



BOWLS
VICTORIA

2019-20
METROPOLITAN PENNANT
COMPETITIONS
CONDITIONS OF PLAY

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Introduction

The Board of Bowls Victoria has approved these Conditions of Play.

The Conditions of Play are reviewed annually by the Laws and Rules Committee and the Metropolitan Pennant Executive.

The Board reserves the right to amend the Metropolitan Pennant Competition format of play and the Conditions of Play from season to season or as required.

These Conditions of Play apply to the conduct of the 2019/2020 Midweek and Saturday Metropolitan Pennant Competitions.

The Metropolitan Pennant Competitions are conducted in accordance with the:

- Laws of the Sport of Bowls Crystal Mark 3rd edition version 3.1 and BA Domestic Regulations (DRs) as published in May 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 is 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.

1. Eligibility of Member Clubs

- 1.1. Clubs may enter a Side or Sides in the Metropolitan Pennant Competition.
- 1.2. Side 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 the BV Metropolitan Pennant Executive.
- 1.3. Sides of a Club will be numbered 1, 2, 3, 4 etc. in descending order of ability.
- 1.4. If a Club has more than one side in a Division each Side will be placed in a different Section unless the BV Metropolitan Pennant Executive determines otherwise.
- 1.5. A new Side entry the competition will be placed in a Division as determined by the Metropolitan Pennant Executive. This may result in a Side or Sides being relegated as necessary to accommodate the new Side.

2. Competition format

- 2.1. Each competition has Divisions and within each Division, there will be Sections.
- 2.2. The number of Divisions and Sections will depend on the number of entries received.

3. Insufficient players to enter a side

- 3.1. A Club may seek approval from the BV Metropolitan Pennant Executive to combine with another Club or Clubs to enter a side in the lowest Division available.
- 3.2. The application must be made by the Club accepting responsibility for the Side and be accompanied by written approval of the other Club or Clubs.
- 3.3. 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.

4. Penalty for a side withdrawal after the competition draw published

- 4.1. A Club withdrawing a Side will incur a financial penalty of \$450.00 for a 16-a-Side, \$360 for a 12-a-Side and \$220 for 6-a-side, to remove that side from the competition.

5. Disciplinary Breaches

- 5.1. A player, team, side or club are subject to rule 10 of the BV Constitution, Discipline of Members. Where a matter is referred to a BV Disciplinary Committee then a player, team, side or club is subject to the determinations of that Committee. The BV Disciplinary penalty of a monetary fine (not exceeding \$1,000) and/or disqualification, and/or match points penalty and/or a replay or such other penalty as they see fit.

6. Bowls identification discs

- 6.1. 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.
- 6.2. Where opponents use the same coloured discs, the visiting Side shall remove theirs or use another colour if available.
- 6.3. Bowls discs may not cover the WB Stamp/Date, or the Serial Number of the Bowl and they should be cut or trimmed to comply.
- 6.4. Only a single layer of disc is permitted on a bowl. All bowls must have discs on both sides of the bowl.
- 6.5. 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.

7. Controlling Body on Day of Play

- 7.1. The Controlling Body for matters arising on the day of play is the Host Club.

8. Side Manager on Day of Play

- 8.1. Wherever under a Law, Regulation or conditions of Play gives a Side a right of decision or choice, it will be exercised by the Side Manager who will act on behalf of the Side.
- 8.2. The Side Manager must not be the Umpire of the day.

9. Umpires

- 9.1. The Club who is designated as the Home Club must appoint an accredited Umpire to officiate.
- 9.2. 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.
- 9.3. 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.
- 9.4. An Umpires' decision is final and cannot be contested, disregarded, or appealed except for matters relating to the meaning and interpretation of a Law.
- 9.5. The Umpire of the day must resolve any matter where the Side Managers cannot agree.
- 9.6. The Umpire must not be the Side Manager of the day.

10. Eligibility of players

- 10.1. Clubs must ensure all players are registered BV Members prior to the commencement of the match in question. A breach of this requirement will result in forfeiture of the game to the opponent.
- 10.2. All players must be selected on ability.
- 10.3. Gender cannot be used as a selection consideration.

11. Pennant permit

- 11.1. A player can be approved to play with another Club other than their Nominated Club by submitting a Pennant Permit Request Form to BV prior to Round 4 of Pennant Competition they wish to play in. No application will be considered after Round 4. This Form must be endorsed by both Clubs.
- 11.2. 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.
- 11.3. A player may apply for a clearance from their Nominated Club while a permit is in place.
- 11.4. A player may only apply for one permit for a Pennant Competition.
- 11.5. A player with a Pennant Permit may not play in the Singles, Pairs, Triples and Fours Championships at their Permit Club. The ability to play in other events is at the discretion of the Club conducting the event.
- 11.6. A player with a Pennant Permit may not play in the Singles, Pairs, Triples and 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
- 11.7. Selection of players on descending order of ability

12. Sides will be filled by available players in descending order of ability.

- 12.1. If there are insufficient players available on a day of play to fill all Sides entered by the Club, the lowest numbered Side must be the Side which forfeits.
- 12.2. The Club's lowest numbered side can play with one or more teams playing ONE player short in accordance with DR 2.6.
- 12.3. A Player will not play in more than one Side in the same round of the same Metropolitan Pennant Competition.

