the sole. Conventional sandals are acceptable providing they have a back strap. Asics bowls shoes, which do not have a continuous sole may be worn.

ADVERTISING

Advertising on clothing in conflict with the Sponsor’s business will not be allowed without the specific permission of the Event Committee, whose decision will be final.

DECALS

Club’s decals will be permitted provided each member of the team has the same decals affixed to their bowls.

The Event Committee will provide decals during the Semi-finals, and Finals of the tournament.

REPORTING FOR PLAY

Skips of the Pairs, Mixed Pairs, Fours, and the participants in the Singles events shall report to the Tournament Official immediately on arrival, but no later than 08h15. A Player or Team that has a bye in the first session for the day and is due to play in the second session, shall report to the Tournament Official by no later than 10h00.

Declaration Forms (where applicable) must be completed in full and returned to the Tournament Official prior to the commencement of the first day's play.

- Proper names (no nicknames), surnames and BSA membership numbers of all players, including reserves, must be entered.
- A contact number for the Skip must be provided.
- All participants, including the declared reserves, BSA membership cards must be available.

A contact number for the players in the Singles competitions must be recorded.

One reserve for the Fours and Pairs, per team may be declared / recorded. One reserve per gender for the Mixed Pairs, per team may be declared / recorded.

The "entered" players in any team in the Fours, Mixed Pairs and Pairs may be altered prior to the commencement of the tournament. No alteration or addition will be allowed after signing the declaration form and the start of the first game.

Participants will not be required to pay green fees; these have already been covered in the original entry fees.

LATE ARRIVALS

In a Singles game, Mixed Pairs and Pairs, a player / team failing to arrive within 45 minutes of the reporting time shall forfeit the game to their opponents, unless the Tournament Official (TO) has been contacted and, for good reasons, condones the late arrival. A player arriving late who at the discretion of the TO be allowed to play, may not play their trial ends if at the discretion of the TO, this will delay the start of the game any further.

However:

A Fours team arriving at a venue with a player short and electing to play with three players shall be allowed to do so subject to Laws 39.2.2.1 and 39.2.2.2:

- The lead and second player of the team with one player short, shall each play three bowls.
- The team shall also forfeit 25% of the total shots scored by them, including decimals, in each of the ends where the defaulting team is one player short.

Substitutes are allowed (see section on Reserves and Substitutes).

FORMAT OF PLAY

Singles will be played on a League system in Sections of 3 (three) players, each player playing 4 (four) bowls.

- The first player to reach 21 shots will be declared the winner.
- The player having a 'bye' will be marking during that round.
- The winner of the first game is required to mark the second game, and the players are required to play all three (3) games.
- The players must remain at the venue for the duration of play.
- Further playoffs will be decided on a knockout basis; the winner will be the first player to reach 21 shots.

Mixed Pairs will be played on a League system in Sections of 4 (four) teams over 18 ends, each player playing 3 (three) bowls.

- Further playoff games up to and including the Finals will also be played over 18 ends playing 3 (three) bowls each.
- Should any of the playoff games end in a draw on completion of the prescribed ends, an additional sudden death end or ends will be played to determine an outright winner. Prior to the commencement of the sudden death end/s the two skips will toss a coin to determine which team starts the end/s, by applying Law 28.2.

Pairs will be played on a League system in Sections of 6 (Six) teams over 18 ends, each playing 3 (three) bowls.

- Section winners will play their first playoff round at the same venue as their Section League games were played.
- Further playoff games up to and including the Finals will also be played over 18 ends with each player playing 3 (three) bowls.
- Should any of the playoff games end in a draw on completion of the prescribed ends, an additional sudden death end or ends will be played to determine an outright winner. Prior to the commencement of the sudden death end/s the two skips will toss a coin to determine which team starts the end/s, by applying Law 28.2.

Fours will be played on a League system in Sections of 6 (Six) teams over 15 ends, each player playing 2 (two) bowls.

- Section winners will play their first playoff round at the same venue as their Section League games were played.
- Playoff games, up to and including the last 16 teams will be played over 15 ends.
- Quarter-finals, Semi-finals and the Final will be played over 21 ends.
- Should any of the playoff games end in a draw on completion on the prescribed ends, an additional sudden death end or ends will be played to determine an outright winner. Prior to the commencement of the sudden death end/s the two skips will toss a coin to determine which team starts the end/s, by applying Law 28.2.

PRACTICE AND WARM UP

Teams/players not playing for whatever reason, but due to play in the next round, may practice on a rink allocated by the Tournament Official.

