



CONDITIONS OF PLAY

Bowls Premier League

Released: January 2025

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| Controlling body: | Bowls Australia Ltd. |
| Event: | Bowls Premier League 21 (BPL21) |
| Dates: | Monday, February 17 - Friday, February 21, 2025 |
| Venue: | Moama Bowling Club, NSW |

1. ENTRY CONDITIONS

1.1. Entry conditions

- 1.1.1. All players must be affiliated with an Australian State or Territory Association which is affiliated to Bowls Australia ("BA") or affiliated to an International body that is a member of World Bowls.
- 1.1.2. Players within teams do not have to be affiliated with the same club.
- 1.1.3. Definitions used in this policy not otherwise defined have the same meaning as given in the World Bowls Laws of the Sport of Bowls Crystal Mark 4th Edition, April 2023 ("Laws").

1.2. Eligibility

As a condition of entry to compete in the Bowls Premier League ("BPL"), all competitors must:

- 1.2.1. Not be under any current disqualification or suspension by their state/territory association or their national authority.
- 1.2.2. Satisfy the eligibility criteria of the member country/state/territory association.
- 1.2.3. Comply with applicable Laws of the Sport, Domestic Regulations and policies of Bowls Australia (regardless of where the event is played).

Note: Approval has been given by World Bowls to vary the Laws of the Sport for this event, as set out in Section 2 & 3 below.

- 1.2.4. Each team must have at least one player from each gender.

1.3. Team structure

- 1.3.1. Each team shall comprise of 3 players plus one non-playing coach, accredited with BA or their national authority
- 1.3.2. Playing positions between the three (3) players may be altered at any time in accordance with section 3.6. of these conditions of play

2. COMPETITION FORMAT

2.1. Game format

2.1.1. The game format during set 1 and set 2 shall be **three-bowl pairs**.

- 2.1.1.1. There will be three (3) bowls per player for each end unless a player is substituted under section 3.6.
- 2.1.1.2. No one player can deliver more than 3 bowls in an end.
- 2.1.1.3. All players must play a minimum of 12 bowls per game (not including the tiebreaker).
- 2.1.1.4. Should a team not meet the minimum bowls required for any of their players during a match, the offending team shall be disqualified for that match where the offence occurred and the non-offending team awarded the following points: -

The non-offending team will be awarded three points for win, two set points and a net total of 2 shots.

2.1.2. Should a match proceed into a tie-breaker (as per section 2.5), the game format will revert to **two-bowl triples**.

- 2.1.2.1. There will be two (2) bowls per player for the tie-breaker end.
- 2.1.2.2. At the beginning of a tie-breaker end, the substitute at the conclusion of the second set will automatically enter the match. A coach may adjust the positions of their team as they wish at the beginning of a tie-breaker end.

2.2. Draw format

The BPL will be played as a sectional based competition in the preliminary rounds and convert to the format described in section 2.9.2 for all finals play.

2.3. Format of play

The event will be played under *sets play* format as outlined in Law 56, subject to a number of variations as outlined below.

- 2.3.1. Each game will be played over two (2) sets, with each set consisting of five (5) ends.
- 2.3.2. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
- 2.3.3. If the number of shots is tied after the fifth end of a set, the set will be a draw.

2.4. Situations where sets cannot be won

2.4.1. In situations where a team is unable to mathematically tie or win a set or specifically win the second set if it has lost the first set (taking into account remaining PowerPlay allocations), the following arrangements will apply:

2.4.1.1. *Sectional play:* All five ends of each set will be completed due to the impact of each shot on the ladder;

2.4.1.2. *Finals play, first set:* If a team is mathematically unable to tie the first set, the set will conclude immediately. The limited number of bowls to be played will now be reduced to 9 per player to account for the ends not completed.

2.4.1.3 *Finals play, second set:* If a team is mathematically unable to tie the second set, or in the case they have lost the first set, win the second set, the set will conclude immediately. If the game is tied at one set a piece the tie-breaker will commence.

2.5. Tie-breaker

2.5.1. If a game is tied after the two sets have been completed (each team having won one set or both sets having been drawn), a **one end** tie-breaker will be played to decide the winner. The tie-breaker will be played as per the format noted in section 2.1.2.

