

International Island Games Association

The Sports and Sports By-Laws

PART 1 – GENERAL

This Section applies to all of the approved Sports as listed below.

Section 1 - The Sports

1.1 The Approved Sports are:

- Archery
- Athletics
- Badminton
- Basketball
- Bowls – one from Indoor Bowls, Outdoor Bowls or Ten Pin Bowling
- Cycling
- Football
- Golf
- Gymnastics
- Judo
- Sailing - may also include Sailboarding
- Shooting
- Squash
- Swimming
- Table Tennis
- Tennis
- Triathlon
- Volleyball - may also include Beach Volleyball

1.2 For clarification Sailing and Sailboarding are not separate sports.

1.3 For clarification Volleyball and Beach Volleyball are not separate sports

1.4 'Bowls' shall include Indoor Bowls, Outdoor Bowls and Ten Pin Bowling but only one discipline can be held at a Games.

Section 2 - The Responsibilities of the Host Island Organising Committee

2.1 The IIGA retains overall control of the Games.

2.2 The Organising Committee shall ensure all sports operate under the IIGA Constitution Operational Guidelines and Sports By-laws and where there is no direct conflict they shall also operate under each Sport's International Federation Rules.

- 2.3** The Host Island Organising Committee (hereafter called 'the Organising Committee') shall provide medical treatment during the competitions. Arrangements must be made with a nearby hospital for emergency treatment
- 2.4** The Organising Committee shall ensure that each sport in the Games is overseen by a Technical Committee.
- 2.5** The Organising Committee shall be responsible for appointing all Sports Technical Officials for the Games
- 2.6** The Organising Committee shall appoint a suitably qualified and experienced Sports Director who shall be responsible for ensuring that each sport is properly administered.
- 2.7** The Organising Committee shall appoint suitably qualified and experienced Coordinators for each sport; who will, in partnership with the Host Island's Sport Governing Body, be responsible for arranging the competitions and ensuring that all necessary venues and facilities meet with the requirements of the IIGA Guidelines and Sports By-laws. Any doubt that exists as to the suitability of any venue or facility must be reported immediately to the Executive Committee by the Organising Committee.
- 2.8** Each Sport Coordinator shall arrange a suitable date, time and venue for both the Pre-Competition and Post-Competition Sports Team Managers Meetings.

Section 3 - Sports Team Managers Meetings

3.1 Arrangements

3.1.1 Each Sport Coordinator shall be responsible for:

- Notifying all of the competing Member Islands Team Managers, the Chairman and/or Secretary of the Technical Committee and the General Secretary of the IIGA of the date, time and venue of the Pre-Competition Sports Team Managers meeting 2 weeks before the Opening Ceremony of the Games.
- Ensuring that the date, time and venue of the Post-Competition Sports Team Managers Meeting are confirmed during the Pre-Competition Sports Team Managers Meeting.

3.1.2 The Meeting shall be chaired by the Chairman of that Sport's Technical Committee.

3.1.3 The Secretary to that Sport's Technical Committee shall act as Secretary for the Meeting

3.2 Attendance – those entitled to attend are:

- A maximum of 2 representatives of each of the competing Member Island Sports Teams
- The Technical Committee including any Co-opted Members for that sport.
- An Observer from the Sport's International Federation (if appropriate).
- The Senior Official responsible for conducting the event
- The Host Island Sport Coordinator.

- The future Host Island Sport Coordinator
- The IIGA Officers and Executive Committee Members.

3.3 Voting Rights

3.3.1 1 vote only per Member Island present

3.3.2 The Chairman shall have the casting vote if required.

3.4 The Pre-Competition Sports Team Managers Meeting

3.4.1 Suggested agenda:

- 1 If the Chairman of the Technical Committee is not present one shall be appointed from those present.
- 2 If the Secretary of the Technical Committee is not present one shall be appointed from those present.
- 3 The Chairman should: -
 - Introduce:
 - Member/s of the IIGA Executive Committee (if present)
 - The Technical Committee Members including any co-opted Members
 - Host Island Sport Coordinator
 - Observer from the International Federation (if present)
 - confirm those voting Members present
 - confirm the Programme and Order of Events
 - clarify the Rules e.g. seeding
 - notify meeting of withdrawals etc.
 - explain the procedures to be followed
 - confirm arrangements for training and warm-up
 - medal presentations
 - explain the appeals process
 - take questions from the floor
- 4 Appoint of a Jury of Appeal
- 5 Any Other Business
- 6 Confirm the day, time and place of the Post-Competition Sports Team Managers Meeting.

