

**SPECIAL CONDITIONS OF PLAY**

- 1) Champion of Champions events are played under the Bowls Auckland Centre Events General Conditions of Play, subject to the following variations known as **Special Conditions of Play**.
- 2) **Venues:** Headquarters and host venues will be advised when the draw is released.
- 3) **Play:** Will commence by 9.00 a.m. on each day. Up to three rounds per day will be played, four rounds for the singles event.
- 4) **Tie:** If, after the required number of ends have been played, or the time signal has been activated the scores are equal, an extra end or ends will be played to decide a winner.  
- There will be no kills on the extra end and the jack will be spotted on the 2-metre mark. If a bowl is already on the 2-metre mark the jack will be placed on the mat side of the bowl sitting on the 2-metre mark without touching the bowl.
- 5) **Blind draw:** Upon entries closing, all entries will go into a blind draw to determine who plays who. The competition will be based on the 'knock out' system with byes being dispensed with in the first round.
- 6) **Pathway – National Entry Conditions (Multi-Member Entry)**
  - a) Pathway:  
Club Championship -> Centre Champion of Champion -> National Champion of Champion (Pairs, Triples, Fours, and Mixed Pairs) -> World Singles (Singles only)  
Player Entry Conditions – Per Bowls NZ National COC COP
  - b) If a player / and or player in a team wins a club championship competition that qualifies them for a centre champion of champions event, which goes on to a national champion of champions event, they are ineligible to enter another club's competition in that discipline.
  - c) A player and/or player in a team can only win one club championship or centre champion of champions event per discipline in a single season.
  - d) A player and/or player in a team can only play in one active club championship discipline at any one time. For clarity, the player may enter another club's (if they are a full playing member) championship in the same discipline ONLY after the first club's championship in the same discipline has concluded and/or they are knocked out of that club's event.
  - e) Where an ineligible team has won a club championship, they shall not be entitled to enter the centre COC event, nor use a replacement player as outlined below.  
Any team found to be competing with an ineligible player per the above will be instantly disqualified.
- 7) **Acquired team members/replacements:**  
It is expected that the player/team that has played and won the club championship will represent the club in this event:
  - a) Singles players cannot be replaced.
  - b) Only one replacement is allowed for each side of Pairs, Triples or Fours.
  - c) The club is at liberty to replace a player who is not available for reasons of:
    - i) Medical
    - ii) Jury duty
    - iii) Bereavement of a close family member
    - iv) Work commitments arising after the completion of the club championship.
  - d) Other than the approved reasons above *or* if after the entry has been submitted the club requires a replacement, then the required form (available from Bowls Auckland website) must be completed and submitted to Bowls Auckland, Operations Committee for approval by 12 pm Friday. Failure to submit the form in a reasonable and timely manner will result in the disqualification of the team.

**8) Ineligible players/teams:**

Any club playing an ineligible team member will be penalised \$100 per ineligible team member and will be immediately withdrawn from the tournament.

**9) Playing format:**

All games will be subject to a time limit of two hours and thirty minutes (2 ½ hours) except the final which shall have no time limit.

**8.1 Singles:**

- a) **Marker:** Each Champ of Champs player must be accompanied by one non-playing marker for each round that the player is competing. Any player who fails to fulfil their marking duty will be fined \$50. Players are not to leave the venue before checking with the Umpire.
- b) **Games:** All games will be sudden death, 21 shots.
- c) **Bowls:** Each player will play four (4) bowls in each end.

**8.2 Pairs:**

- a) **Games:** All games will be sudden death, 18 ends.
- b) **Bowls:** Each player will play three (3) bowls in each end.

**8.3 Triples:**

- a) **Games:** All games will be sudden death, 18 ends.
- b) **Bowls:** Each player will play two (2) bowls in each end.

**8.4 Fours:**

- a) **Games:** All games will be sudden death, 15 ends.
- b) **Bowls:** Each player will play two (2) bowls in each end.

**10) Restricting the movement of players during play:**

In all games, players will only be allowed to walk up to the head under the following circumstances:

**9.1 Singles:** After delivery of their third and fourth bowls. In exceptional and limited circumstances, a player can ask the marker for permission to walk up to the head earlier than described above.

**9.2 Team games:**

- a) **Leads:** In Pairs, after the delivery of their third bowl. In Triples and Fours, after the delivery of the second's second bowl.
- b) **Seconds:** In Triples and Fours, after the delivery of their second bowl.
- c) **Thirds:** In Fours, after the delivery of their second bowl.
- d) **Skips:** In Pairs, after the delivery of their second and third bowl. In Triples and Fours, after delivery of each of their bowls.
- e) In exceptional and limited circumstances, a Skip can ask that a player walk up to the head earlier than described above.

**9.3** If a player does not meet the terms of this condition, Law 13 will apply.

**11) Prize money:** Prize money will be paid by direct credit into a nominated bank account.

<b>Singles</b>	<b>First place</b> – \$200	<b>Runner-up</b> – \$100
<b>Pairs</b>	<b>First place</b> – \$400 per team	<b>Runner-up</b> – \$200 per team
<b>Triples</b>	<b>First place</b> – \$600 per team	<b>Runner-up</b> – \$300 per team
<b>Fours</b>	<b>First place</b> – \$800 per team	<b>Runner-up</b> – \$400 per team