13. Rules for attire

- 13.1. 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.
- 13.2. All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire.
- 13.3. For Pennant, bowlers must be attired in the same club, upper body attire in respect to image and colour.
- 13.4. All lower body attire must include the NMP logo immediately above the back-right pocket or front right below pocket.

- 13.5. If BV registered shirts/tops are worn, all members of the side must be in the same attire (Except for a combined side Refer 3.3)
- 13.6. 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.
- 13.7. Failure to comply may result in a penalty under Clause 5 Infringements.

14. Player, Coach and Officials conduct & behaviour

- 14.1. All players, Coaches and Officials are required to conduct themselves in a polite and sports like manner when participating or officiating in a Metropolitan Pennant Competition and not in any of the following behaviours:
 - 14.1.1. act in an abusive, threatening, or intimidating manner;
 - 14.1.2. use obscene, offensive, abusive, threatening, or intimidating language;
 - 14.1.3. act in an unsportsmanlike manner;
 - 14.1.4. threaten any person with physical violence or assault;
 - 14.1.5. assault any person;
 - 14.1.6. act in a manner likely to bring the sport of bowls into disrepute; or
 - 14.1.7. act in a manner likely to bring Bowls Victoria into disrepute.
- 14.2. A failure to comply can result in the Umpire applying an Instantaneous Penalty (Clause 18) and/or disciplinary action taken in accordance with Disciplinary Breaches (Clause 5).

15. Smoking

- 15.1. Smoking on the green (defined as having a lit cigarette, pipe, cigar, electronic nicotine delivery system (ENDS) including e-cigs, e-cigarettes and any other form of smoking device) by a player on the green is not permitted.
- 15.2. Smoking is only permitted in the designated area as determined by the host Club.
- 15.3. A failure to comply can result in the Umpire applying an Instantaneous Penalty and/or disciplinary action taken in accordance with Clause 5 Infringements.

16. Personal electronic/communication devices

- 16.1. 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.
- 16.2. 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 playing. If approved the phone can be carried on the player but must be on silent / vibrating (only) and responded to on the bank away from play.
- 16.3. A failure to comply can result in the Umpire applying an Instantaneous Penalty and/or disciplinary action taken in accordance with Clause 5 Infringements.

17. Consumption of alcohol

- 17.1. The consumption of alcohol on the green by a player whilst a match is in progress is not permitted.

- 17.2. A failure to comply can result in the Umpire applying an Instantaneous Penalty and/or disciplinary action taken in accordance with Clause 5 Infringements.

18. Instantaneous penalties

- 18.1. 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 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.
- 18.2. 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. A substitute will not be permitted.
- 18.3. An instantaneous penalty applied to one player in a Team shall be considered as an instantaneous penalty to all players in that Team.
- 18.4. Any of the above Umpire imposed sanctions are final and cannot be contested, disregarded or appealed.
- 18.5. The Umpire shall also complete a BA Instantaneous Penalty Report Form report and forward it to the BV within five (5) days of the incident.

<https://www.bowls.com.au/wp-content/uploads/2019/08/INSTANTANEOUS-PENALTY-REPORT-2019I-JR.pdf>

19. Damage to green - Delivery of a jack or bowl

- 19.1. If the Umpire by his own 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.
- 19.2. 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.
- 19.3. If a “dump mat” is not available or the player refuse to use it, they will be a defaulting player and be removed from the match (Laws of the Sport Definition C.2).
- 19.4. A substitute player is not permitted.
- 19.5. A “dump mat” may only be used for an individual player to address an identified issue as defined above.

20. Damage to green - Use of a wheelchair, walking frame or other approved artificial device

- 20.1. If an Umpire by his own 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, that player must retire from the green when requested to do so by the Umpire.
- 20.2. If a player retires from the match a substitute player is permitted.
- 20.3. If a player refuses to leave the green, they will be a defaulting player and be removed from the match (Definition C.2) and no substitute player is permitted (DR 2.6.1.1, 2.6.1.2 & 2.6.1.3).

21. Bowlers arm

- 21.1. The bowlers arm once used in a game 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 bowlers arm.

