

P.D.B.L Centenary Competitions

Format and Competition Rules

- The competition shall be made up of the 16 clubs who currently compete in the Perth and District Bowling Gents League (PDBL)
- In the event of a club(s) electing not to participate, club(s) outwith the 16 PDBL clubs may be invited to participate
- Substitute clubs will be selected from other existing PDBL competitions (Mixed League) and, if applicable, the most recent waiting list for entry to the PDBL
- All participating clubs shall compete for the Centenary Cup, Centenary Shield, Centenary Bowl and Centenary Plate
- The competition shall be divided in to two sections, the group stages (round robin) and the knockout stages
- Teams will consist of two full rinks (8 players)
- To avoid unnecessary cancellations of games, clubs will be entitled to play a maximum of two ladies. Only one lady can play per rink, and they must play lead or second.
- Players can be altered for each game, but all participants must be a member of the representative club at the time of playing
- The 16 clubs will be seeded and divided in to four pots (A, B, C, D)
- Seeding will be determined by the final league positions from the most recent full season of the PDBL Gents League using the format in the tables below.
- Substitute club(s) will enter the draw as the 16th seed, working upwards relative to the number of clubs introduced and existing club(s) will be moved up the relevant number of positions for seeding.

Division 1 Final Positions	Pot	Seed
1st	A	1
2nd	A	2
3rd	A	3
4th	A	4
5th	B	5
6th	B	6
7th (Relegated)	C	9
8th (Relegated)	C	10

Division 2 Final Positions	Pot	Seed
1 st (Promoted)	B	7
2 nd (Promoted)	B	8
3rd	C	11
4th	C	12
5th	D	13
6th	D	14
7th	D	15
8th	D	16

One club from each pot will then be drawn to create four groups for the first stage of the competition.

Group	1	2	3	4
Pot A	A	A	A	A
Pot B	B	B	B	B
Pot C	C	C	C	C
Pot D	D	D	D	D

Rules for Group Stages

- Fixtures will be played, one rink at home and one rink away, with both games to be played concurrently
- Games will consist of 15 ends with no trial ends
- Burnt ends will count as an end played
- The first jack will be determined by way of a coin toss
- Teams may elect to give the jack away on the first end only
- Points will be awarded to each individual rink, 2 for a win, 1 for a draw and 0 for a loss
- In the event of two clubs finishing on equal points after all games have been completed, there will be a countback on shots difference
- If the two clubs still cannot be separated, the club with the highest original seeding will be awarded the higher placing within the group
- If any clubs fail to complete their group fixtures, they will be removed from the competition and all previous results will be scrapped
- In the event of adverse weather, clubs must rearrange their fixture, to be played before the semi-final dates.

The fixture order for all groups in the round robin matches will be as follows:

Game 1	A vs D	B vs C
Game 2	A vs C	B vs D
Game 3	A vs B	C vs D

Following completion of all round robin fixtures, the final group positions will determine entry for the knockout stages with each club advancing to the relevant competition as indicated below:

First Place	Centenary Cup
Second Place	Centenary Shield
Third Place	Centenary Bowl
Fourth Place	Centenary Plate

If a Club is Unable to Fulfil Fixtures in Their Group

If a club fails to fulfil one group fixture, the following points will be awarded to the opposing team:

- 4 points, +16 shots, +15 ends won

The offending team will be awarded: 0 points, -16 shots, 0 ends won

If a club fails to fulfil 2 or more fixtures, all results which involved the offending team will be removed, inclusive of any fixtures which may have been completed.

This will include results for opposing teams in each relevant fixture.

All results will default to 0 points, 0 shots and 0 ends for both teams.

The offending club will default to 4th position in their respective group, but they will retain the option to progress to the semi-final of the plate competition, if they wish to do so. If they do wish to

compete in the semi-final of the Plate, they would automatically default to the away team, irrespective of any other results or previous seeding.

Rules for Knockout Stages

- Semi-final matches will be played at the home venue of the team with the highest original seeding
- Finals will be played at a neutral venue, rotating annually in line with the order of the PDL President's rota
- Games will consist of 15 ends with no trial ends
- Burnt ends will count as an end played
- The first jack will be determined by way of a coin toss
- Each match will toss individually for the jack
- Teams may elect to give the jack away on the first end only
- Points will be awarded to each individual rink, 2 for a win, 1 for a draw and 0 for a loss
- In the event of two clubs finishing on equal points after all games have been completed, there will be a countback in the following order, shots difference, ends won.
- If the two clubs still cannot be separated, teams will elect 1 playing member to play an extra end to determine a winner

Rules for An Extra End

- The rink will be selected from the two rinks that were used for the two matches by way of a coin toss
- Heads will represent the lower number of the two rinks and tails will represent the higher number of the two rinks
- Following selection of the rink, teams must nominate 1 player to play an extra end
- Any player from the 8 can be nominated to play the extra end
- Each player will have 2 bowls
- The jack will be determined by way of a coin toss
- The player who wins the coin toss may elect to give the jack away
- Burnt ends will be re-spotted
- If no shot is determined then the end will be replayed with the alternating player delivering the jack
- The process of re-playing the end will be repeated as required, until such time as a winner is determined

Each competition shall follow the same fixture format for the knockout stages as follows:

Semi-final 1	Group 1 Qualifier v Group 2 Qualifier
Semi-final 2	Group 3 Qualifier v Group 4 Qualifier
Final	Winners of SF 1 vs Winners SF 2

Playing order for the finals will be:

Morning Session 11 a.m. start	Centenary Plate Final & Centenary Bowl Final
Afternoon Session 2 p.m. start	Centenary Shield Final & Centenary Cup Final

Following completion of the knockout stages, the winners of each relevant final will be crowned the winners of:

- The Centenary Cup
- The Centenary Shield
- The Centenary Bowl
- The Centenary Plate

2024 Competition Dates

Start time for Group stages and Semi-finals will be **6:30 p.m.**

Round 1 - Monday 19th August

Round 2 - Wednesday 21st August

Round 3 - Monday 26th August

Semi-finals - Wednesday 28th August

Finals – Sunday 15th Sept at Errol

Results

Can the host club for Group stage games and Semi-finals please confirm the results promptly after the games finish to:

Grant Frogley
Centenary Competitions Match Secretary
Whatsapp: 07979 703361 (preference)
Email: cou10@hotmail.com

Version Updated August 2024