2.5.2. The winner of the tie-breaker will be awarded the game.

2.5.3. If the one end tie breaker is a tied end, the teams will play further tie-breaker ends until a winner is found.

2.6. First to play (Law 56.4)

2.6.1. First set: the opposing coaches shall toss a coin and the winner of the toss can choose whether their team places the mat, nominates the length of jack, and then delivers the first bowl or tells the opposing team to place the mat, nominate the length of jack, and then deliver the first bowl (the opposing team cannot refuse).

2.6.2. Second set: the winner of the first set shall place the mat, nominate the length of jack and then deliver the first bowl. If the first set is a draw, the winner of the last scoring end in that set shall place the mat, advise the marker the length of jack and then deliver the first bowl.

2.6.3. The first and any further ends of a tie-breaker: the opposing coaches should toss a coin and the winner of the toss has the options as described in 2.6.1 above.

2.6.4. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, nominate the length of jack and then deliver the first bowl. If, however, the first end of the first set is a tied end, the first to play in that end shall also play first in the second end of the first set.

2.7. Re-spotting the jack

2.7.1. If a jack in motion passes completely outside the boundaries of the rink of play (left, right or over the face of the bank), comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 18 metres from the mat line, the end shall be declared dead and the end replayed **provided the player has nominated their intention** for a dead jack before they deliver their bowl (see

3.5).

- 2.7.2. If the player **does not** nominate their intention for a dead jack before they deliver their bowl and the jack finishes in a position described in 2.7.1 above, then the jack should be placed with the nearest point of the jack to the mat line at a spot on the rink which is 1 metre from the front ditch and on the centre line and play should continue.
- 2.7.3. If the spot mentioned in 2.7.2 is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with and between that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

2.8. Scoring – Sectional play (Law 56.3)

- 2.8.1. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
- 2.8.2. One (1) set point will be awarded for each set won. A half set point (0.5) will be awarded for each set drawn. No set points are awarded for any set lost (the tie-breaker is not a set).
- 2.8.3. If a game is forfeited, the non-offending team will be awarded three points for win, two set points and a net total of 2 shots.
- 2.8.3.1. Should a team not meet the minimum bowls required for any of their players during a match, the offending team shall be disqualified for that match where the offence occurred and the non-offending team awarded the following points:
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- 2.8.3.2. The non-offending team will be awarded three points for win, two set points and a net total of 2 shots.
- 2.8.4. Ladder rankings will be determined as follows:
 - 2.8.4.1. Highest number of **game points** scored.
 - 2.8.4.2. If game points are equal, the team with the highest **net total of set points** (total set points for – total set points against) shall be ranked higher.
 - 2.8.4.3. If game points and net set points are equal, the team with the highest number of **sets won** shall be ranked higher.
 - 2.8.4.4. If game points, net set points and sets won are equal, the team with the highest **net total shots** (total shots for – total shots against) over all games in the section (not including tie-breaker ends) shall be ranked higher.
 - 2.8.4.5. If game points, net set points, sets won and net total shots are equal, the team that won the most games between the teams that are equal shall be ranked higher.
 - 2.8.4.6. If game points, net set points, sets won and net total shots are all equal, and the teams have both won an equal amount of games in matches between the two teams, the team with the most total shots for across all matches within the section (not including tiebreaker ends) shall be ranked higher.

2.9. Scoring – Finals

2.9.1. Sectional play will comprise 132 matches with each team playing each other twice. Finals will comprise of the top five (5) teams denoted by ladder position at the conclusion of sectional matches.

2.9.2. Finals will be conducted as follows:

- 2.9.2.1. *Elimination Final 1*: ladder position 4 versus ladder position 5
- 2.9.2.2. *Elimination Final 2*: ladder position 3 versus winner elimination final 1
- 2.9.2.3. *Semi Final*: ladder positions 1 versus ladder position 2
- 2.9.2.4. *Preliminary final*: loser of the Semi Final versus winner of the Elimination Final 2
- 2.9.2.5. *Final*: winner of Semi Final versus winner of Preliminary Final

2.10. Forfeit

If a team is unable to complete any game already commenced during the competition, then their opponents shall win on forfeit. Points shall be awarded to the winning team in accordance with clause 2.8.3.