22. Interchanging of a player between sides prior to finals

- 22.1. 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.
- 22.2. For the last four rounds of a Metropolitan Pennant Competition no Side will include more than three players who have played a majority of their games, prior to the fourth last game, in any combination of higher numbered Sides.

23. Interchanging of a player between sides in finals

- 23.1. A Side may not include any player who during the current season has played less than four games for the Club in that Metropolitan Pennant Competition.
- 23.2. A Side may not include any player who, during the current season has played more than four games in any combination of higher numbered Sides unless the player has also played in four or more games in the Side concerned and/or a lower numbered Side.
- 23.3. For a 16-a-side Metropolitan Pennant Competition a Club may play 2 Players in a Post-Sectional Pennant in a lower side provided:
 - 23.3.1. The side is the club's consecutive lower side; and
 - 23.3.2. That both sides are scheduled to be played in the same round
- 23.4. For all other Metropolitan Pennant Competitions, a Club may play 1 Player in a Post-Sectional Pennant in a lower side provided:
 - 23.4.1. The side is the club's consecutive lower side; and
 - 23.4.2. That both sides are scheduled to be played in the same round
- 23.5. The provisions relating to the interchange of players between sides in finals also apply to players involved in combined sides formed under clauses 3.1, 3.2 and 3.3.
- 23.6. A Club who has insufficient eligible players for any finals of a Metropolitan Pennant Competition may apply to the BV Metropolitan Pennant Executive for approval to play other players from the Club. If this approval is granted, then such players may play in any position other than Skip.

24. Substitutes players during the season including finals

- 24.1. If a player becomes unable to play in the match for reasons arising after the commencement of the match, an eligible substitute is permitted in accordance with Law 33.2 & DR 2.4.
- 24.2. Only one substitute is permitted in each Team.

25. Incomplete team at commencement of a match

- 25.1. If at the time a match is due to commence, a player is absent then play may commence without a second for that team (DR 2.6).
- 25.2. The Skip of both teams will carry the scorecard and update the score at the completion of each end.
- 25.3. The opponents with a complete team will have their second play consecutive bowls (DR 2.6.1.1, 2.6.1.2 & 2.6.1.3).
- 25.4. If the absent player arrives late, they must take their original place in the team and enter the match at the completion of the end in progress.

26. Incomplete side after a match has commenced

- 26.1. If a player who has commenced the match cannot continue and there is no eligible substitute available, a team may play with an absent player. The absent player is deemed to be the second.
- 26.2. The Skips of both teams carry the scorecard and update the score at completion of each end.
- 26.3. The opponents with a complete team will have their second play consecutive bowls (DR 2.6.1.1, 2.6.1.2 & 2.6.1.3).
- 26.4. If a player who leaves the match subsequently becomes available, they must re-join the team in their original place in the team at the completion of the end in progress.
- 26.5. If a substitute player is available, the Controlling Body may allow them to enter the match at the completion of the end in progress.

27. Points allocated for a match

Side Win	10 points
Side Tie	5 points
Team Win	2 points
Team Tie	1 point
Bye	No points
Sides receiving a walkover	16 players per side 18 points, plus 15 shots 12 players per side 16 points, plus 12 shots 6 players per side 14 points, 8 shots Including a walkover resulting from a Side withdrawal after the competition has commenced.
Sides giving a walkover	16 players per side 0 points, minus 15 shots 12 players per side 0 points, minus 12 shots 6 players per side 0 points, minus 8 shots Including a walkover resulting from a Side withdrawal after the competition has commenced.
Sides receiving forfeit	16 players per side

	18 points, plus 15 shots
	12 players per side
	16 points, plus 12 shots
	6 players per side
	14 points, 8 shots
Sides giving forfeit	16 players per side
	0 points, minus 15 shots
	12 players per side
	0 points, minus 12 shots
	6 players per side
	0 points, minus 8 shots
Abandoned	16 players per side
<i>(refer criteria for abandoned</i>	9 points, no shots
<i>Game Clause 34)</i>	12 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 match if all remaining ends were played.

28. Additional penalty for a side forfeit or walkover

- 28.1. As well as loss of shots, a Club who has had a Side forfeit will incur a financial penalty of \$25.00 for a 16-a-Side, \$20.00 for a 12-a-Side and \$15.00 for a 6 a-Side.
- 28.2. When a walkover has been conceded it cannot be withdrawn.

29. Pennant check form submitted to Bowls Victoria within 48 hours of match being completed

- 29.1. The Home Club must provide a completed Pennant Check Form by electronic submission to bowlsvic@bowlsvic.org.au

30. Pennant check form for a side forfeit or walkover

- 30.1. Both Sides must complete a Pennant Check Form showing which Side has given the walkover and submit it to bowlsvic@bowlsvic.org.au
- 30.2. A Side receiving a walkover must also enter the intended players names to enable players who would have played in the match to qualify for Finals.

