

Bowls Auckland Event Conditions of Play

Winter Coaching Events – Canoe Trophy

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

1. Event Dates

- 1.1. Saturday 15th & Sunday 16th August, 2026

2. Entry Conditions

- 2.1. Teams are selected from Bowls Auckland's winter coaching program participants.
- 2.2. Men's Fours, 2 bowls per player
- 2.3. Combined playing experience must not exceed **13 years**, noting that player anniversary is recognised as September 1st.
J0 = New player, J1 = 1 year, J2 = 2 years, J3 = 3 years,
J4 = 4 years, J5 = 5 years
- 2.4. Team entry is via Zone convenors, which will be input into Bowlshub

3. Draw and Venues

- 3.1. The event is to be held at: Bridge Park Bowling Club
- 3.2. Draws and timing will be published via Bowlshub
- 3.3. Trial Ends 08:30 am, Round one: 09:00

4. Schedule

Day One	Seeding: - Four rounds, 80 minutes, bell to bell - Any end in progress when the bell rings, will be completed - Drawn Games will be recorded as drawn Teams will be seeded by: - Three (3) match points per win - One (1) match points per draw - Zero (0) match points per loss Rankings will be determined by: - Highest match points - Highest ends won - Highest net total of shots
Day Two: Championship	Post Section: - The top eight (8) seeded teams advance to the championship event. - Knockout bracket, random draw - Three rounds, 120 minutes, bell to bell - Plate/flight games, 90 minutes, bell to bell - Any end in progress when the bell rings will be completed - Drawn games will have an extra end played; a coin toss will determine who controls possession of the mat. - First-round losers → Plate Event - Second-round losers → Flight Event
Day Two: Consolation	All other teams will enter the consolation event, which will be played under the same conditions as day one with prizes for placing teams

THANK YOU TO OUR PARTNERS

Bowls Auckland Event Conditions of Play

Winter Coaching Events – Canoe Trophy

5. Event Format

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.
Killed 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.
Player Movement Restrictions	Players may not visit the head at any stage during their period of play. Players may follow their second bowl; however, they must be past jack high before their bowl comes to rest.

6. Inclement weather

- 6.1. Should play need to be abandoned or cut short, 8 Ends, completed will constitute a game. The score will be recorded from the lowest number of ends completed across the section to maintain fair scoring opportunity.
- 6.2. Should fewer than the minimum number of ends be completed on any rink, in a section, the round will be declared a draw.

7. Defaults and Byes

- 7.1. If a team defaults, the non-offending team will be awarded a win, and the average positive shot differential scored by the winning teams in the same round in the same section. The offending team will receive a negative shot differential.
- 7.2. If a team within a section has a Bye, the above points allocation will also apply across all disciplines.
- 7.3. In post-section games, a defaulting team will be recorded as a loss, the winner advancing to the following round.

THANK YOU TO OUR PARTNERS

