

Bowls Auckland

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.
Entry conditions, game length.

Dates, start times, venues.
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 in the immediate surroundings of 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) The umpire starts the first round of play with an alarm, bell, or other sound device.
- b) Rounds may start earlier than scheduled if the umpire deems all participants are ready to play.
 - a. Subsequent rounds may start in their own time with permission of the umpire.
 - b. Start time is to be recorded with the umpire, on the scoreboard and scorecard.
- c) Short refreshment breaks are encouraged between rounds.
 - a. Selected event conditions of play will have meal breaks scheduled.

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, and 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.
 - a. Noting that the round one start time is fixed, while all subsequent rounds are the latest scheduled starting time
- b) Late players (for round one) may forfeit their right to trial-ends at the umpire's discretion.
- c) **Teams with absent players / absent at the scheduled start for any round forfeit the game.**
 - a. (unless an eligible substitute is available)
- d) Defaulting teams or players are recorded as a loss and will be recorded by the umpire.
- e) Defaulting teams shall be treated as being in breach of the Conditions of Play (Clause 20)
- f) Non-offending teams are awarded a win, which shall be treated as a bye (see below)

13. Byes

- a) Qualifying Rounds.
 - 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 score will be the average of "Shots for" for all matches in that section on that round.
- 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 is not permitted on green.
 - a. Unless used for accessibility as stated in BNZ Domestic Regulations.

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15. Extra End / Draws

- a) All games conclude with a winner
 - a. Unless explicitly stated otherwise in the event conditions of play.
- b) 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.

16. Substitutes

- a) Are allowed under Law 32.9 and following Bowls New Zealand Domestic Regulations, Clause 2.
 - a. A player replacing a team member before the first round of an event is not a substitute (excluding in pathway events).
 - b. The Controlling Body should be informed of any player changes to update draws.
- b) Approval of Substitutes:
 - a. Non-pathway event substitutions - are approved on-site by the umpire, on behalf of the Controlling Body. Ensuring play continues with minimal disruption.
 - b. Pathway event substitutions - are approved by the Controlling Body.
 - i. All requests are to be sent to convenor@bowlsauckland.co.nz
 - ii. The Tournament Director / Convenor, as required, may seek advice on the suitability of substitutes from appropriate third parties.
 - iii. The Tournament Director's decision is final in all pathway substitutes.
 - iv. All declined substitutions will be responded to with a reason as to why they have not been approved.
 - 1. See *Appendix 4: Substitute Eligibility Guidelines*
- c) **The player(s) who participate in the final will be recorded as winners, receiving any associated prizes. This includes qualification in pathway events.**

17. Wet Weather / Postponements

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

18. Entries / Withdrawal

- a) All entries via Bowlshub; Entries are confirmed via a confirmation email to the primary contact.
 - a. The confirmed entry list will be available on the event page website.
- b) Late entries will be accepted and placed on a waitlist,
 - a. Waitlist entries may be used to fill byes in the draw or replace withdrawn teams.
 - b. Being on the waitlist does not guarantee participation.
- 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.

19. 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 the 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.

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Uniform / Attire

- a) All players of a team or side must wear the club uniform.
 - a. Uniform **MUST** be of the same principal colours and design.
- b) Example 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) Club uniform is preferred. Where clubs do not have an inclement weather kit, additional layers are encouraged to be worn **under** uniform or neutral jackets/hoodies (preferably white, black, or club colours) are encouraged as an alternative.
- b) Some events may be mufti – as stated in event Conditions of Play or Website Event Page

Appendix 3 - Equipment*Bowls Stickers*

- a) Stickers for identifying bowls in broadcast matches are required and provided by the controlling body
- b) Club sides or teams are welcome to use matching stickers for any event provided 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.

Use of Electronic Devices

- a) Pursuant to Law 41.7, players with a hearing disability can use electronic devices to communicate with each other while on the rink of play, or with a marker in a singles game.
- b) Electronic devices should not interrupt or interfere with any other players or disrupt the flow of the game. The electronic device must be non-intrusive to other players or officials that are present on the green at any time during a game. As a guide, the use of the device should be no more intrusive (in terms of volume) than any other conversation between players in any game.

Appendix 4 - Substitutes*Substitute Eligibility Guidelines*

- a) A substitute shall be of playing ability equal to, or less than, the absent team member, based on current playing ability, playing experience and record
- b) A player who satisfies the eligibility requirements for team members in the Conditions of Play.
- c) The Controlling Body will use any/all the following considerations to determine the above:
 - a. Past event results
 - i. Bowls+ ranking
 - b. Club Grading
 - i. Years of playing experience
 - c. Representative Status
 - d. Does the substitute strengthen the team

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