



Sport & Social Club General Rules

COVID-19 RETURN TO PLAY PROTOCOLS & GUIDELINES

- We are committed to providing the highest levels of safety for our community. To ensure player and staff safety, we have implemented mandatory '**Safe Return to Play Protocol & Guidelines**' for all Club Activities. In order to play with SSC and stay in good standing, the following guidelines MUST be followed. A zero-tolerance policy is in place for those who challenge these decisions.
- To ensure a successful season, please remember to practice safe physical distancing and a positive attitude!
- All players are required to read, understand, and adhere to the following:
 - [League Modifications](#)
 - [Player Guidelines](#)
 - [League Representative Guidelines](#)
 - [Self Screening Tool](#) (done before each game).
 - [Sport Specific COVID-19 Protocols](#) and modifications to the game, class or activity.
 - Facility specific COVID-19 Protocols (you can find these protocols in the facility link in your schedule once live).

TEAM SAFETY AMBASSADOR (TSA)

- **All teams must assign a Team Safety Ambassador (TSA) for the season.**
- The TSA must be a registered player and identified using the "TSA" label in your online roster.
- **TSA Role:**
 - Watch a pre-season Safe Return to Play training video.
 - Keep a record of attendance at each game. This record may be called upon for contact tracing.
 - Ensure individual wellness checks "COVID-19 Self Screening" are completed by each player prior to each game.
 - Ask players to leave the game if they arrive showing symptoms of cold or flu.
 - Ensure physical distancing measures are enforced by your team. Physical distancing of two meters is mandatory when players are arriving on-site, resting/sitting on the sidelines, and departing the game.
 - Players must always stay within their designated bench or standing area while not on the playing surface.
 - Ensure your team follows posted ENTER / EXIT signage at facilities (controlled traffic flow).
 - Remind all players to arrive on time and leave immediately after the game is over.
 - Ensure your team is following the equipment sanitization requirements for your sport.
 - Ensure all players have read and understand mandatory Club COVID-19 Protocols.

LEAGUE MODIFICATIONS DUE TO COVID-19

- **As part of our "Safe Return to Play" format, we are focusing on the safety of our staff and players and leaning into the FUN and SOCIAL aspects of our leagues!**
- **League Guidelines** – For further details, [click here](#).
 - There will not be trophies or prizes this season, however, leagues will have playoffs, scores and standings.
 - When possible, leagues will be played in smaller Tiers to ensure limited contact with opponents throughout the season. Tiers will be determined based on skill rankings (at registration) and past league results.
 - Each Tier will be confined to a limited number of facilities. You will play at consistent location(s) throughout the season. Please note, we are unable to accommodate or make facility changes based on individual requests this season.
 - Depending on facility requirements, game times may be staggered to ensure safe traffic flow.
 - Players are asked to compete with a "Play On" mentality. No arguing or disputing calls made during the game.
 - If provincial public health regulations are updated, league modifications may adjust accordingly.

SPIRIT POINT REPORTING

- Game Scores (account for 75% of total points): Team captains are responsible for reporting the spirit scores after your game by logging into your player profile and clicking on 'My Team' tab and selecting 'Report Score/Spirit Points'. Teams have a 48-hour window to report scores after the completion of the game.
- Spirit Points (account for 25% of total points): Spirit points are awarded to a team from their opponent after each game to encourage sportsmanship, honesty, integrity and fair play. For more information and how to properly award spirit points, please see our section '[All About Spirit Points](#)'.

PLAYER ELIGIBILITY

- All players must be added to the team roster by the team captain. This process confirms that all players have electronically agreed (checked the box) to our policies and online waiver. **Teams are not permitted to exceed the maximum roster size. See Mandatory Roster Requirements in the sport specific rules.**
- **Substitute players are not permitted unless the substitute player is a player from another team's official roster in the same league and tier. However, regular/consistent use of a substitute player in the same league is considered unsportsmanlike and not encouraged.**
- For a player to be eligible for a playoff game, the following criteria must be met, or the team will default the game:
 - Be on the SSC online team roster.
 - Play a minimum of two regular season games in a 6–10-week season, or three regular season games in an 11–14-week season.
 - Play for only one team per league/pool in playoff games. If a player plays for two teams, the second game will be defaulted.

DEFAULTS

- A default will occur if a team cannot field a squad by 15 minutes after the official start time. If a team does not meet the standard eligibility requirements, team captains must confirm the outcome prior to starting the game. Captains may agree to waive the rules regarding minimum players. **IF IT IS AGREED THAT THE GAME COUNTS, IT COUNTS!** In the event there is a default dispute, and the game was played, the SSC ruling is that the game counts.
- In the event of inclement weather, follow the sport specific instruction below. To view our general SSC foul weather policy [click here](#).

ROUGH PLAY & PLAYER CONDUCT

- It is recognized that incidental contact between players is inevitable – however, all players should go out of their way to avoid creating unsafe play.
- Any unsportsmanlike conduct may result in immediate expulsion from the league. This includes, physical or rough play, verbal abuse, damage to facility property and/or loss of facility permit. Fighting will result in immediate expulsion from the league. To view our Unsportsmanlike Conduct policy [click here](#).
- Drinking alcoholic beverages, use of drugs and smoking at your game site before, during, or after your game is strictly prohibited. Offenders will be asked to leave the league without refund. No Exceptions.