Players may warm up before a game with the approval of the Tournament Official but must be in the opposite direction of expected play. No target such as a jack may be used but bowls may be delivered.

TOSSING FOR OPENING PLAY

The Skips in a team game or opponents in a Singles game should toss a coin to determine who starts the game.

TRIAL ENDS

Pairs, Mixed Pairs and Fours

- In the Sectional play - 1 (one) trial end per game may be played.
- In the Playoff stages up to and including the last four, 1 (one) trial end per game may be played.
- In the Semi-finals, and Finals, 1 (one) trial end in each direction may be played.

Singles

- In the Sectional play – 1 (one) trial end may be played per game.
- In the Playoff games 1 (one) trial end in each direction may be played.

DEAD JACK / DEAD END (LAWS 19 AND 20)

Dead ends are to be replayed.

Dead jack (“burnt end”): In Sectional, knockout and quarter final games the end will not be declared dead, and the jack will be re-spotted on the centre line on the 2-meter mark. In the Semi-final and Final games, the end will be declared dead and be replayed in a direction to be agreed by the two (2) skips, or opponents in Singles. If they cannot agree, the end must be replayed in the same direction as it was originally played.

SLOW PLAY AND RESTRICTING OF THE MOVEMENT OF PLAYERS DURING PLAY

Slow play will not be tolerated under any circumstances and players will have to comply with these undermentioned conditions:

Singles games

- A player, in possession of the mat may only visit the head after the player’s third bowl has been delivered. Should a need arise for a player to visit the head after the players second bowl has been delivered, permission may be obtained from the marker and opponent.
- Permission may be granted or refused, depending on the pace of play and the time left before the next session must start.

Pairs and Mixed Pairs games

- Leads may not visit the head. The Skip may visit the head after the Skip’s second bowl has been played.

Four’s games

- Both Thirds must cross over to the mat end after the Seconds’ last bowl has come to rest.
- Leads and seconds may not visit the head.
- After delivering their first bowl, Thirds may be permitted to visit the head on being invited by the Skip with the approval of the opposing Skip. After taking position at the mat, Skips may visit the head after delivery of their first bowl.

Laws of the Sport of Bowls – Law 13 (Possession of the Rink) and Law 12 (Position of the Players) will be strictly applied.

The Committee / Hosting club will apply Appendix A - A.5 [Delaying /slow play] of The Laws of the Sport of Bowls and put a team on the clock if they deem this necessary.

Starting times in the Sectional play are as follows:

- Game 1 – start 09h00
- Game 2 – start 11h30
- Game 3 – start 14h30

Play may commence before these times if all players are available and the TO gives permission.

Should time limits be introduced; these starting times are subject to change.

SCORING AND SCORE CARDS

In the Pairs, Mixed Pairs and Fours, competitors will be furnished with a scorecard, which must be completed by filling in the names of all players in the team. (Names must correlate with the Declaration Forms completed although positions may differ).

The Skip losing the toss shall be responsible for the scorecard and the opposing skip responsible for the scoreboard and flip board (where available).

Scores must be entered on the completion of each end. Skips may delegate the completion of the scorecards to a team member but will be ultimately responsible for the accuracy of scorecards.

At the completion of each round the scorecard must be signed by both Skips, who will insert the time that play ceased, and handed to the Tournament Official.

In the Singles event both the players and the Marker must sign the scorecard and ensure the finishing time of the game is recorded before the card is handed to the Tournament Official.

In the event of a discrepancy between the score card and the scoreboard, the scoreboard shall take preference and be deemed to be correct.

Should it be discovered before the next round has commenced, that an incorrect scorecard has been submitted, this must be reported to the Tournament Official immediately. Should both skips, or opponents in Singles agree, they, together with the Tournament Official must sign the amended scorecard and record the revised time. The records may then be updated with the revised score.

If there is not agreement between the skips, or opponents in Singles, the original scorecard will remain as the record of the score.

Should there be opposing teams in the Mixed Pairs, Pairs or Fours or players in a Singles game, that find themselves in the position that they can no longer influence the outcome/results of their Section before playing the final round of Sectional play, the two Skips / players may request the Tournament Official to abandon their last game. This requires both Skips / players to sign and timestamp their card.

DETERMINATION OF GAME AND SECTION WINNERS

Pairs, Mixed Pairs and Fours Sectional play:

2 (two) points shall be awarded for a win and 1 (one) point for a game drawn.

In the event of a points tie on completion of the Sectional play, a Sectional Winner will be decided by the following sequential criteria:

- Points, Highest Net Shots, Highest Shot Percentage (shots for divided by shots against), Winner of the game during Sectional play.
- Should equality still exist a one end tie breaker to be played until a result is achieved.