31. Pennant check form for a side with a BYE

- 31.1. A Pennant Check Form must be completed and submit it to bowlsvic@bowlsvic.org.au showing a Bye with the intended player's names entered to enable players who would have played in the match to qualify for Finals.

32. Alterations to a pennant check form

- 32.1. Clubs may seek a correction to the Pennant Check Form if an alteration is received in writing endorsed by both Clubs within 5 days of the match being completed.

33. Advice of abandonment of play by Bowls Victoria

- 33.1. Updates will be provided on the BV Website, BV Facebook page and a recorded announcement will be available on the Bowls Victoria landline 9861 7100.
- 33.2. A bulk SMS will be sent to all Club Communication Officers (CCO's) when a decision has been made.

34. Awarding of points for abandoned games

- 34.1. When play is abandoned by Bowls Victoria for all matches in a round, the points will be shared as per a Tied game.
- 34.2. When play has commenced, if the game is subsequently abandoned, and the following minimum number of ends 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 6-player game;

The game will be awarded to the Side who has the higher number of total shots at the time the game is abandoned, and points allocated according to clause 27 – Side win, Team win and Team tie.

If the game is abandoned prior to the above number of ends being completed, the maximum available points will be shared equally for a tied game.

35. Match abandoned by Side Manager agreement

- 35.1. Matches in Metropolitan Pennant can only be abandoned by agreement under the following conditions:
- 35.1.1. Weather/Heat as per Clause 51;
- 35.1.2. Safety of the players and/or officials;
- 35.1.3. Death of a player Clause 53;
- 35.1.4. Weather other than Heat i.e: rain, including lightning Clause 51.
- 35.2. At the time of abandonments points will be awarded as per Clause 34 and 27.
- 35.3. Any breach of this Clause may result in action under Clause 5 Infringements.

36. Post-Sectional match abandoned due to weather

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

37. Section results by round

- 37.1. The order of Sides in each section will be determined by the total points gained.
- 37.2. If two or more Sides have the same number of points their order will be determined by net margin of shots 'for' minus shots 'against' each Side.
- 37.3. If net margins be equal the order will be determined by the higher proportion of 'total shots for' divided by 'total shots against'.
- 37.4. If there is still a tie for a position to qualify for finals play, the Sides concerned will play a deciding match under conditions determined by the BV Metropolitan Pennant Executive.

38. Notification of results on day of play

- 38.1. Home Clubs are responsible for advising BV of the results of matches via the BowlsLink online IT system.

39. Rescheduling of matches

- 39.1. Clubs with the approval of the Metropolitan Pennant Executive may negotiate to play a match at a time or day other than the scheduled time on the understanding that the match must be completed prior to the next round of that Metropolitan Pennant Competition being scheduled.

Refer to Schedule One for the Midweek Competition information. (Clause 7)

Refer to Schedule Two for the Saturday Competition information. (Clause 7)

40. Use of a neutral venue

- 40.1. Clubs may negotiate to play a match at a neutral venue on the understanding that the match must be completed prior to the next round of that Metropolitan Pennant Competition being scheduled.

41. Location of matches

- 41.1. A Club with the agreement of their opponents may play any match other than a Final at the scheduled location or at an alternative location.

42. Pre-match pennant practice

Refer to Schedule One for the Midweek Competition information. (Clause 4)

Refer to Schedule Two for the Saturday Competition information. (Clause 4)

43. Draw for rinks

- 43.1. The rink draw will be conducted prior to the commencement of the match by the Side Managers.
- 43.2. The cards will 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.

44. Allocation of rinks

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

45. Condition of green

- 45.1. BV recommends the speed for greens for the conduct of a Metropolitan Pennant Competition range between 13 and 17 seconds.
- 45.2. A green must be suitable for play. When a club finds that its green(s) is not suitable for play it must:
 - 45.2.1. Inform visiting club(s) & Bowls Victoria (bvpennant@gmail.com) immediately;
 - 45.2.2. 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);
 - 45.2.3. A decision to close a green(s) must be supported by photos and documented evidence including time frame and action taken.
- 45.3. If a satisfactory alternative green cannot be found, the Club may be directed by the Metropolitan Pennant Executive to use an alternative venue, to forfeit games or other penalty under Clause 5 Infringements.

46. Timing of greens at home club discretion

- 46.1. Timing of the green is not compulsory, and there is no requirement that BV be informed of the speed of the green on the day of play. A visiting Club cannot demand that a green be timed.

47. Use of alternative venue for home games

- 47.1. 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.
- 47.2. 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 can't be reached between the clubs, it will be referred to the Metropolitan Pennant Executive for resolution.
- 47.3. Where the home green is available, a Side will be allocated to play at the home green in order of seniority of the Sides drawn to play at home.