GAME COORDINATOR (GC) ON-SITE SSC STAFF

- A GC presence is dependent on sport, season, and/or facility locations. They are not referees, as all games are self-officiated. They are on-site to be a neutral supporter of both teams, clarify rules, manage equipment, start/stop games, and to inform players of league news.
- Game Coordinators may stop a game before the full time has expired due to overly aggressive play, persistent unsportsmanlike conduct, or a general violation of the rules of the game.
- **As players, we believe that it is important you understand our expectations of those representing our leagues. Many of the guidelines that our League Representatives are held to impact you. If a League Representative asks you to comply to one of these guidelines, please know this is a mandatory condition of play. Please review our [Safe Return to Play Guidelines – League Representative](#).**



SSC Official Lawn Bowling Rules – COVID-19 MODIFICATIONS

OBJECTIVE	<ul style="list-style-type: none"> Bowls or lawn bowls is a sport in which the objective is to roll biased balls called woods so that they stop close to a smaller ball called a "jack" or "kitty". It is played on a bowling green which may be flat, convex or uneven. The objective is to score the most points over 14 ends.
GAME LENGTH AND PHYSICAL DISTANCING REQUIREMENTS	<ul style="list-style-type: none"> Games are comprised of 14 ends (or when time runs out). Games start and end according to the official schedule. If games start late, games must finish at the scheduled time (e.g. 6:45pm-8:00pm). Players are required to arrive and depart directly before and after their games. Do not enter a playing space until the game before yours has cleared the area or until the SSC Game Coordinator or onsite staff have signaled for your team to enter. Physical distancing of two meters is mandatory when players are arriving on-site, resting/sitting on the sidelines, and departing the game. All players must wear a mask during your arrival/departure from the facility, and when not playing. You are not required to wear a mask while playing sport, as wearing a mask while “engaging in physical activity” is an exception to the rule. Directional signage will be posted onsite when possible to ensure physical distancing is followed. During gameplay, all efforts should be made to avoid contact and provide sufficient spacing with your opponents and teammates.
EQUIPMENT	<ul style="list-style-type: none"> Players are required to wear flat soled shoes. All rinks will be set-up with mats and flip scoreboards. Players must pick-up scorecard and appropriate set of bowls from Clubhouse. Teams are required to keep score. The game bowls must be sanitized before and after each game. Do not share your bowls with other teams.
PLAYERS ON GREEN, GENDER RATIO AND DEFAULTS	<ul style="list-style-type: none"> Mandatory Roster Requirements: <ul style="list-style-type: none"> Teams are comprised of 3 players on the field and a maximum roster of 4 players. No spectators allowed under any circumstance (this includes kids, family, etc). No substitute players allowed outside of your 4-player roster maximum (unless from the same league and tier). Teams are comprised of 3 players - a skip, a second, and a lead. The skips set-up at the far end of the rink where they will manage the head (terminology for bowls gathered around the jack). The lead of the winning team sets the mat anywhere before the yellow marker and bowls the jack to where their skip indicates. The skip centers the jack in the rink.
GAME SET-UP	<ul style="list-style-type: none"> Games begin with a coin flip to determine which team has first bowl.
GENERAL GAME RULES	<ul style="list-style-type: none"> The lead of the team who won the coin toss bowls first, while the skips stand behind the head (other end of the rink) and direct bowls for their team. Back of Mat must be placed a minimum 2m out from ditch, but can be positioned up further. Jack must be delivered 23m from mat; however, any jack delivered within 2m of the opposite ditch is centered at the 2m mark. Jacks delivered out of bounds, into the ditch or too short are returned for the opposing team to deliver. They may re-set the mat before doing so. One foot must be on the mat while bowling. Each lead alternates bowls until all 3 are done. Seconds wait their turn in behind off the rink. Once seconds have bowled, skips come down and bowl their 4 bowls, while seconds control the head and leads watch from the side. Points are scored by bowls ending up closest to the jack. The bowl closest to the jack scores one point until an opponent’s bowl is closer and cancels it out. Each bowl on that team scores a point until a rival bowl is deemed closer. Bowls in the ditch which have been marked with chalk count. If a discrepancy occurs, and seconds cannot agree, a skip from another rink or Club Member can measure. The winning team’s lead sets the next mat while the losing team’s lead rakes in the bowls. After four ends are complete, skip becomes lead, lead becomes second, and second becomes skip. Bowls which finish outside rink boundaries are removed by that player’s Skip. A bowl lands on a line, it is considered ‘in’. (Players on the mat end of rink stand on marker and advise).

	<ul style="list-style-type: none"> • Bowls which land in ditch are also removed... unless it touched the jack when first delivered. • If the jack is knocked out of bounds it's re-centered at the 2m mark. • If the jack has been knocked into the ditch within rink boundaries it remains there. Scoring bowls are measured from where it lies. • No handshakes or high fives between teams – All greetings and congratulations should be vocal.
<p>PLAYOFFS</p>	<ul style="list-style-type: none"> • There are no trophies or prizing this season. • A game can end in a tie during the regular season. • During playoffs, if tied at the end of 14 ends then a 15th tie-breaker end should be played. • Team playoff position: Ties in the standings will be broken first by head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order. • The SSC office will update the playoff schedule once all scores have been submitted and after the last regular season game. Please do not assume the time/location of your playoff game until team names have been posted into the schedule.

Remember... Always have fun!