3.5 The Post-Competition Sports Team Managers Meeting

3.5.1 Suggested agenda:

- 1 If the Chairman of the Technical Committee is not present one shall be appointed from those present.
- 2 If the Secretary of the Technical Committee is not present one shall be appointed from those present.
- 3 The Chairman should: -
 - Introduce:

- Member/s of the IIGA Executive Committee (if present)
 - The Technical Committee Members including any co-opted Members
 - Host Island Sport Coordinator
 - Observer from the International Federation (if present)
 - Confirm those voting Members present
- 4 Approve the Minutes of the last meeting (if available)
 - 5 Matters arising from the Minutes
 - 6 Review all aspects of the current Games:
 - pre-Games information
 - entries
 - programme
 - officiating
 - results service
 - 7 Agree an outline Programme for the next Games
 - 8 Formulate recommendations, if any, for the next Organising Committee
 - 9 Review the sport specific IIGA By-laws and forward any proposed amendments to the Technical Committee.
 - 10 Elect a Technical Committee to serve until the conclusion of the next Games. Contact details for the Chairman and Secretary to be noted in the Minutes of the meeting.
 - 11 Any Other Business
- 3.5.2 The Sports Coordinator for the next Games should, if possible, be present at this meeting.
- 3.5.3 Within 2 months of the Closing Ceremony of the Games
- Minutes of both the Pre-Competition and Post-Competition Sports Team Manager Meetings should be sent to the General Secretary of the IIGA, the Sports Coordinator of the next Host Island, to each Member Island that participated in the sport, and to any new Member Island
 - **The General Secretary of the IIGA must be informed of the names and contact details for both the Chairman and Secretary of the newly elected Sports Technical Committee**

Section 4 - The Sports Technical Committees

4.1 Meetings

The Technical Committee may meet at such times as is deemed necessary during the course of the Games.

4.2 Appointment

Each Sports Technical Committee:

- Will be elected at the Post-Competition Sports Team Managers Meeting and serve until the conclusion of the next Games.
- Shall consist of a minimum of 3 and a maximum of 6 Sports Team Members, preferably from different Member Islands.
- Shall have either a permanent Chairman or Secretary to ensure continuity.
- Include a representative from both of the future Host Islands (if applicable).

4.3 Roles & Responsibilities

4.3.1 Each Technical Committee shall:

- Oversee the Technical arrangements for their sport during the Games.
- Ensure that all sports shall operate under the IIGA Constitution, Operational Guidelines and Sports By-laws and where there is no direct conflict they shall also operate under each Sport's International Federation Rules.
- Each Technical Committee may co-opt non-voting persons to act as advisers.

4.3.2 In the period between the Games the Technical Committees will act in an advisory capacity for the Executive Committee, the next Host Island Organising Committee and Sport Coordinator.

4.3.3 Any proposed amendment to the Sports By-laws must be forwarded by the Technical Committee to the General Secretary of the IIGA no later than 6 months before the Games at which the changes will come into effect for approval by the IIGA Executive Committee.

Section 5 – Jury of Appeal

5.1 The Jury of Appeal for all sports will:

- Be appointed at the Pre-Competition Sports Team Managers Meeting.
- Consist of a panel of 5 Members, preferably from different competing Member Islands, plus a non-voting Secretary.
- Have no more than 40% of the Members from 1 Member Island.
- Require a minimum of 3 Members, plus the Secretary, to hear an appeal.
- A Member of the Jury of Appeal cannot participate in an appeal which concerns a competitor from the same Member Island.
- Permit the official International Federation Delegate/Observer of the sport or event to attend if present at the Games but not have a vote.

Section 6 Protests and Complaints

6.1 Any protests or complaints will be investigated by the Referee and a decision made by him/her. An appeal against this decision can be made to the Jury of Appeal with a further right of appeal by any aggrieved party to the Island Games Association Court. The Court will not deal with any protests or complaints made against a referee or other official regarding placing, fouling or other facts of the competition save for exceptional circumstances.

PART 2 – SPORTS SPECIFIC BY-LAWS

Section 6 - The Sports By-laws

Bowls (Ten Pin Bowling) By-laws

Section 1 - Competition Rules

The competition shall operate under the IIGA Constitutional Operational Guidelines and Sports By-laws and where there is no direct conflict with the aforesaid IIGA Rules and Regulations shall also operate in accordance with the Laws of the Sport of Ten Pin Bowling (the Laws) under the relevant member National Authority through a controlling body with clearly publicised conditions of play and licensed by the ETBF & WTBA Rules.

Section 2 – General Playing Rules.