48. Duration of match

Refer to Schedule One for the Midweek Competition information (Clause 8, 9, 10 and 11).

Refer to Schedule Two for the Saturday Competition information (Clause 8, 9, 10 and 11).

49. Scheduled break

Refer to Schedule One for the Midweek Competition information (Clause 6).

Refer to Schedule Two for the Saturday Competition information (Clause 6).

50. Delaying play

- 50.1. If an Umpire by his 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.
- 50.2. 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.

51. Play commencing and interruptions

- 51.1. 'Code red' or Total Fire Ban day scheduled on day of play
 - 51.1.1 If a 'Code Red' Day is announced for the Central Fire District on a day of play, all Metropolitan Pennant Competitions will be abandoned, and no results will be required to be submitted.
 - 51.1.2 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 Matches scheduled to be played at a club who has registered as not being available to play on TFB 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.
 - 51.1.3 Clubs must register to be a Total Fire Ban listed Club through Bowls Victoria by 4:30pm on Monday September 30, 2019 at the following link:
<https://bowlsvictoria.wufoo.com/forms/wh9iptu1x6qsqv>
 - 51.1.3.1 **Listed Clubs: TBC (to be updated on September 30)**
- 51.2. Due to Heat
 - 51.2.1. Play cannot commence;
 - 51.2.1.1. If the temperature at the Club's Designated BOM Weather Station (refer to Schedule Three) has reached 36 degrees Celsius or above at the scheduled commencement time of the match, play may be suspended for up to 1 hour.
 - 51.2.1.2. If the temperature fails to fall below 36 degrees Celsius within 1 hour of play being suspended, the match is abandoned.
 - 51.2.2. Play has commenced;
 - 51.2.2.1. If the temperature at the Club's Designated BOM Weather Station (refer to Schedule Three) has reached 36 degrees Celsius or above at any time after play commences, play will be suspended for up to 1 hour.
 - 51.2.2.2. If the temperature fails to fall below 36 degrees Celsius after play has been suspended for 1 hour, the match will be abandoned.
 - 51.2.2.3. Every effort must be made to complete any ends in progress prior to leaving the green.
 - 51.2.2.4. Midweek and Saturday Pennant matches that are interrupted, will be abandoned after five (5) hours from the scheduled start time.
- 51.3. Inclement weather other than heat
 - 51.3.1. Play cannot commence;

- 51.3.1.1. If play cannot commence at the scheduled commencement time of the match, play may be suspended for up to 1 hour.
- 51.3.1.2. If after 1 hour of play being suspended the match cannot commence, the match will be abandoned.
- 51.3.2. Play has commenced;
- 51.3.2.1. If after 1 hour of play being suspended the match cannot commence, the match will be abandoned.
- 51.3.2.2. Every effort must be made to complete any ends in progress prior to leaving the green.
- 51.3.2.3. Midweek and Saturday Pennant matches that are interrupted, will be abandoned after five (5) hours from the scheduled start time.
- 51.4. If lightning is present;
- 51.4.1. 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.
- 51.4.2. Bowlers arms, bowls lifters and umbrellas should not be handled when lightning is present.

52. Club discretion to determine whether play will commence

- 52.1. The Green Director or their Deputy at the Club where the match is scheduled to be played has the sole authority to determine whether the match will commence as scheduled or the start time delayed for up to one hour due to the conditions of the green.

53. Death of a player

- 53.1. If a match including a Final has commenced and a participating player passes away all games in progress at the Club will be abandoned.
- 53.2. Points for matches other than a Final abandoned because of a death of a player will be awarded as per Clause 34 and 27.
- 53.3. Final matches abandoned for this reason will be resumed under such conditions as the Bowls Victoria Metropolitan Pennant Executive decides with the scores carried forward as they were when play was abandoned, unless the scores are such that one Side must win the match if all the remaining ends were played.

54. Protected Events

- 54.1. 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 Victorian Open is prohibited.
- 54.2. No exemptions will be given for the conduct of Region/Club Championships during this time.

55. Playing of music

- 55.1. 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. The umpire of the day will make the final decision if Side Managers cannot agree.

56. Photography, Video and Live Streaming

- 56.1. Bowls Victoria reserves the right to use any photographs, video or live streaming during pennant for further promotional requirements.
- 56.2. Bowls Victoria encourages third party live broadcasting, however this requires prior approval from Bowls Victoria. This can be done by e-mailing media@bowlsvic.org.au.

Schedule 1 – Midweek Pennant

1. Promotion and Relegation

1.1. Division 1

1.1.1. Division 1 will have no Promotion

1.1.2. The bottom two (2) sides from each Section of Division 1 from the previous season will be relegated to Division 2.

