

CONDITIONS OF PLAY

The following conditions of play will apply to all Bowls NZ and Centre open Events. Other conditions in respect of format, venues, length of game etc., are stipulated for each individual event

1. All events will be played under World Bowls 'Laws of the Sport of Bowls' Crystal Mark 3rd Edition and incorporated Bowls NZ Domestic Regulations.
2. Footwear and Clothing - Regulation 11 - applies to all Centre events (including those events organised by Clubs on behalf of the Centre). It is the responsibility of Clubs in the case of Club teams and skips for teams in Open events, to ensure that all team members wear garments of the same colour/design as determined by the Tournament Controlling Body. Failure to comply will result in the offending team or Side being defaulted for each round until they comply. (It is acknowledged that in the case of inclement weather, variations in wet weather gear can be difficult to avoid).
3. Play will commence at 9.00am unless otherwise advised. Trial ends to be completed by 8.55am. **Absentee players not in attendance 10 minutes after the scheduled start of play**, will be defaulted unless otherwise determined by the Controlling Body.
4. Composite Teams are permitted but it shall be the responsibility of the Skip entering the team to ensure and certify that **each player is an active full playing Member of a Club** affiliated to Bowls NZ. In the event of a Composite Team winning an event, no Club Certificate will be awarded.
5. All bowls used in these events must show a stamp of '1982' or later.
6. Use of Adhesive Stickers - World Bowls 'Laws of the Sport of the Game', Law 52.1.8 applies - If adhesive stickers are to be used in a team or Side game, then all members of that Team or Side must use the same design and colour of sticker. It is the responsibility of Clubs in the case of Club teams and the Skips for teams in Open events, to ensure that all Team members comply.
7. Dead end in time limit games – if in a time limit game the jack has been delivered before the time signal, the end continues. If it is subsequently made dead, it must be replayed until it is completed. Ends made dead, must be replayed in accordance with Law 20 of the Laws of the Sport.
8. The controlling Body shall have the right to include the provisions of Appendix A-.4 of the Laws of the Sport of Bowls 'Movement of players during play'

(a) After delivering their first bowl players will only be allowed to walk up to the head under the following circumstances

1. Singles Game:
The opponents: after delivery of their third and fourth bowls.
2. Pairs Game (each player playing three bowls):
+ the Leads after delivery of their third bowl; and
+ the Skips: after delivery of their second and third bowls.
3. Triples Game (each player playing two bowls)
+ the leads: after delivery of their second bowl
+ the seconds: after delivery of their second bowl
+ the skips: after delivery of each of their bowls.
4. Fours Game
+ the leads; after the second player in their team has delivered their second bowl
+ the Seconds after delivery of their second bowl
+ the Thirds; after delivery of their second bowl
+ the Skips; after delivery of each of their bowls.
5. Pairs Games (each player playing four bowls in 2-4-2 format):
+ the leads: after delivery of their second bowl;
+ second player: after delivery of their third and fourth bowls

+ final player in each end: after delivery of each of their bowls.

- (b) 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 walks up to the head earlier than described in Appendix A.4.1.

9. Event Format

(a) All games will be played under the traditional format as below:

1. Singles: 21 Shots, no time limit.
2. Pairs: 18 Ends, no time limit.
3. Triples: 2 bowls per player. 18 Ends, no time limit
4. Fours: 16 Ends; no time limit.
5. Pairs Game 2-4-2 format 15 Ends, no time limit

10. Variation of Programme – If the particular circumstances are not already provided for in these conditions of play, the Controlling body shall have the power to alter or amend the programme as provided in Law 55.3.4

11. Uncompleted Games -

i **Section Play - Sections played on one day over 3 rounds - 2/3 winners qualifying.**

- all Sections will run independently of each other
- in the event of a qualifying round within a Section not being completed because of inclement weather conditions and the Controlling Body Committee declares further play will not be possible, then the round for that section will be void.
- where 1 or 2 Rounds have already been completed and further rounds are declared void, then all winners qualify.
- where it is not possible to complete any round **ALL** teams will proceed to Post-Section play.

12. Substitutes will only be allowed in accordance with Bowls NZ Regulation 7.

An Application Form must be completed prior to the event commencing and approval obtained by the Tournament Committee as per the instructions in the Centre Handbook

13. Completion of the Scorecard **is** the responsibility of the **Skip** who shall complete it in full and ensure it is signed on completion of the game.

14. Entry Fees - no refund will be made to entrants who withdraw within 10 (ten) days before the event, or to Tournament defaulters.

15. No Smoking is permitted on the Green during an event. Smokers are required to observe the Club's policy and utilise the Smoking Area provided. Where a player fails to comply with this requirement the Controlling Body will issue a warning through the Skip of the team. If the player continues to offend play will be suspended for the duration of that Game and the Game will be forfeited to the opposition.

16. Players and Spectators Mobile phones should be set on **'Silent'** whilst any play is in progress. Where it is necessary to respond to a call, players are requested to leave the green.