

Tournaments – General Conditions of Play

1. Laws of the Sport of Bowls (Crystal Mark Third Edition) and Bowls Domestic Regulations to apply.
2. All players must conform to the General Conditions of Play as detailed within this section and any further conditions set out in the programme for specific events.

3. Composition of Teams.

All team members must be full financial members of the same club in the same Centre unless.

Family teams are permitted which include father/son, mother/daughter, sister/sister, brother/brother or grandparent/grandchild and may come from different clubs.

No other composite teams are permitted, except for the Mixed Pairs and Veterans events, from within or outside the Centre.

4. Game Formats

Singles	4 bowls	21 shots or time limit 2 hours 15 minutes
Pairs	3 bowls	18 ends or time limit 2 hours 45 minutes
Triples	2 bowls	18 ends or time limit 2 hours 45 minutes
Fours	2 bowls	18 ends or time limit 2 hours 45 minutes
Pairs 2/4/2	4 bowls	16 ends or time limit 2 hours 45 minutes

Sections are generally played on one day, over 3 rounds. Those that win 2 or 3 games qualify for post section.

A default will be awarded against any player or team not present on the rink of play 10 minutes after the scheduled start time unless there are exceptional circumstances in the eyes of the controlling body.

5. Entries

Entries are to be done through the Bowls Wellington website prior to the closing date and payment made via online banking to:

Bowls Wellington

Westpac

03 0543 0160449 00

Reference: * your name and tournament

If you do not have access to the internet or online banking, paper entries and cash will be accepted at the Bowls Wellington office. Please get in touch with the office 04 560 0384/ info@bowlswellington.com.

Upon receipt of entry and payment, all entries will be uploaded to the website under 'check your entry'. If your name does not appear here within 72 hours, please get in touch as there may have been an issue with your entry.

Late entries will be placed on a standby list and be contacted should a vacancy occur.

No refund will be issued for any withdrawals after the entry deadline closes.

6. Teams as listed in the draw

There may be a reason that the players registered to a team are different from those that take the green on the first day. This is permitted providing that Bowls Wellington and the umpire is informed. The umpire is responsible for informing the Tournament Manager on the day.

7. Substitutes and Acquired Team Members

In the event a player can no longer participate in a tournament, a Substitute or Replacement team member may take their place.

Substitute players may not play in the position of skip. Players who have already competed in the Tournament (in any capacity) are not eligible to be used as substitutes or replacements. These players must be of an equal or lesser playing ability in the eyes of the Tournament Manager who will assess their experience, playing position, recent and historical success.

An application for substitute or replacement team member must be made in writing on the appropriate form and be presented to Bowls Wellington, or the Tournament Manager, prior to them playing. Under exceptional circumstances a verbal application may be accepted at the discretion of the Tournament Manager.

Application forms are available from the Bowls Wellington website.

8. Variation of Programme

The Tournament Manager retains the right to alter or amend the programme as deemed necessary. This includes, but not limited to, reasons of weather, green availability and participant numbers, schedule clashes and other unforeseen circumstances.

9. Decals – refer Law 52.1.8

Representative decals must not be used on bowls other than during Representative Tournaments. Players in breach of this will be asked to remove them.

10. Trial ends – Law 5.1

Trial ends may be played prior to the 1st game of the day provided that the green is available. Trial ends must be completed before the scheduled start time unless the Tournament Manager advises otherwise. Should a team, due to having a bye or otherwise, be unable to have trial ends before the first game of the day, they will be permitted to have a trial end before their first game. Their opponent may have trial ends with them.

11. Footwear and Clothing

All players must conform to Regulation 11 of Bowls NZ Domestic Regulations.

Open Tournaments

For any event other than the Mixed Pairs, members of Teams or Sides *must* wear garments of the same colour/design. Any garment may have logos displayed, but the Controlling Body may

impose conditions relating to sponsor's logos to ensure that there is no conflict with a Tournament sponsor.

Representative clothing must not be worn at events other than Representative Events. This includes shirts, jackets, trousers and headwear.

12. Time Limit Games

Replaying Dead Ends

If before the time signal sounds the Jack has been delivered and subsequently made dead, the end shall be replayed until the end is completed.

Time Signal

The commencement of play and the expiry of time shall be signalled by the Umpire by a bell or some other means clearly audible to all players concerned.

Where the time limit is not common to all games on any green, the Umpire shall notify the Opponents or Skips in individual games when the time limit has expired. In these circumstances, the start and finish time must be written on the score board and score card.

There will be no time limits in semi-finals or finals of Centre events

Drawn Game

An extra end will be played if the game is drawn.

Restricting the Movement of Players

In time limit games, the movement of players shall be restricted as follows:

After delivering the first bowl, players will only be allowed to walk up to the head under the following circumstances;

- Singles: The opponents after delivery of their third and fourth bowls
- Pairs: The leads after delivery of their 2nd and 3rd bowl and the Skips after delivery of their 2nd & 3rd bowls.
- Triples: The Leads after they have delivered their 2nd bowl, the Two after delivery of their 2nd bowl and the Skips after delivery of each of their bowls
- Fours: The leads after the second player in their team has delivered their second bowl, the Twos after delivery of their 2nd bowl, the thirds after delivery of their 2nd bowl and the Skips after delivery of each of their bowls.
- 242 Pairs: The first player after the delivery of their 2nd bowl, the player playing 4 bowls after the delivery of their 3rd & 4th bowl and the player playing the last 2 bowls after each of their bowls.

In exceptional and limited circumstances, a skip can ask that a player walks up to the head earlier than described above.

If a player does not meet the terms of this condition of play, Law 13 of the Laws of the Sport of Bowls shall apply.

13. Synthetic Greens

These are approved for use in Centre events providing they have received endorsement from the Bowls Wellington Greenkeepers Association.

14. Cancellation of Play, Start Time Delay or Change of Venue

If a day's play is to be cancelled or altered before the scheduled start time a notice will be placed on the Bowls Wellington website and Facebook as early as possible. Every effort will be made to broadcast a cancellation notice through NEWSTALK ZB 89.3FM or 1035AM on Saturdays only.

15. Redraws

In the event of a tournament postponement, a redraw for post section may be required. Where possible, and providing sufficient time, a redraw will be made 10 days prior to the recommencement of the tournament. Any withdrawals after the redraw is published will not constitute another redraw.

16. Uncompleted Games

- a) All sections will run independently of each other.
- b) Should a section be unable to be completed, the following post section qualifying criteria apply;
If a team completes 2 games – those that have won 1 or 2 games qualify
If a team completes only one game – those who won the game qualify
If a team does not complete any games - all those teams qualify.
- c) The Tournament Manager, in conjunction with the umpire, are responsible for any decisions regarding calling off play.

17. Radios and Cellphones

These are not permitted on the green at any time, including but not limited to players, markers and officials.

Players and spectators are asked to be considerate of others when using radios or cellphones around the bank area in earshot of players on the green.

18. Media and Communications

Bowls Wellington reserve the right to use any video and images taken during any Bowls Wellington administered events.

19. Alcohol

Alcohol is not permitted on the green or surrounds at any time.

20. Smoking

All Bowls Wellington events are non-smoking and smoking or the use of 'Vapour sticks' are not permitted on the Green at any time. It is the responsibility of the host clubs to designate an appropriate area and monitor this throughout the day.