2.1 Island Representation.

2.1.1 Individual Competition

Singles

Men,	A maximum of 4 competitors per Member Island
Women,	A maximum of 4 competitors per Member Island

2.1.2 Doubles;

Men	A maximum of 2 teams of 2 competitors per Member Island
Women	A maximum of 2 teams of 2 competitors per Member Island

2.1.3 Team

Men	A maximum of 2 teams of 2 competitors per Member Island
Women	A maximum of 2 teams of 2 competitors per Member Island

2.1.4 Mixed Doubles

A maximum of 4 teams of 2 competitors per Member Island

2.1.5 Team

Men	A team of 4
Women	A team of 4

2.1.6 Masters

Men	Best 12 position players
Women	Best 12 position players

2.1.7 The maximum number of entrants will be 8 competitors per Island, consisting of 4 men and 4 women

2.1.8 Best male Man and Woman competitor
A compilation of all scores in the singles, doubles & team events, will determine the overall Gold, Silver & Bronze positions for the best Male and Female competitor.

2.2. Change of players in a team event is not permitted during the event.

2.2.1 Line-up changes are not permitted during a block

2.2.2 The highest positioned (Total Pin Fall) is the winner of an event.

2.3 Lane dressing.

All games in every discipline (singles, doubles, teams, mixed teams & masters) will be played on one lane dressing condition only. The length and style will be set by the host nation

2.4 Age of Competitors

2.4.1 The minimum age limit for competitors will be 13 years on the day of the Opening Ceremony of the Games.

2.4.2 In respect of competitors under the age of 18 years competing Member Islands must make arrangement for them to be correctly supervised and comply with all relevant child welfare legislation of their own Island and that of the Host Island.

2.5 Officials

2.5.1 To be appointed by the Organising Committee

2.5.2 The competition will be controlled by the following;
Championship Director,
Technical Delegate,
Host Tournament Manager

2.6 Events

2.6.1 Individual - Men's and Women's Singles

Male Doubles
Female Doubles
Mixed Doubles
Team Squad

Masters.

2.6.2 Masters Event Specifications,

Top 12 will play at pairs pace highest positioned players after the 21 games are qualified for the master's event, seeded as 1-16 in all steps of the master's event according to their position in the final event standing. Players playing each other will bowl on the same lanes.

In all steps of the masters event there will be head to head matches, where the highest seeded players will be against the lowest seeded player.

Each match will consist of 2 games, total pin fall.

In each match the highest scoring player will draw the lane to play.

In case of withdrawals from any match in the masters event, the player without an opponent will be declared the winner of the match.

2.7 Tie breaking

Definition of a game score

2.7.1 Actual pin fall in the game for an individual player

2.7.3 Actual pin fall for any size of team in a game for the players of the team

The following will apply to all events except in head-to-head matches:

2.7.4 In case of a tie the highest positioned will be the player/team with the highest last game score

2.7.5 If a tie still exists the highest positioned will be the player/team with the highest second last game score etc.

The following will apply to head-to-head matches

- 2.7.6 In case of a tie in a game a one ball roll off on a full set of pins will be played, repeated until the tie is broken
- 2.7.7 In the case of dual lane style of play the players will for the first roll off delivery be positioned on the lanes where they ended the game. The highest ranked player after the qualification will chose the order of play. For a second roll off delivery the players will switch lanes and the order of deliveries will be opposite to the first one and so on.
- 2.7.8 In the case of single lane style of play all roll off deliveries will be played on the same lane as the tie occurred. The highest ranked player after the qualification will choose the order of play. For a second roll off delivery the order of play will be the opposite of the first one, and so on

The following will apply to the Team event:

- 2.7.9 In case of a tie in a match, each team member will bowl a one ball roll off on a full set of pins. After all players of both teams have completed their roll offs, the total pin fall is counted to break the tie
- 2.7.10 for the first roll off delivery the teams will be positioned on the lanes where they ended the game. The players of each team will make the roll off deliveries in the same order as the line-up for the whole match. The highest ranked team after the qualification will choose which of the teams to start.
- 2.7.11 when the first player of the team chosen to start the roll off has made his delivery, the first player of the other team makes his delivery, followed by the second player of the starting team and the second player of the other team, and so on until all players of both teams have made their deliveries.
- 2.7.12 when both teams have made their deliveries and there is still a tie, the teams switch lanes and the order of the team to begin will be reversed. The line-up of each team will remain the same as for the previous round of roll offs. This procedure will continue until the tie is broken

2.8 **Training**

- 2.8.1 Team squad official practice arrangements, or any Pre-Games training/practice shall be made at the discretion of the Organising Committee.
- 2.8.2 Competition venues should be made available to the competing Member Island Teams for training, 1 day prior to the start of the events.

2.9 **Draws**

To be undertaken by the Host Island in conjunction with the Technical Committee.

2.10 **Venues**

All venues chosen by the organising committee must meet the requirements under the laws.

2.11 **Equipment**

- 2.11.1 Each competitor shall provide their own bowling equipment; bowling balls and associated equipment must comply with the WTBA Laws including the requirement for all balls to display the World Ball Stamp from Licensed Manufacturers and Testers.