Singles Sectional play:

1 (one) point shall be awarded for a win.

In the event of a points tie on completion of the Sectional play, a Sectional Winner will be decided by the following sequential criteria:

- Points, Highest Net Shots, Highest Shot Percentage (shots for divided by shots against), Winner of the game during Sectional play.
- In the unlikely event that all players record the same score in sectional play, a one end playoff will decide the winner.

In this event, the mat and the jack shall be placed on the respective two (2) metre marks with each player delivering one bowl, in the same sequence as the draw. When each player's bowl comes to rest, the distance from the jack shall be measured and the bowl removed prior to the next player delivering their bowl.

The section winner shall be the player whose bowls finishes closest to the jack.

Should players record equal distances from the jack, the process shall be repeated by those players until a winner is determined.

RESERVES AND SUBSTITUTES

Use of Reserves

A registered reserve may be used in the Fours, Pairs and Mixed Pairs.

If a player withdraws during a game for legitimate reasons, they may be replaced by the registered reserve.

Use of Substitutes

Substitutes will only be permitted in the Pairs, Mixed Pairs and Fours.

Should a team have no declared reserve, or the declared reserve is already playing, and a substitute is necessary the Tournament Official will be guided by The Laws of the Sport of Bowls Crystal Mark 4th Edition.

The appointment of a substitute shall be under the supervision of a Tournament Official and the application of the appropriate sections in the Domestic Regulations (pages 2- 5) will be applied.

A substitute shall not play as a skip.

DIRECTION OF PLAY

Pairs and fours

During sectional play, afternoon play (third round) shall be in the opposite direction to morning play (rounds 1 and 2).

Singles

Play shall be in the same direction for all games played on a specific day.

This will not apply when playoff games are scheduled in conjunction with other disciplines.

INTERRUPTION OF PLAY

In the event of adverse weather conditions, which includes lightning activity, excessive heat, and humidity, or for any other valid reason, the Tournament Official (TO) shall temporarily suspend play. Play shall stop immediately and only resume when authorised by the TO. Only the Event Committee in conjunction with the Gauteng Bowls Executive member on duty may abandon play and shall have the right to curtail the number of rounds/ends to be played to achieve a result.

Umpires shall not be responsible to call off players during lightning/thunderstorm activity and shall refer any appeal by the players to the TO.

Heat and Discomfort

The TO should be guided by applying suspension of play once the discomfort index exceeds 36 degrees in Temperature and 39 % in Humidity.

Lightning

The TO or a nominated person at the club shall have a functioning Lightning Meter. The TO shall assess the proximity of the lightning strikes. Strikes at less than 16 kilometres should initiate a temporary evacuation of the green. The lightning meter is the primary method to determine evacuation. Should games be played at a Country Club, the siren may be used as a signal for evacuation, but this is to be a secondary method of determination.

Play may not re-commence until a period of 15 minutes has passed after the last lightning reading is greater than 16 kilometres.

In the event of inclement weather or other unforeseen circumstances players shall not leave the venue until the Tournament Official has authorised them to do so.

DISCIPLINE

Non-compliance with the conditions of play or the Laws of the Sport of Bowls may result in the disqualification of a team or participant in the Singles.

Any team/player found guilty of a misdemeanour while participating in the tournament may have any of the following penalties imposed by their home District and/or Gauteng Bowls

- A Reprimand, and / or
- Denied the right to enter or participate in Gauteng Bowls and District competitions or tournaments for a period the district may deem fit.

Districts will be advised of any defaulters within 14 (fourteen) days of the conclusion of the tournament.

Should a coach or team manager be present they must be recorded on the declaration form for the team / player, and the umpire must be notified thereof. The coach / team manager must always remain within all applicable laws (Law 44).

USE OF ALCOHOL / SMOKING / CELL PHONES AND ELECTRONIC DEVICES

Smoking (including artificial devices, vape devices, or e-cigarettes such as Twisp), and/or the use of Cell Phones, Smart Watches and Handheld TV devices will not be permitted within two (2) metres of the green while play is in progress. No player, manager or coach is permitted to consume alcohol within the confines and surrounds of the green whilst play is in progress. A playing session commences with the placing of the mat for the start of the game and is completed when the score card has been signed.