3. GAME VARIATIONS

3.1. Shot clock

3.1.1. The timing of each game will be overseen by a shot clock.

3.1.2. Due to television commitments, timings may be varied from time to time by the BPL. However the BPL undertakes to advise all teams of such changes prior to the commencement of the match.

3.1.3. The shot clock will be used in the following manner:

- 3.1.3.1. Player delivery: a player will have 30 seconds from the point the previous opposition bowl comes to rest to deliver their bowl.
- 3.1.3.2. Skips changeover: the skip to play first will be allowed 40 seconds from the point the previous opposition bowl comes to rest to study the head, move to the mat end and deliver their bowl.
- 3.1.3.3. Changeover between ends – The player playing the first bowl of an end will have 40 seconds once the previous end is completed to start the next end (deliver the first bowl). For the purpose of this clause, the shot clock will begin running once **the jack is removed from play by the marker** on the previous end; players must nominate the position of the mat and jack within this 40 second period.
- 3.1.3.4. Changeover from a mat back short jack end- Between ends when the mat is back and the jack at the minimum length the shot clock will be started once the players have declared the end and have kicked the bowls approximately halfway between where the jack was placed for that end and the 2 metre mark. This will allow enough time to get all the bowls back to the 2 metre mark before the player needs to place the mat and deliver their bowl.

- 3.1.3.5. Changeover after an end is declared dead: Once any remaining bowls have been transferred to the opposite end and the marker has placed the jack for the replayed end, the player to play first has 30 seconds to deliver the bowl.
- 3.1.3.6. Start of the tiebreak end: Once the coaches have tossed the coin the 40 second shot clock will be applied.
- 3.1.3.7. Player substitution: An additional allowance of 40 seconds will be applicable from the point a “substitution” is called for the first time in a given end by a team, to the point that the next player to play delivers the next bowl.

Player substitutions may only occur in accordance with clause 3.6. Additional time allowances **do not apply** if a substitution is made in the following circumstances:

- During a change of ends (3.1.3.3);
 - During a timeout (3.4);
 - For any substitutions subsequent to the first for a given team in that end.
- 3.1.3.8. Time infringements: If the subsequent bowl is not delivered (left the hand) before the buzzer sounds in accordance with any previous clause under section 3.1.3, that bowl will be deemed a dead bowl by the marker and be removed immediately from the rink of play (where possible, before it reaches the head, comes to rest or disturbs the head).
- 3.1.3.9. If the bowl cannot be stopped before displaced the head the opponent will replace any part of the head which has been disturbed or declare the end dead.

3.1.4. Delays. If at any time during the match:

- 3.1.4.1. The match marker decides that a team or player should not be penalised under this section due to unforeseen circumstances or delaying tactics by the opposition player/team, then the match marker can override the shot clock or penalty.
- 3.1.4.2. Play is interrupted by an umpire’s call, the shot clock will stop until the umpire’s decision is finalised.
- 3.1.4.3. The marker, match umpire or Tournament Director may override or pause the shot clock at any point at their discretion.

3.2. PowerPlay

A PowerPlay enables a team to earn double the shots scored (by that team) in any nominated end. A PowerPlay can be used in the following circumstances.

- 3.2.1. Teams will be allowed one PowerPlay end per set as nominated by the team coach.

- 3.2.2. To nominate that the next end will be a PowerPlay, the coach will hold up their PowerPlay sign and point it in the direction of the officiating marker. The marker must acknowledge the coach's intention, by raising their arm above their head and making a circular (lasso) motion with the paddle of the team calling the PowerPlay, prior to placing the jack for that end. An **red** coloured jack will be used in all PowerPlay ends.
- 3.2.3. Both teams can nominate to use the PowerPlay in the same end of a set.
- 3.2.4. If a Team does not nominate to use its PowerPlay end in a set, that PowerPlay is lost. PowerPlays may not be carried over into the next set. There are no PowerPlays in a tiebreak.
- 3.2.5. If a team calls a PowerPlay end and the same team nominates to declare the end dead and is successful, the PowerPlay is not carried over to the replayed end. Only the team who calls the PowerPlay where the opposition is successful in declaring the end dead will have their PowerPlay carried over to the replayed end.

