

Bowls Auckland 2025-2026 Event Conditions of Play

Centre Events (1-5 & Open Grades)

The following Event Conditions of Play are to be read in conjunction with the Bowls Auckland General Conditions of Play.

1. Event Disciplines & Dates

DISCIPLINE	Open Men	Open Women	1-5 Men*	1-5 Women*
Singles	28 & 29 Mar 26	18 & 19 Apr 26	14 & 15 Feb 26	14 & 15 Feb 26
Pairs	29 & 30 Nov 25	29 & 30 Nov 25	11 & 12 Oct 25	11 & 12 Oct 25
Triples	18 & 19 Apr 26	28 & 29 Mar 26	9 & 10 May 26	9 & 10 May 26
Fours	22 & 23 Nov 25	22 & 23 Nov 25	13 & 14 Sep 25	

2. Entry Conditions

- All participants must be full-playing members of the same Bowls Auckland-affiliated club.
- *1-5-Year Events - All participants must have five years or less of playing experience.
 - **1-5 Year Fours is any combination.
- All entries to be received via Bowlshub only and all entries must be linked to player profiles.
 - Entries via phone, text or email will not be accepted.

3. Draw & Venues

- Draw/s will be published, with venues on Bowlshub.
- Hosting venues will be listed on the events page of the Bowls Auckland website.

4. Event Schedule

Before round one	Latest start time
<ul style="list-style-type: none"> Report time - 30 minutes before the start. Speeches - 20 minutes before the start. Trial ends – 15 minutes before the start. 	<div>Round 1</div> <div>8:30 am</div> <div>Round 2</div> <div>10.45am</div> <div>Optional Lunch</div> <div>12:45 pm – 13:15pm</div> <div>Round 3</div> <div>13.15pm</div>

The first round one is started at the direction of the umpire with all rinks together. Further rounds may be started by mutual agreement of players/ teams, with start times recorded on the scoreboard and card. When possible, a stopwatch or timer should be used for the accurate duration of play.

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5. Playing Format

Singles	Four (4) bowls, first to 21 shots. Players will be placed into sections of four.
Pairs	Three (3) bowls each, 18 ends.
Triples	Two (2) bowls each, 18 ends.
Fours	Two (2) bowls each, 15 ends.
Time Limit/s	<ul style="list-style-type: none"> All disciplines will have a time limit of two hours. Finals will have no time limit (all disciplines).
Number of Games Played	<ul style="list-style-type: none"> Four rounds will be played each day. *Singles qualifying: Play three (3), mark one (1).
Qualification	<p>Team Disciplines & 1-5 Singles</p> <ul style="list-style-type: none"> Three (3) or more wins are required to qualify. <p>Singles</p> <ul style="list-style-type: none"> Section Winners will advance to post-section (sections of four). Determined by highest wins, then the highest net total of shots. If equal, the section winner will be the winner of the match when the two drawn played.
Killed Ends "RE-SPOT" Law 19.5	<ul style="list-style-type: none"> In the event an end is made dead (Law 19), the jack must be placed with the nearest point of the jack to the mat line at the appropriate re-spot position described in Law 56.5.3, (the 2-metre mark) or as close as possible as described in Law 56.5.4, and play must continue.
Misdelivered Jack	<p>If the Jack is improperly delivered (Law 10.1), the opposition skip may freely place it where they wish. The lead may also move the mat.</p> <p>*This condition does not apply to Singles discipline, where the jack must be redelivered.</p>

6. Marking

- a) During Singles events, players are required to mark:
 - This may include during bye rounds (section play) or after losing post-section.
 - In some cases, this may include marking more than once per day, although efforts will be made to avoid this, where possible.
 - Marking requirements will be published on the draw where possible or at the direction of the umpire.
- b) During Singles events, players are not to leave the venue until they have been cleared by the umpire to do so.

7. Prize Money

PER PLAYER, PER EVENT*	Open Grade	1-5 Year
Winner	\$300	\$200
Runner-up	\$150	\$100
Third Equal	\$50	\$50

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