Bowls Auckland 2026-2027 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	14 &15 Nov 26	7 & 8 Nov 26	13 & 14 February 2027	
Pairs	28 & 29 November 26		15 & 16 May 2027	
Triples	10 & 11 April 27		Replaced with Flett Open November 21 & 22	
Fours	7 & 8 Nov 26	14 & 15 Nov 26		

2. Entry Conditions

2.1. All participants must be full-playing members of the same Bowls Auckland-affiliated club.
2.2. *1–5-Year Events - All participants must have five years or less of playing experience.
2.3. All entries to be received via Bowlshub only, and all entries must be linked to player profiles.

3. Draw & Venues

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

4. Event Schedule

Before round one	Latest Round Start
• Report time - 30 minutes before the start. • Player Briefing - 20 minutes before the start. • Trial ends – 15 minutes before the start.	Round 1: 8:45 – 11:00 Round 2: 11:15 – 13:30 Break: 13:30 – 14:00 Round 3: 14:00 – 16:15 *Singles will play over four rounds, on a different schedule. Please check the published draw.

The first round starts at the umpire's direction, 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, use a stopwatch or timer to accurately record the duration of play.

5. Playing Format

Singles	Four (4) bowls, first to 21 shots.
Pairs	Three (3) bowls each, 18 ends.
Triples	Two (2) bowls each, 18 ends.
Fours	Two (2) bowls each, 15 ends.
Time Limit/s Weather Impacted Play	• Singles will have a 2-hour time limit. • All other disciplines will have a 2 ¼ hour time limit. • Each event final (only) will have an additional 30 minutes. • Where required - Team - 51% ends played will constitute a game - Singles – 1 hr 10 minutes played constitutes a game • Subsequent rounds may be shortened to maximise rounds played.
Rounds Per Day	• Up to four rounds may be played each day (including on some occasions the first round of Post Section). • Singles will play three rounds and mark one in qualifying (four rounds).

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Qualifying	• Teams / Players will be placed into sections of four. • Section Winners advance to post-section. • Teams are awarded Match Points as follows: Win – 2 pts Tied Game – 1pt • If a game ends in a tie, both teams will be awarded 1 Match Point. • Section Winners will be determined by the highest Match Points, then the highest net total of shots. • If still equal, the section winner will be the winner of the match when the two players/teams tied played. • If still equal, a one-end shootout will be played.
Post Section	• Post-section will be single elimination using a predetermined bracket based on section numbers. • Byes will be distributed from Section 1 down as required. • If a game ends in a tie, an extra end will be played as per clause 13 in the General Conditions of Play.

Byes / Defaults	• For Section play:
	  • Even byes – No action taken (i.e., no points awarded).
	  • Uneven byes – A Team / Player receiving a bye will be awarded a win plus the average for/against shots from the same green in the same round.
	• For Post-section: A Team / Player receiving a bye will advance to the next round.

Improper delivery of the jack – Law 10	• 10.2 - If a player improperly delivers the jack, the opposing player must place the mat as described in law 6.1.1 and re-deliver the jack, making sure that it is centred, but the opposing player must not play first. • 10.3 - If the jack is improperly delivered once by each player in any end, it must not be delivered again in that end. Instead, it must be centred with the nearest point of the jack to the mat line being 2 metres from the front ditch, and the mat must be placed as described in law 6.1.1 by the first player to play.
Dead Ends "RE-SPOT" Law 19.5	• 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.

6. Marking

6.1. During Singles events, players are required to mark:

6.2. This may include during bye rounds (section play) or after losing post-section.

6.3. In some cases, this may include marking more than once per day, although efforts will be made to avoid this where possible.

6.4. Marking requirements will be published on the draw where possible or by umpire's direction.

6.5. Players who fail to meet their marking requirements will be excluded from the following season's open singles event.

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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