

Bowls Auckland

2024-2025

General Conditions of Play



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1. Laws of the Game

- a) These Conditions of Play supplement the World Bowls 'Laws of the Sport of Bowls', Crystal Mark 4th Edition and the Bowls New Zealand Domestic Regulations.
- b) Applicable to all Bowls Auckland events.
- c) The Controlling Body may alter these conditions, including venue changes, with practical notice, when required to deliver the relevant event.

2. Controlling Body

- a) The Controlling body is "Bowls Auckland".
- b) The Controlling body will appoint a Tournament Director.
- c) The Director may appoint a Convenor for an event, responsible for liaising with umpires, ensuring results are recorded accurately and overseeing event delivery.

3. Event Conditions of Play

- a) Refer to the Event Conditions document for:

Event type and playing format.	Dates, start times, venues.
Entry conditions, game length.	Qualification requirements.

4. Player Code of Conduct

- a) No smoking or vaping indoors (including covered venues), on-green or in immediate surroundings of greens. All venues shall have designated areas signposted.
- b) Alcohol consumption is restricted to the clubhouse and designated outdoor areas.
 - a. For clarity, no alcohol is to be on or around greens during play.
- c) Participants must maintain a high standard of personal conduct, to not bring themselves, their Club, Bowls Auckland or the game of Bowls into disrepute.

5. Awards and Prize Money

- a) Prize money will be paid via bank transfer within 10 working days post-event.
- b) Prizes are paid in a single payment to either the skip, in team events or the club, in Champ of Champ and interclub (sides) events.
- c) All Trophies must be returned to Bowls Auckland immediately after prizegiving.

6. Media

- a) Events may be broadcast or photographed.
Participation implies consent to the use of your image by Bowls Auckland and host clubs.
- b) Broadcast matches are chosen by the Controlling Body. Failure to appear for a broadcast match will be treated as a default. Draw may be changed with practical notice for broadcast.

7. Restricting Player Movement

- a) See Appendix

8. Footwear Clothing and Equipment

- a) See Appendix

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9. Trial Ends / Practice

- a) One trial end in each direction is permitted before the first scheduled round of play and must be completed before the scheduled start time.
- b) Additional trial ends are permitted when changing greens on the same day but must be completed before the scheduled start time for that round.
- c) Teams with a bye are allowed to practice, with the permission of the umpire, providing a spare rink is available. A team that takes practice, is not entitled to trial ends.

10. Scheduling and Signals

- a) All rounds are started in the direction of the umpire by an alarm, bell, or other sound device. Rounds may start earlier than scheduled if the umpire deems all participants are ready to play.
 - a. Singles - Subsequent rounds may start in their own time under the guidance of the umpire, start time is to be recorded with the umpire, on the scoreboard and scorecard.
- b) Short refreshment breaks are encouraged between rounds if not specifically published

11. Scorecards

- a) Scorecards must be completed clearly and in full for every game.
 - a. Start time, finish time, the names of all players, final score, signatures
- b) Completed scorecards will be handed to the umpire after each round.

12. Report time and Default

- a) All players are to report at least 30 minutes before the scheduled start time.
- b) Late players may forfeit their right trial ends at the umpire's discretion.
- c) Teams with absent players at the scheduled start forfeit the game.
- d) Defaulting teams or players are recorded as a loss. Non-offending teams are awarded a win.

13. Byes

- a) Section Play.
 - a. (# of wins qualify) - Should a team be given a bye that round will be recorded as a win.
 - b. (Section winners) - Where a bye occurs in a section where differential affects qualifiers, the ECOP will determine how points are calculated.
- b) Post Section
 - a. Players / Teams receiving a bye will automatically progress to the next round of elimination.

14. Music and electronic devices

- a) Host clubs may play music at an ambient volume, umpires will be responsible for liaising with club officials ensuring the volume is fair for all participants.
No personal speakers or boom boxes are permitted to be played. (Earbuds acceptable)
- b) Use of Cell phones and other electronic communication devices are not permitted on green.

15. Dead End

- a) If the jack is determined dead (Law 19), the end is replayed (Law 20).
- b) If an end started before time expires is made dead after the time limit expires, the end is replayed.
 - a. If any end or replayed end, having started after time expires, becomes dead the end will not be replayed. Instead, the jack will be re-spotted on the 2-metre mark.
For clarity, the jack may only be delivered once after the time limit has expired.

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16. Extra End / Draws

- a) All games conclude with a winner.
- b) Tied games play an extra end subject to the dead-end clause above.
- c) Note: an extra end (coin toss) only applies when the requisite number of ends have been completed. If it is a draw when the bell goes and not all ends have been played, the winner of the previous end has the mat and delivers the jack.