The penalty for transgressing is as follows:

- Upon the first offence the Technical Official will warn the player (via the Team Manager Coach where applicable) and record the players name and District.
- Upon any subsequent offence by the same player, the Technical Official shall report the player to the Event Committee, who shall take suitable action, which may include suspending the player from playing in the next round. If the offence is committed in the last round, the penalty will be carried forward to the relevant tournament for the following year.
- In a team event, a registered reserve, may be used, or a draw for a substitute will be allowed.
- The attitude of the player and the circumstances will contribute to any decision taken by the Tournament Committee.
- The player has the right of appeal to the Jury of Appeal.
- Should a player commit a third offence he/she will be banned from taking part in the Tournament and be suspended from playing in any other Gauteng Bowls Tournaments for one year.

PROGRAMME CHANGES

The Committee reserves the right to change the playing schedule or introduce time limits, if required. In the event of any changes in the program, appropriate announcements will be made at all participating venues.

If introduced, the following time limits will apply:

- All games, excluding Singles, will have a time limit of 2 hours 15 minutes, excluding trial ends.
- Time limits will not apply from the Quarter finals onwards.
- Trial ends will begin 8 minutes before the official start time.
- An announcement will be made for the commencement of the trial ends, and a bell/siren or other means of communication will be used to the start of play.
- Those who finish trial ends early, may not start play until the signal has been made.
- A bell/siren or other means of communication will be used when the time limit has been reached.
- If an end is in progress when the time-limit is reached, that end must be completed. The start of an end is determined by the delivery of the jack by the first player to play in that end.

PERSONAL INFORMATION

By entering this competition, the player allows for the tournament committee and designated persons to use their personal information, as supplied on the entry form for administration purposes and for publishing the draw and results of the tournament. They also provide permissions for the tournament committee and designated persons to capture photographic images and videos during the tournament. These may be used as method of promoting the tournament, the clubs or players involved on websites and social media platforms of the host (Gauteng Bowls) and the hosting district (Ekurhuleni Bowls). This permission is expressly included by entering the competition. Should the player not agree to this then a letter is to be provided accordingly to the tournament committee before the start of the competition.



PERFECT DELIVERY GAUTENG OPEN CHAMPIONSHIP 2026

Addendum to Conditions of Play for Para-Bowls

This addendum to the Conditions of Play for the Perfect Delivery Gauteng Open Championship 2026, is to be read in conjunction with the Conditions of Play.

Unless otherwise stated in this addendum, the contents of the Conditions of Play will apply.

The tournament will comprise of two (2) competitions -Visually Impaired and Physically Disabled, and the formats may be amended by the Tournament Committee dependent on the entries received for each competition.

GENERAL

All players participating in the Para-bowls sections are to have been duly classified by the classification authority and must always remain within all applicable laws (Law 41).

Should a coach or team manager be present they must be recorded on the declaration form for the team / player, and the umpire must be notified thereof. The coach / team manager must always remain within all applicable laws (Law 44).

Every player in classifications B1 to B3 is to be accompanied by a director. A director for a B4 player is optional but preferable.

Starting times are as follows in the Section round-robin phases:

Visually Impaired

Game 1 – start 09h00 Trial ends start at 8h30
Game 2 – start 13h15 Trial ends start at 12h45
A time limit of 3 hours will be imposed on all games.

Physically Disabled

Game 1 – start 09h00 Trial ends start at 8h40
Game 2 – start 11h40 Trial ends start at 11h20
Game 3 – start 14h40 Trial ends start at 14h20
A time limit of 2 hours will be imposed on all games except in the semi-finals and finals.

An announcement will be made for the commencement of the trial ends, and a bell/siren or other means of communication will be used to the start of play.

Those who finish trial ends early, may not start play until the signal has been made.

A bell/siren or other means of communication will be used when the time limit has been reached. Only ends completed before the end of play has been communicated will be recorded for the score. If an end has commenced when the end of play is communicated, that end will NOT count, and play will be suspended.

Time wasting is not permitted and will be strictly controlled for the 20 minutes prior to the end of each game, with no game breaks in the last 20 minutes.

Wheelchair bowlers who need assistance in picking up their bowls or need to be wheeled from one end to the other during the game, must preferably bring their own assistant. If they are unable to bring own assistant, they must advise Tournament Committee prior to the start of the tournament.

It must be noted that neither Ekurhuleni Bowls nor Gauteng Bowls will be providing transport for any players.

FORMAT OF PLAY

Visually Impaired

A minimum of four (4) entries are required for the competition to take place, which will be a Singles competition.

The following format will apply:

- The Singles shall be played on the round robin system in two sections.
- Section one will be played by B1 and B2 bowlers.
- Section two will be played by B3 and B4 bowlers.
- The two top placed players in each section will play a cross-sectional playoff:
 - 1st place in section 1 plays 2nd place in section 2
 - 1st place in section 2 plays 2nd place in section 1
- The winners of these sections will play each other in the final.

