Published: 10/11/2026

Bowls Auckland
General Conditions of Play

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1. Laws of the Game

1.1. All games will be played in line with these Conditions of Play, the World Bowls 'Laws of the Sport of Bowls' Crystal Mark 4th Edition; and the Bowls New Zealand Domestic Regulations

1.2. This document governs all Bowls Auckland events. The Controlling Body may alter this document and any supplementary documents relating to tournament delivery as required.

2. Controlling Body

2.1. The Controlling Body is defined as "Bowls Auckland".

2.2. The Controlling Body is led by the "Tournament Director" (TD) and includes all Bowls Auckland staff, contractors and appointed umpires.

2.3. A "Tournament Convenor" may be appointed to deliver events. Holding decision-making authority through the TD.

3. Event Conditions of Play

3.1. Each event will have its own respective Conditions of Play (ECOP); refer to the respective ECOP/s for things such as event details, playing format, entry restrictions, and qualification requirements.

4. Player Code of Conduct

4.1. There shall be no smoking, vaping, or e-cigarettes anywhere in a clubhouse or on the greens. These activities may only occur in designated smoking areas.

4.2. The consumption of alcohol is restricted as follows.

- Alcohol may only be consumed in accordance with the host Club's license.
- No alcohol is to be on the green/s which includes the immediate surrounds during play.

4.3. Participants must maintain a high standard of personal conduct, and within the spirit of fair play and competition, not bring themselves, their Club, Bowls Auckland or the game of Bowls into disrepute.

4.4. All events will be played in accordance with Bowls Auckland's Code of Conduct that can be viewed at https://www.bowlsauckland.co.nz/wp-content/uploads/2022/10/2022-2023-Auckland-Centre-Events-Code-of-Conduct-03-10-22.pdf

4.5. Players found in breach of 4.1, 4.2, 4.3 or 4.4 may face judicial proceedings.

5. Awards and Prize Money

5.1. Prize money will be paid by bank transfer upon receipt of a completed and signed Prize Money Claim Form.

5.2. Prize winners must submit their completed claim form within 30 days of the conclusion of the event. Failure to do so may result in the forfeiture of any unclaimed prize money.

5.3. Where a claim form has not been received within this period, Bowls Auckland reserves the right to consider late claims on a case-by-case basis.

5.4. Prizes are paid in a single payment to;

- The Skip, in player-entered events,
- The Club, for interclub/side events, and Champ of Champs.

5.5. All trophies are held by Bowls Auckland.

6. Media / Broadcast

6.1. Events may be broadcast or photographed. Participation implies consent to the use of all participant's image/s by Bowls Auckland and host clubs.

6.2. Broadcast matches are chosen by the Controlling Body. Failure to appear for a broadcast match will be treated as a default.

6.3. Matches may have rinks changed with practical notice for broadcast purposes.

7. Music

7.1. Host clubs are encouraged to 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.

8. Event Entry / Withdrawal

8.1. All entries are made via Bowlshub; Secured entries (paid) are confirmed via a confirmation email.
8.2. The secured entry list will be available on the event page website.
8.3. Any tentative entries (unpaid entries) at the time of entry closing will be treated as late entries.
8.4. Late entries will be placed on a waitlist. Waitlist entries may be used to fill byes or replace withdrawn teams. Being on the waitlist does not guarantee participation.
8.5. All withdrawals are to be notified in writing to convenor@bowlsauckland.co.nz no later than 48 hours before the commencement of play. Any withdrawal past this time or on the day of play will not receive a refund.

9. Report time and Defaults

9.1. All players must report at least 30 minutes before the scheduled start time.
9.2. Teams with absent players / absent at the scheduled start for any round will forfeit the game (unless a substitute is confirmed).
9.3. Sides with absent players / absent at the scheduled start for any round forfeit the impacted discipline/rink (unless a substitute is confirmed).
9.4. Defaulting teams or players are recorded as a loss and will be recorded by the umpire.
9.5. Non-offending teams shall receive a win and points as outlined in 16.1.2.
9.6. Any team found to be defaulting without a valid reason or refusal to play a required match will be recorded and subject to disciplinary action.

10. Trial Ends / Practice

10.1. One trial end in each direction is permitted before the first scheduled round of play.
10.2. Trial ends must be completed before the scheduled start time.
10.3. Additional trial ends are permitted when changing greens on the same day and must be completed before the scheduled start time for that round.
10.4. Teams with a bye are allowed to practice, with the permission of the Controlling Body or umpire, provided a spare rink is available.
10.5. A team that takes practice before their first scheduled game is entitled to trial ends on their match rink, as is the opposition for that match only.