- 2.11.2 Ball Park to be provided for the storage of players personal effects
- 2.12 **Clothing**
- 2.12.1 Players shall wear a standard uniform approved by their member federation. In a team event (singles, doubles, Mixed doubles, team event & Masters) players of the same team must wear uniforms of the same colour and type.
- 2.12.2 The name of the member island, which the player represents, must appear on the uniform.
- 2.12.3 The following may appear on the uniform, Name of player, Logo of the member federation, which the player represents,
- 2.12.4 Coaches in the player's area must wear a uniform specified by their organisation, including bowling (or sport) shoes.
- 2.12.5 At medal ceremonies, all medallists (players and coaches) must wear a uniform specified by their island, including bowling (or sport) shoes.
- 2.13 **Alcohol**
- 2.13.1 Players and coaches must not consume alcohol or be under the influence of alcohol while in competition; i.e. during the entire period of a block of games.
- 2.13.2 If a player or a coach is in breach of this rule, the player or the coach in question will be excluded from the rest of the championship by the Championship Committee.
- 2.14 **Smoking and using tobacco products.**
- 2.14.1 Players and coaches must not smoke, use tobacco products or use any kind of synthetic cigarettes or e-cigarettes while in competition; i.e. during the entire period of a block of games.
- 2.14.2 For the first offence by a player, the penalty will be either zero pins in the game, where the offence happens, or zero pins in the succeeding game, if the offence happens in between two games in a block.
- 2.14.3 For the second offence by the same player, the player will be excluded from the rest of the tournament by the tournament Committee.
- 2.14.4 For the first offence by a coach, the coach will be excluded from the block of games.
- 2.14.5 For the second offence by the same coach, the coach will be excluded from the rest of the tournament by the tournament Committee.
- 2.15 **Medical**
- 2.15.1 The Organising Committee shall provide sufficient medical treatment during the competitions.
- 2.15.2 Arrangements must be made with a nearby hospital for emergency treatment.

2.16 Medals

- 2.16.1 The winner of each event with the highest pin fall will receive the Gold medal.
- 2.16.2 The runner up in each event shall receive a Silver & Bronze medal respectfully.
- 2.16.3 The Masters will be decided with a play off for Gold, Silver & Bronze

2.17 Protests and Complaints

- 2.17.1 Any protests or complaints will be investigated by the Technical committee of Bowling and a decision made by him/her. An appeal against this decision can be made to the Jury of Appeal with a further right of appeal by any aggrieved party to the Island Games Association Court.

2.18 Banned Substances and Drug Testing

- 2.18.1 All competitors in every event shall be subject to Section 9 of the Operational Guidelines of the IIGA.

Section 3 - Technical Committee See PART 1 – GENERAL Section 4 – The Sports Technical Committees.

- 3.1 Appointment – See Section 4.2 - page 5

- 3.2 Meetings – See Section 4.1 - page 5

Section 4 – Pre and Post-Competition Sports Team Managers Meetings - See PART 1 – GENERAL Section 3 – Sports Team Mangers Meetings

- 4.1 The Pre-Competition Sports Team Managers Meeting – See Section 3.4 - page 3
- 4.2 The Post-Competition Sports Team Managers Meeting – See Section 3.5 - pages 3 & 4
- 4.3 Jury of Appeal – See Section 5 - pages 5 & 6

Section 5 – Competition**5.1 Singles Men's and Women's**

Each competitor shall play 4 bowls singly and alternately in accordance with the Laws. The winner of each game shall be the 1st competitor attaining 21 shots. (Shots in excess of 21 shall not count) If played in groups all competitors shall play each other in the group. 2 points for a win; 1 point for a draw. Playing 5 games

5.2 Doubles Men's and Women's

2 competitors, a lead and a skip, shall play 4 bowls each, the lead playing 1st and then the skip as defined in the Laws.

It is anticipated matches shall be a maximum of up to 21 ends, and depending on the number of entries, each Team will play each other Team in the group.

In each game Teams will be awarded 2 points for a win and 1 point for a tie and the Team gaining the highest number of points in all their games will be the winner of their 8. Playing 5 games.

Group in the Pairs competition.

5.3 Fours Men's and Women's

A Fours Team shall consist of 4 competitors, each playing 2 bowls singly and in turn, commencing with the lead, followed by the 2nd, 3rd and skip, as defined in the WIBC Laws.

It is anticipated matches shall be a maximum of up to 18 ends or an agreed time limit, and depending on the number of entries, each Team will play each other Team in the group.

In each game Teams will be awarded 2 points for a win and 1 point for a tie and the Team gaining the highest number of points in all their games will be the winner of their group in the Fours competition. Playing 6 games

5.4 General Rules

5.4.1 Arrangement of games, any game play, movement of bowls and jack, play, players and their duties, results and all other matters will be interpreted in accordance with the Laws.

5.4.2 Conditions of play must be clearly publicised.