1.2. Division 2

1.2.1. The eight (8) Section winners from Division 2 from the season will be promoted to Division 1.

1.2.2. The bottom two (2) sides from each Section of Division 1 from the previous season will be relegated to Division 3.

1.3. Divisions 3 and 4

1.3.1. The two (2) Section finalists from each Division from the previous Season will be promoted.

1.3.2. The bottom two (2) sides from each Section from the previous season will be relegated.

1.4. Division 5

1.4.1. The two (2) Section finalists from each Division from the previous Season will be promoted.

1.5. Discretion

1.5.1. The Metropolitan Pennant Executive will have the ability to promote and relegate any side to fill vacancies or other for reasons as deemed necessary.

2. More than one side in a Division

2.1. Each Side will be placed in a different Section unless the Metropolitan Pennant Executive determines otherwise.

3. Result where a side withdraws after the draw has been published

3.1. This Side will be deemed to have finished in last position in the Section and will be a Side relegated to the next lower Division at the end of the season.

4. Pre-match practice

4.1. Prior to half an hour before the commencement time, the home team may practice on any rink other than the rinks or part of the rinks allocated to them for the match including east west or on the pegs if the match is to be played north south and vice versa if the game is played east west.

- 4.2. Visiting sides are not permitted to practice at the away venues on the day of competition.
- 4.3. A breach in the first instance may result in a warning. A subsequent breach may result in a penalty under Clause 5 Infringements.

5. Commencement time

- 5.1. The scheduled commencement time is not later than 10:30am with two trial ends completed before that time.
- 5.2. With prior agreement by both Clubs, Sectional games in all Divisions may commence at a time other than 10:30am. The home side must notify Bowls Victoria.

6. Scheduled break all Divisions

- 6.1. 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'.
- 6.2. Subject to any variation in the start time the scheduled break may be varied by agreement between the Side Managers.

7. Scheduling of matches for Sectional Play

- 7.1. Play is scheduled for Tuesday.
- 7.2. With the agreement of the opposing Club, Sectional games in all Divisions can be rescheduled to a Wednesday or Thursday. The home side must notify Bowls Victoria.
- 7.3. There is no provision to commence or complete a rescheduled game on another day.

8. Division 1

Four (4) Sections of ten (10) Sides

18 Rounds to be played (Home and Away)

12 Players per Side, 4 players per Team, 2 bowls per player, 21 ends.

FINALS

Tuesday 17 March

Section Semi Finals

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

Thursday 19 March

Section Final

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

Tuesday 24 March **Division Semi Final**

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

Tuesday 31 March **Division Grand Final**

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

9. Division 2, 3, 4 and 5

Eight (8) Sections of ten (10) Sides

18 Rounds to be played (Home and Away)

12 Players per Side, 4 players per Team, 2 bowls per player, 21 ends.

FINALS

Tuesday 17 March **Section Semi Finals**

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

Thursday 19 March **Section Final**

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

Tuesday 24 March **Division Quarter Finals**

Section 3 v Section 6, Section 1 v Section 5, Section 2 v Section 4 and Section 7 v Section 8 at a venue to be advised by BV.

Thursday 26 March **Division Semi Finals**

Winner of Section 3 v Section 6 and Section 1 v Section 5 and winner of Section 2 v Section 4 and Section 7 v Section 8 at a venue to be advised by BV.

Tuesday 31 March **Division Grand Final**

Winner of Section 3 v Section 6 and Section 1 v Section 5 and winner of Section 2 v Section 4 and Section 7 v Section 8 at a venue to be advised by BV.

10. Division 6 – Open 6-a-side

Four (4) Sections of ten (10) Sides

18 rounds to be played (Home and Away)

6 Players per Side, 3 players per Team, 2 bowls per player, 21 ends.

FINALS

Tuesday 17 March	Section Semi Finals
	Sec. 1 v 4, 2 v 3 at the venue of the Side finishing higher on the ladder.
Thursday 19 March	Section Final
	Winner of Sec. 1 v 4 and 2 v 3 at a venue to be advised by BV.
Tuesday 24 March	Division Semi Final
	Section 4 v Section 2 and Section 1 v Section 3 at a venue to be advised by BV.
Tuesday 31 March	Division Grand Final
	Winner of Section 4 v Section 2 and Section 1 v Section 3 at a venue to be advised by BV.

11. State Pennant Championship Representation

- 11.1. The winner of Midweek Division 1 – Open will be the Metropolitan Representative in the Champion of State Pennant event.

Schedule 2 – Weekend Pennant

1. Promotion and Relegation

1.1. Premier Division

- 1.1.1. No Club will have more than one Side in Premier Division
- 1.1.2. Premier Division will have no promotion
- 1.1.3. The bottom two (2) sides from Premier Division will be relegated to Division 1.