3.3. Placing the mat and jack

- 3.3.1. The centre line of the rink will be marked by 4 fixed nominated lengths at each end of the green by different coloured markings. The mat and jack will be placed separately at two of these points to define the length of end to be played.
- 3.3.2. The lead to play first in the end will place the front of the mat at one of the nominated lengths along the centre line at their end. The skip from that team should then communicate verbally to the marker the nominated length to place the jack at the opposite end. The jack **will not be delivered** in any end.
- 3.3.3. All fixed nominated lengths are of a legal distance of 21 metres or greater as per the Domestic Regulations of Bowls Australia.

3.4. Timeout

- 3.4.1. Each team will be allowed one timeout per set, including tie-breakers.
 - 3.4.1.1. In the second set and tiebreak, timeout allocations for both teams will be reset, and each team will receive one timeout; each team may only use a maximum of **one timeout in each set and tiebreak**. As an example, if a team has not used a timeout in set 1, they will still only be permitted one timeout in set 2.
- 3.4.2. This time out will have a 30 second time limit and can only be called when the team is in possession of the rink.
- 3.4.3. Players or coaches will nominate a timeout on behalf of their team. This will be done by indicating their intention to call a timeout to the marker by holding their hands in a "T" position in the air. The marker will acknowledge the timeout by using the same signal back to the player or coach. It is the responsibility of the team calling the timeout to ensure that there is enough time for the marker and timekeeper to acknowledge the timeout and make the necessary adjustments to the shot clock.
- 3.4.4. When a timeout is called, an additional 30 seconds will be added to the time limit outlined in section 3.1.3.1. In a timeout situation, the timekeeper should allow the shot clock to run down to zero before resetting with the additional 30 seconds.

For clarity, should a player call a timeout midway through their time allocation under section 3.1.3.1, they will receive an extra 30 seconds on top of the time remaining on the shot clock at the point at which the timeout was called. Therefore, the maximum amount of time between the previous bowl coming to rest and the delivery of the next bowl will be 60 seconds (including in the case of any substitutions as per section 3.1.3.5), or 70 seconds during a skip or end changeover.

- 3.4.5. The players may involve the coach during the time out. In this instance, the coach may enter the playing area and approach the head at the player's request.
- 3.4.6. If a player or coach nominates a time out during the tie break end and the end is nominated to kill and successful, the team who used their time out does not receive an additional time out during the replayed end.
- 3.4.7. If a player or coach nominates an additional time out on top of the amount allocated under section 3.4.1, that team's next bowl will be forfeited. If the team's next bowl is delivered, the marker should stop the bowl before it reaches the head and remove it from play.
- 3.4.7.1. If the bowl cannot be stopped before displacing the head the opponent will replace any part of the head which has been disturbed or declared the end dead.

3.5. Nomination of a dead jack

- 3.5.1. It is permissible for a player to nominate that their intention is to make the jack dead before they deliver their bowl. By nominating and becoming successful as described above in clause 2.7.1 the end is declared dead and the end is replayed.
- 3.5.2. If a player does not nominate their intention to make the jack dead before they deliver their bowl and the jack subsequently goes dead, then the jack shall be placed on an appropriate spot as described above in clause 2.7.2 and play should continue.
- 3.5.3. Players will nominate to the marker by holding their hands in a "X" position in the air (the marker will acknowledge the intent by using the same signal back to the player) when a player wishes to play a shot that may make the jack leave the rink of play and render the end dead. It is the responsibility of the team nominating the dead jack to ensure that there is enough time for the marker to acknowledge the dead jack situation.
- 3.5.4. Any end declared dead, either by nomination of a dead jack or by other circumstances (displacement laws), the end will be replayed from the end that it was declared dead (i.e. the end will not be replayed in the same direction at the time the end was declared dead – any remaining bowls will be carried to the opposite end).
- 3.5.5. A "Dead Jack" may only be nominated once per set by each team, and once per team during any "tie break" end.
- 3.5.6. If a "Dead Jack" is nominated and successful all bowls played during that end will not count towards a players minimum bowl requirement.

3.6. Substitutions

The third member of the team is the substitute player for the start of the match. However, during the game, a substitute player is any member of the team currently sitting on the sidelines.