This tournament shall be played to 21 shots with four (4) bowls.

TRIAL ENDS

One trial end in each direction is allowed before each game. These trial ends will be played before the official starting time. When the official starting time commences unfinished trial ends will be suspended.

DETERMINATION OF GAME AND SECTION WINNERS

2 (two) points shall be awarded for a win and 1 (one) point for a game drawn.

In the event of a points tie on completion of the Sectional play, the Winner will be decided by the following sequential criteria:

- Points, Higher Net Shots, Higher Shot Percentage (shots for divided by shots against), Winner of the game during Sectional play.
- In the unlikely event that all players record the same score in sectional play, a one end playoff will decide the winner.

In this event, the mat and the jack shall be placed on the respective two (2) metre marks with each player delivering one bowl, in the same sequence as the draw. When each player's bowl comes to rest, the distance from the jack shall be measured and the bowl removed prior to the next player delivering their bowl.

The section winner shall be the player whose bowls finishes closest to the jack.

Should players record equal distances from the jack, the process shall be repeated by those players until a winner is determined.

- The playoff winners will play off for the gold medal on Sunday afternoon.
- The final will commence at 13h15; trial ends to commence at 12h45.
- The Runners Up in each section shall receive a bronze medal.

Physically Disabled

A minimum of 4 (Four) entries are required for the competition to take place, which will be a Singles competition.

The following format will apply:

- The Singles shall be played on the round robin system in sections of not less than four (4) and not more than eight (8) players.
- This tournament shall be played to 21 shots with four (4) bowls.

TRIAL ENDS

One trial end in each direction is allowed before each game. These trial ends will be played before the official starting time. When the official starting time commences unfinished trial ends will be suspended.

DETERMINATION OF GAME AND SECTION WINNERS

2 (two) points shall be awarded for a win and 1 (one) point for a game drawn.

In the event of a points tie on completion of the Sectional play, the Winner will be decided by the following sequential criteria:

- Points, Higher Net Shots, Higher Shot Percentage (shots for divided by shots against), Winner of the game during Sectional play.
- In the unlikely event that all players record the same score in sectional play, a one end playoff will decide the winner.

In this event, the mat and the jack shall be placed on the respective two (2) metre marks with each player delivering one bowl, in the same sequence as the draw. When each player's bowl comes to rest, the distance from the jack shall be measured and the bowl removed prior to the next player delivering their bowl.

The section winner shall be the player whose bowls finishes closest to the jack.

Should players record equal distances from the jack, the process shall be repeated by those players until a winner is determined.

KNOCK OUT

The winners of each section will proceed to the Knockout rounds.

Physically Disabled

- The Section winners will play the semi-finals on Sunday afternoon, with the games to start at 14h40.
- The winner of Section 1 will play the winner of Section 2. The winner of Section 3 will play the winner of Section 4.
- The final will be played between the winners of the semi-finals at a date to be finalised.



PERFECT DELIVERY GAUTENG OPEN CHAMPIONSHIP 2026

Addendum to Conditions of Play for

Junior (U15 & U18) and Youth (U25)

This addendum to the Conditions of Play for the Perfect Delivery Gauteng Open Championship 2026, is to be read in conjunction with the Conditions of Play.

Unless otherwise stated in this addendum, the contents of the Conditions of Play will apply.

The format may be amended by the Tournament Committee dependent on the entries received.

GENERAL

Players may compete in a higher age group but may not compete in a lower age group.

- U15 Players are eligible if they are born on or after 1 January 2011
- U18 Players are eligible if they are born on or after 1 January 2008
- U25 Players are eligible if they are born on or after 1 January 2001

Should a coach or team manager be present they must be recorded on the declaration form for the team / player, and the umpire must be notified thereof. The coach / team manager must always remain within all applicable laws (Law 44).

FORMAT OF PLAY

The tournament shall be a Singles format.

The Singles will be played on a League system in Sections of 3 (three) players, each player playing 4 (four) bowls.

- The first player to reach 21 shots will be declared the winner.
- The player having a 'bye' will be marking during that round.
- The winner of the first game is required to mark the second game, and the players are required to play all three (3) games.
- The players must remain at the venue for the duration of play.
- Further playoffs will be decided on a knockout basis; the winner will be the first player to reach 21 shots.

The players must remain at the venue for the duration of play.

The points allocation and the winners of each Section will be determined as per the Conditions of Play.