1.2. Division 1

- 1.2.1. The two (2) Division Grand Finalists from the previous season will be promoted to Premier Division
- 1.2.2. If a Club already has a Side in Premier Division, the defeated Semi-Finalists will play off for the remaining position.
- 1.2.3. If each of the Semi-Finalists already has a Side in Premier Division, then the Clubs who lost both Semi-Finals will be promoted.
- 1.2.4. If there are insufficient Sides in the Section winners eligible for promotion, then best performed second Side in any section of Division 1 which does not already have a Side in Premier will be promoted.
- 1.2.5. The bottom two (2) sides from each Section of Division 1 from the previous season will be relegated to Division 2.

1.3. Division 2

- 1.3.1. The eight (8) Section winners from Division 2 from the season will be promoted to Division 1.
- 1.3.2. The bottom two (2) sides from each Section of Division 1 from the previous season will be relegated to Division 2.

1.4. Divisions 3 to 6

- 1.4.1. The two (2) Section finalists from each Division from the previous Season will be promoted.
- 1.4.2. The bottom two (2) sides from each Section from the previous season will be relegated.

1.5. Division 7

- 1.5.1. The two (2) Section finalists from each Division from the previous Season will be promoted.

1.6 Discretion

- 1.6.1 The Metropolitan Pennant Executive will have the ability to promote and relegate any side to fill vacancies or other reasons as it determines.

2. More than one side in a Division

- 2.1 Each Side will be placed in a different Section unless the Metropolitan Pennant Executive determines otherwise.

3. Result where a side withdraws after the draw has been published

- 3.1 This Side will be deemed to have finished in last position in the Section and will be a Side relegated to the next lower Division at the end of the season.

4. Pre-match practice

- 4.1 Prior to half an hour before the commencement time, the home team may practice on any rink other than the rinks or part of the rinks allocated to them for the match including east west or on the pegs if the match is to be played north south and vice versa if the game is played east west.
- 4.2 Visiting sides are not permitted to practice at the away venues on the day of competition.
- 4.3 A breach in the first instance may result in a warning. A subsequent breach may result in a penalty under Clause 5 Infringements.

5. Commencement time

- 5.1 Matches are scheduled to commence not later than 1.00pm on a Saturday with two trial ends completed before that time.
- 5.2 With prior agreement by both Clubs, Sectional games in all Divisions may commence at a time or day other than 1.00pm. The home side must notify Bowls Victoria.

6. Scheduled break Divisions

- 6.1 Premier Division
- 6.1.1 There will be no break taken irrespective of the day of play or the commencement time.
- 6.2 Other Divisions
- 6.2.1 A 15-minute break is to 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'.

- 6.3 Subject to any variation in the start time the scheduled break may be varied by agreement between the Side Managers.
- 6.4 Side Managers may agree to waive the break. If there is no agreement, then a break will be taken.

7. Scheduling of matches for Sectional Play

- 7.1 Play is scheduled for Saturday.
- 7.2 With the agreement of the opposing Club, Sectional games in all Divisions can be rescheduled to a Friday evening, Saturday at other than the scheduled 1.00pm start time, or a Sunday. The home side must notify Bowls Victoria.
- 7.3 Friday evening games that have NOT commenced and are abandoned MUST be played at the 1.00pm the next day (Saturday).
- 7.4 Friday evening games that have commenced and are abandoned cannot be rescheduled for any other day and will have the points shared as per a Tied game.
- 7.5 Sunday games cannot be rescheduled.
- 7.6 A Saturday game must be commenced and completed on the Saturday. There is no provision to commence or complete a scheduled Saturday game on another day.

8. 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.

FINALS

Saturday 14 March **Qualifying Final 1 v 2**

Elimination Final 3 v 4

Saturday 21 March **Preliminary Final**

(Winner of Elimination Final v Loser of Qualifying Final)

Saturday 28 March **Grand Final**

(Winner of Qualifying Final vs Winner of Preliminary Final)

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

9. 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.

FINALS

Saturday 14 March	Section Semi Finals
	1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.
Sunday 15 March	Sectional Final
	Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.
Saturday 21 March	Division Quarter Finals
	Section 4 v Section 3, and Section 1 v Section 2 at a venue to be advised by BV.
Saturday 28 March	Division Grand Final
	Winner of Section 4 v Section 3 and Section 1 v Section 2 at a venue to be advised by BV.

10. Division 2, 3, 4, 5 and 6

Eight (8) 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.