- 3.6.1. The substitute is automatically injected into the match at the conclusion of the first end of the second set if they have not previously been involved in the match in order to satisfy section 2.1.1.3.
- 3.6.2. A coach can replace a player with a substitute at any time during an end but only immediately preceding the delivery of a bowl by their team player. A coach can substitute a player during the change of ends even if the opposition is bowling first in the end.
- 3.6.3. During the change of ends, the coach may adjust the positions of all players should they wish.
- 3.6.4. The team coach is the only person who may call for a “substitute” player. The coach shall display the “Substitute” sign, to notify the marker the substitute is being used.

3.7. Replacement player/Substitutions

- 3.7.1. In the event of extreme circumstances where a player becomes ill or injured during a game the following substitutions or replacement of players will apply.
 - If a male/female member of your team is ill or injured during a game and the team coach is a male/female, the coach will replace the player in question only if they are of the same sex and if the game proceeds to a tie break. The replacement coach will not be required to play the minimum amount of bowls.
 - If a male/female member of the team is ill or injured during a game and the team coach is not of the same sex the coach will not be permitted to enter the game. If the game proceeds to a tie this will be played as pairs and the opposition can nominate their 2 players which can include two males, 2 females or 1 male and 1 female. The injured or ill player will not be required to play the minimum amount of bowls.
- 3.7.2. In the event of extreme circumstances where player becomes ill or injured between games the following substitutions or replacement of players will apply.
 - If a male/female member of the team is ill or injured between games and the coach is a male/female, the coach can replace the player in questions albeit only if they are of the same sex. Each team must have a coach therefore the team in questions will be required to find a new coach.
 - Alternatively, a team can replace their ill or injured player with any player in the area as long as they are of the same sex. The player must meet the eligibility requirements under section 1.2.
 - Any team looking to replace an ill or injured players will need to seek approval by Bowls Australia’s Event Manager and Tournament director.

4. RESTRICTING MOVEMENT OF PLAYERS DURING PLAY

4.1. During sets 1 and 2

Players will be able to follow their bowls up to the head under the following circumstances:

- Lead: after delivery of their third bowl.
- Skip: after delivery of their second bowl.
- Skips will change ends together.

Note: There will be no additional time allocated to any skip who chooses to follow their second bowl to the head. The shot clock will remain at 30 seconds for delivery of their third bowl.

4.2. During tie-breaker

Prior to the start of the tie-breaker, the **lead** and **second** will take their position at the mat-end of the green.

Players will be able to follow their bowls up to the head under the following circumstances:

- Lead: after delivery of their second bowl.
- Second: after delivery of their second bowl.
- Skip: after the delivery of both of their bowls.
- Skips will change ends together.

Note: There will be no additional time allocated to any skip who chooses to follow their first bowl to the head. The shot clock will remain at 30 seconds for delivery of their second bowl.

5. PRACTICE

5.1. Trial ends

There will be no trial ends before the commencement of any game.

5.2. Allocated practice

5.2.1. Practice Day: Teams will be allocated practice time on each rink on the day prior to the event beginning. While practice is not compulsory in most cases, teams **must limit their practice time to the allocated time and rink.**

5.2.2. During event: Teams will be allowed to practice on rinks assigned by the Controlling Body starting one hour prior to the commencement of the first game each day. Practice must cease 10 minutes before the scheduled start of play or as directed by the controlling body.

6. EQUIPMENT

6.1. Stamp on bowls

All bowls used during the event must carry a registered World Bowls stamp of either the current year or of a future year. Random checking of bowls may occur prior to the commencement of games.

6.2. Bowls

Teams are required to use bowls corresponding to the colour of their teams (the controlling body has the right to instruct a player/s to change their bowls).

6.3. Marking touchers

Only spray chalk will be used to mark touchers. The officiating marker will mark all touchers.

7. DECISION MAKING

7.1. Measuring & Scoring

If requested by a player the marker in all games (who will carry a box string measure) will act as the measurer for deciding the number of shots. An umpire will be called by the marker if a different piece of equipment needs to be used or by the player if they think the marker has erred in the measuring process.

The marker will also act as the keeper of the scorecard, which must be signed by the marker and a representative of each team prior to submission to the tournament office.