17. Substitutes

- a) Allowed under Law 32.9 and following Regulation 2 of the Bowls New Zealand Domestic Regulations.
 - a. A player replacing a team member before the first round of an event is not subject to substitute requirements, (except in COC events).
 - b. The Controlling Body should be informed of any player changes to update draws.
- b) Substitutes require supporting documentation and approval of the Controlling Body.
- c) Any substitute player should be generally considered of equal or lesser playing ability.
- d) The players who participate in the final will be awarded winners, receiving any associated prizes. This includes qualification in pathway events.

18. Wet Weather / Postponements

- a) Any venue changes or postponements due to weather conditions or other circumstances will be updated on the Events page of Bowls Auckland website and Bowlshub.
- b) Players may receive an email outlining any changes when appropriate.

19. Entries / Withdrawal

- a) All entries are to be made via Bowlshub; no other method of entry will be accepted. Entries are confirmed via confirmation email from Bowlshub to the primary contact. The confirmed entry list will be available on the event page website.
- b) Late entries will be accepted via email and placed on a waitlist, which does not suggest any guarantee of play. Waitlist entries may be used to fill byes in the draw or replace withdrawn teams.
- c) Entry fees are payable from the time of entry and due no later than 48 hours / two days before the commencement of play (e.g. Thursday for Saturday event start)
- d) All withdrawals are to be notified in writing to convenor@bowlsauckland.co.nz no later than 48 hours before the commencement of play.
 - a. Any withdrawal past this time or on the day of play will not be eligible for a refund of the entry fee.

20. Failure to comply

- a) Any Player or Team found to be in breach of the Conditions of Play, Code of Conduct or other Bowls Auckland regulations will be recorded by the umpire and may be subject to a judicial referral.

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Appendix 1 - Restricting player movement

In all time-limited games, the movement of players during play shall be restricted as specified in Appendix A A.4 – Laws of the Sport.

Before the start of each end, the following players will take up their positions at the mat end of the green:

- Pairs / Mixed Pairs: The leads / the “leads”
- Triples: The leads and the seconds
- Fours: The leads, the seconds and thirds

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.

- Singles Game: The opponents: after delivery of their third and fourth bowls
- Pairs Games (each player playing three bowls):
the leads: after delivery of their third bowl; and
the skips; after delivery of their second and third bowls
- Triples Games (each player playing two bowls)
the leads: after delivery of their second bowl
the seconds: after delivery of their second bowl and
the skips: after delivery of each of their bowls
- Fours Game:
the lead: after the second player in their team has delivered their second bowl
the second: after delivery of their second bowl
the third: after delivery of their second bowl and
the skip: after delivery of each of their bowls
- Mixed Pairs (2 x 4 x 2): (each player playing four bowls)
the “Lead”: after their second bowl
the “Second and Third”: after delivery of their fourth bowl
the “Skip”: after delivery of each of their bowls

In exceptional and limited circumstances, a player can ask that their partner walk up to the head earlier than described in Appendix A.4.1 of the Laws of the Sport. If a player does not meet the requirements of Appendix A.4.1, Law 13 of the Laws of the Sport shall apply.

In exceptional and limited circumstances, a Singles player can ask the Marker for permission to walk up to the head, or a Skip can ask that a player walk up to the head earlier than described in Appendix A.4.1. If a player does not meet the requirements of Appendix A.4.1, Law 13 of the Laws of the Sport shall apply. Only skips and thirds (fours) or skips and seconds (triples) may stand at the head-end on live-streaming rinks.

Appendix 2 - Footwear, uniform and attire

Footwear

- a) Players, Umpires and Markers must wear flat-soled (heel-less) footwear when on the green. Soles may be of a non-slip material with a slightly abrasive surface.

Uniform / Attire

- a) All members of a team or side must wear a club uniform of the same principal colours.
- b) For clarity, Team A wears “home” kit, and Team B wears “away” kit.
Team A cannot wear a combination of both kits.

Winter / Inclement Weather Clothing

- a) A club uniform is preferred. Where clubs do not have inclement weather kit, additional layers are encouraged to be worn under the uniform or neutral jackets/hoodies (preferably white, black, or club colours) are encouraged as an alternative.

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Appendix 3 - Equipment

Bowls Stickers

- a) Stickers for identifying bowls in broadcast matches are required and provided by Bowls New Zealand.
- b) Club sides or teams are welcome to use matching stickers for any event providing that all players within a side or team use the same stickers - This includes bowls Auckland representative stickers.

Bowls Date Stamps

- a) All sets of bowls used for domestic play shall bear a 1982 date or subsequent on the bowls stamp, with a distinguishable serial number.

Artificial bowling devices

- a) Artificial bowling devices are permitted for use subject to the conditions outlined in Bowls New Zealand Domestic Regulations, clause 3.