FINALS

Saturday 14 March	Section Semi Finals
	1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.
Sunday 15 March	Sectional Final
	Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.
Saturday 21 March	Division Quarter Finals
	Section 3 v Section 6, Section 1 v Section 5, Section 2 v Section 4 and Section 7 v Section 8 at a venue to be advised by BV.

Sunday 22 March **Division Semi Final**

Winner of Section 3 v Section 6 and Section 1 v Section 5 and winner of Section 2 v Section 4 and Section 7 v Section 8 at a venue to be advised by BV.

Saturday 28 March **Division Grand Final**

Winner of Section 3 v Section 6 and Section 1 v Section 5 and winner of Section 2 v Section 4 and Section 7 v Section 8 at a venue to be advised by BV.

11. **Division 7**

Six (6) 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.

FINALS

Saturday 14 March **Section Semi Finals**

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

Sunday 15 March **Sectional Final**

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

Saturday 21 March **Division Quarter Finals**

Section 1 v Bye, Section 2 v Bye, Section 3 v Section 5 and Section 4 v Section 6 at a venue to be advised by BV.

Sunday 22 March **Division Semi Final**

Section 1 v winner of Section 3 v Section 5 and Section 2 v winner of Section 4 v Section 6 at a venue to be advised by BV.

Saturday 28 March **Division Grand Final**

Winner of Section 1 v winner of Section 3 v Section 5, and winner of Section 2 v winner of Section 4 v Section 6 at a venue to be advised by BV.

12. **Division 8 - 6-a-side**

Five (5) Sections of ten (10) Sides rounds to be played (Home and Away)

Six Players per Side, 3 players per Team, 2 bowls per player, 21 ends.

FINALS

Saturday 14 March	<p>Section Semi Finals</p> <p>1 v 4 and 2 v 3 at the venue of the Side finishing higher on the ladder.</p>
Sunday 15 March	<p>Sectional Final</p> <p>Winner of 1 v 4 and 2 v 3 at a venue to be advised by BV.</p>
Saturday 21 March	<p>Division Quarter Finals</p> <p>Section 1 v Bye, Section 2 v Bye, Section 3 v Bye and Section 4 v Section 5 at a venue to be advised by BV.</p>
Sunday 22 March	<p>Division Semi Final</p> <p>Section 2 v Section 3, and Section 1 v winner of Section 4 v Section 6 at a venue to be advised by BV.</p>
Saturday 28 March	<p>Division Grand Final</p> <p>Winner of Section 1 v Section 3, and Winner of Section 1 v Winner of Section 4 v Section 6 at a venue to be advised by BV.</p>

13. Premier Division Marquee Players

- 13.1. Up to three ‘invited’ international or interstate players to be known as ‘marquee players’ may be used by Clubs for their Premier Division Sides.
- 13.2. A ‘marquee player’ must be a registered full financial member of that Premier Division Club and recorded on the BowlsLink online IT system as eligible to represent the Club.
- 13.3. The names of a Marquee player must be submitted to BV prior to the first round of the Pennant Competition. No additional or replacement players can be added to a Club’s list.
- 13.4. Interstate players must submit a BA Interstate Pennant Permit Declaration Form through their state body. An interstate clearance is not required.
- 13.5. Players from Victoria being nominated as invited players must submit a BV Pennant Permit Request Form.

14. State Pennant Championship Representation

- 14.1. The winner of Premier Division will be the Metropolitan Representative in the Champion of State Pennant event.

2019-20 Schedule Three Designated BOM Weather Station List

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)
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)
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)
Club Bridgewater	Roxburgh Park	3064	Melbourne Airport
Coatesville	East Bentleigh	3165	Moorabbin (7.1kms)
Coburg-Moreland	Coburg	3058	Melbourne (7.5kms)
Cockatoo & District	Cockatoo	3781	Scoresby (15.0kms)

SCHEDULE THREE

SCHEDULE THREE

CLUB	SUBURB	POSTCODE	WEATHER STATION
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)
Elsternwick Park	Brighton	3186	Moorabbin (11.4kms)
Eltham	Eltham	3095	Viewbank (5.2kms)
Elwood	Brighton	3186	Melbourne (7.2)
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)
Heidelberg Golf	Lower Plenty	3093	Viewbank (2.3kms)
Highbett	Highbett	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)

SCHEDULE THREE

CLUB	SUBURB	POSTCODE	WEATHER STATION
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	Wheeler's 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)
Roxburgh Park	Roxburgh Park	3064	Melbourne Airport (10kms)
Sandringham	Black Rock	3193	Moorabbin (5.8kms)
Royal Melbourne GC	Black Rock	3193	Moorabbin (5.8kms)
SOC	East Bentleigh	3165	Moorabbin (7.7kms)
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)

SCHEDULE THREE

CLUB	SUBURB	POSTCODE	WEATHER STATION
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)
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)

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