7.2. Jury of appeal

7.2.1. A jury of appeal shall be appointed for the purpose of deciding upon any points not provided in the conditions of play, for dealing with any appeals from decisions made by the markers, umpires and/or tournament committee, and generally for the purpose of exercising overall authority on behalf of the controlling body.

7.2.2. In the event of an appeal during the course of the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls, and shall be directed to a jury of appeal which shall consist of:

- BA President or nominee
- BA CEO or nominee
- Event Manager or nominee
- Tournament Director or their nominee.

7.2.3. If any of the above personnel is actively involved in the dispute to which the Jury of Appeal relates, a nominee should be nominated in their stead. Whether this is the case or not is solely at the discretion of the controlling body.

8. ALTERATIONS TO THE FORMAT AND LENGTH OF GAMES

The BPL reserves the right to alter the format, times of play and allocated rinks and greens to suit local unforeseen circumstances, giving as much notice as practical.

Where a program is interrupted or cannot be completed due to inclement weather or local conditions, the Jury of Appeal may amend the format and length of games in its sole discretion in order to achieve a result or postpone the event where an outcome cannot be achieved. Such a decision by the Jury of Appeal may not be appealed.

9. FOOTWEAR AND ATTIRE

As per the Laws of the Sport of Bowls, footwear and attire must adhere to the standards as denoted in the Bowls Australia web site for all Bowls Australia event participation. A list of approved footwear can be found on the Bowls Australia website [Footwear - Bowls Australia](#).

9.1. Team uniforms

It is compulsory for players to wear uniforms as authorised by the BPL in conjunction with the Team Licensee.

10. MEDIA AND COMMUNICATIONS

Players and coaches will be required to wear small microphones during live televised games. In addition, some players may be asked to also wear an earpiece for communicating with the commentary team.

The BPL reserves the right to use any photographs or video taken during this event for further promotional or broadcast requirements.

11. OTHER LAWS, REGULATIONS AND POLICIES

11.1. Code of conduct

The players Code of Conduct is required to be observed at all times.

11.2. Laws and regulations

All other Laws and Regulations other than stated above, shall conform to the Laws of the Sport of Bowls and Domestic Regulations for Australia, (Crystal Mark 4th Edition, April 2023).

11.3. Policies

All Bowls Australia policies will apply for the event. These are available from the Bowls Australia website - <https://www.bowls.com.au/about-ba/key-documents/constitution-and-policies/>

13. NATIONAL INTEGRITY

Bowls Australia adopted Sports Integrity Australia's (SIA) National Integrity Framework which takes a proactive approach to mitigate integrity threats to sports and provide a safe, fair, and healthy environment for participants at all levels of Bowls. The National Integrity Framework is a set of rules that all members of our sport need to follow when it comes to their behaviour and conduct in Bowls. As a member of Bowls Australia, you are agreeing to abide by all by-laws and policies as adopted by Bowls Australia including the National Integrity Framework Policies.

They can be found on our website.

[National Integrity Framework - Bowls Australia.](#)
[Constitution and Policies - Bowls Australia](#)

13.1. Anti-Doping

- 13.1.2 Bowls Australia's [National Integrity Framework](#) shall apply throughout the event.
- 13.1.3 Sport Integrity Australia (SIA) officials may carry out prohibited substance testing at the event. Any player identified by SIA officials must undergo testing as requested.

13.2. Alcohol

The consumption of alcohol by players is prohibited during play. Bowls Australia's policy can be found [here](#)

13.3. Smoking

Bowls Australia's Smoke Free Policy will be enforced during all days of the event, inclusive of the official practice day. Bowls Australia's policy can be found [here](#)

13.4. Match-Fixing

Bowls Australia's [Match Fixing Policy](#) shall apply throughout the event. All of those directly involved with the event, including but not limited to players, officials and event staff, must comply with this policy, which can be found on the Bowls Australia website.

13.5. Integrity Education Requirements

For Bowls Australia to comply with the National Integrity Framework, it is a requirement that all Players must complete the relevant Integrity Education Courses.

14. CONTACT & STAFF

For any event enquiries, please contact Bowls Australia's Events and Competition Manager Andrew Howie directly

Email: ahowie@bowls.com.au;

Phone: 0409 498 786