11. Restricting Player Movement

11.1. Player movement is restricted for all time-limited games following Crystal Mark – Laws of the Sport Edition 4: Appendix: A.4.
11.2. In addition,
- Skips in Pairs will only be allowed to visit the head after their second bowl has been played,
- Skips in Triples and Fours disciplines will only be allowed to visit the head after their first bowl has been played.

11.3. Both Skips must cross to be at the mat end before either Skip's first bowl.
For the avoidance of doubt, both Skips must cross together after all other team bowls have been played.

12. Scheduling and Signals

12.1. The first round of play shall start on an alarm, bell, or other sound device.
12.2. Rounds may start earlier than scheduled if the umpire deems all participants are ready to play.
12.3. Subsequent rounds may start in their own time with permission of the umpire.

12.4. Start time is to be recorded with the umpire, on the scoreboard and scorecard.

13. Extra End / Draws – Post Section Only

13.1. If a game is drawn after the requisite number of ends have been played; or the time limit has expired, an extra end will be played.

13.2. The Skip (or opponents in singles) must toss a coin to determine who will control possession of the mat and play first.

14. Scorecards

14.1. Scorecards must be completed clearly and in full for every game, including.
- Start time, finish time, the names of all players, final score, and signatures.

14.2. Completed scorecards must be handed to the umpire after each round or the venue recorder where there is no umpire appointed.

15. Wet Weather / Postponements

15.1. 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.

15.2. Where possible, players may receive an email outlining any changes when appropriate.

15.3. It is the players responsibility to check available communications posted by Bowls Auckland.

16. Byes

16.1. Qualifying

- Even Bye - If all teams in a section receive a bye, no action will be taken.
- Uneven Bye- If teams in a section receive an uneven number of byes (or receive a default), teams will receive a Win and score the average number of “Shots for” and “Shots against” as outlined in the Event Conditions of Play.

16.2. Post Section

Player / Team receiving a bye will automatically progress to the next round.

17. Player Attire, Equipment & Devices

17.1. **Player Uniform / Attire:** All players of a team or side must wear the club uniform. Uniform MUST be of the same principal colours and design.
For clarity, Team A wears “home” kit, and Team B wears “away” kit. Team A cannot wear a combination of both kits.

17.2. **Winter / Inclement Weather Clothing:** 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.

17.3. **Bowls Stickers:** Stickers in broadcast matches are required, provided by the Controlling Body. Club sides or teams may use matching stickers for any event provided that all players within a side or team use the same stickers.

17.4. **Use of Electronic Devices:** The use of electronic devices (for example, mobile phones, tablets, and other devices) is prohibited on the green. Pursuant to Law 41.7, players with a hearing disability can seek approval from the Controlling Body to use approved communication devices to communicate with each other on the green.

18. Failure to Comply

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 process.

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19. Substitutes: Eligibility / Guidelines

19.1. Substitutes are permissible subject to Law 32.9 and the Bowls New Zealand Domestic Regulations.

19.2. The Controlling Body should be informed of any player changes before play.

19.3. Any Substitute must meet the Bowls New Zealand Domestic Regulations eligibility, including but not limited to:

- Must not play Skip,
- Must not exceed the allowable number of substitutes for that discipline,
- Shall be of playing ability equal to, or less than, the absent team member,
- Based on current playing ability, playing experience and record.

19.4. The Controlling Body may use any/all the following considerations to determine the above:

- Past event results,
- Bowls+ ranking,
- Club grading,
- Years of playing experience,
- Representative status,
- Does the substitute strengthen the team.

20. Approval of Substitutes: Non-pathway Events.

20.1. Changes made to members of the original team before the start of the first game are permitted by informing the Controlling Body and are not considered to be a substitute.

20.2. Substitutes during play may be approved by the Controlling Body (including umpires) provided the incoming player meets the substitute eligibility guidelines, allowing play to continue with minimal disruption.

21. Approval of Substitutes: Pathway Events.

21.1. Must be sent convenor@bowlsauckland.co.nz and approved by the Controlling Body regardless of when the substitute is requested (before the event or during).

21.2. The Tournament Director / Convenor, as required, may seek advice on the suitability of substitutes from appropriate third parties. The Tournament Director's decision is final in all pathway substitutes.

21.3. Any team found to have an unapproved substitution or a substitution that breaches these Conditions of Play or Bowls New Zealand Domestic Regulations will be deemed to have fielded an ineligible player, be disqualified from the event and/or subject to judicial process.

21.4. The player(s) who participate in the final will be recorded as event winners, receiving any associated prizes. This includes qualification in pathway events.

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