## BOWLS BAY OF PLENTY

## CHAMPION OF CHAMPIONS

PAIRS,<br>TRIPLES AND FOURS

2023

Conditions of Play
(based on Bowls NZ version March 2023)

## 1. CONTROLLING BODY

1.1 The Controlling Body is Bowls Bay of Plenty.

## 2. TRIAL ENDS:

2.1 Pursuant to Law 5.1 of the Laws of the Sport trial ends will be allowed before competition commences each day. (Only your first game of the day)
2.2 Should players be required to change greens during the day an extra set of trial ends will be permitted. A team which has received a bye and has to play a team that has already played that day, shall be entitled to a practice session on a neutral rink if available.

## 3. PLAYING FORMAT (Applicable for both Men and Women)

### 3.1 Playing Format

The draw shall be determined once entry levels are confirmed.

| (a) Singles | 21 shots | 2 hour time limit | 4 bowls |
| :--- | :--- | :--- | :--- |
| Pairs | 18 ends | 2 hour time limit | 3 bowls |
| Triples | 15 ends | 2 hour time limit | 2 bowls |
| Fours | 15 ends | $21 / 4$ hour time limit | 2 bowls |

(b) The time signals for each game shall be as follows:

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 the 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.
(c) Ends made dead shall be replayed in accordance with Law 20 of the Laws of the Sport. If in a time limit game, the jack has been delivered before the time signal, the end continues and if the end is subsequently made dead the end will be replayed.
(d) Time Limit - All qualifying games will have a time limit which shall be set once entry levels are known. Semi Finals \& Finals have no time limit
(e) Extra End - If an extra end is required to decide a drawn game there will be no kills on the extra end and the jack will be spotted on the 2-metre mark. If a bowl is already on the 2 metre mark the jack will be placed on the mat side of the bowl sitting on the 2-metre without touching the bowl.
(f) Absentee Players: If, 15 minutes after the scheduled start time for a game, one or more players are absent from a team, the defaulting team will forfeit the game to their opponents.
(g) Default: If a team or player defaults their score will be recorded as a loss. The non-offending team will be awarded a win.
(h) Reporting - Teams/players must report in 30 minutes before their scheduled start time, as games may start earlier than the scheduled time.

### 3.2 Alterations to the Format \& Length of Games

(a) The Controlling Body reserves the right to alter the format, times of play and greens giving as much notice as practical.
(b) Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result.

### 3.3 Restricting the Movement of Players

1) In all games, the movement of players during play shall be restricted as specified in Appendix A A. 4 - Laws of the Sport.

Prior to the start of each end, the following players will take up their positions at the mat-end of the green:

Pairs: The leads
Triples: The leads and the seconds
Fours: The leads, the seconds and thirds

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.
(i) Singles Game:

The opponents: after delivery of their third and fourth bowls
(ii) Pairs Games (each player playing three bowls):
a) the leads: after delivery of their third bowl; and
b) the skips; after delivery of their second and third bowls
(iii) Triples Games (each player playing two bowls)
a) the leads: after delivery of their second bowl
b) the seconds: after delivery of their second bowl and
c) the skips: after delivery of each of their bowls
(iii) Fours Game:
a) the leads: after the second player in their team has delivered their second bowl
b) the seconds: after delivery of their second bowl
c) the thirds: after delivery of their second bowl and
d) the skips: after delivery of each of their bowls
2) (a) 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.
(b) If a player does not meet the requirements of Appendix A.4.1, Law 13 of the Laws of the Sport shall apply.

## 4. SUBSTITUTES AND REPLACEMENTS

4.1 Substitutes and changes to original team members will be allowed in terms of Bowls New Zealand Domestic Regulation 1, Clause 2.

## 5. FOOTWEAR \& CLOTHING

5.1 Only shoes or sandals may be worn by players when playing on a bowling green. All footwear must be flat soled and heel-less. Soles may be of a non-slip material with a slightly abrasive surface.
5.2 Any Player with a physical disability may use an appropriate support, wheelchair or bowling aid, provided that the same is so made that its use causes no damage to the green.
5.3 All members of a team or side must wear the same uniform as each other. Any garment may have logos displayed, but the Controlling Body may impose conditions relating to sponsors logos to ensure there is no conflict with a Tournament Sponsor.
9.4 Failure to comply with clause 9.3 will result in the offending Team or Side being defaulted for each round until they comply with clause 9.3.

## 6. SMOKING, ALCOHOL AND BETTING

6.1 Subject to any further restrictions in specific Conditions of Play, the following smoking, alcohol and betting policies apply:
(a) There shall be no smoking anywhere in a Club house or on the greens. Smoking may only occur in designated smoking areas.
(b) The drinking of alcohol is restricted to the Club house at each venue in accordance with the Club's licence.

## 7. CODE OF CONDUCT:

7.1 Participants must conduct themselves in a proper manner, including maintaining a high standard of personal conduct, so as not to bring themselves, Bowls New Zealand, a Centre, Club or the game of Bowls into disrepute. Refer to Bowls New Zealand Domestic Regulation 2.

## APPENDIX A

Interruption to Play:
In the event of play at any venue being prevented by weather (or other unforeseen circumstances) the following protocols shall assist the Tournament Controller in making a fair and reasonable decision:
a) In all circumstances, the impact of the interruption on any green shall be treated in isolation; i.e. the entire event shall not be automatically impacted by the circumstances that have caused a delay in play on any green.
b) The greenkeeper shall have the right to close a green at any time during the scheduled day's play when the continuation of play presents a health and safety threat to players and / or, in the opinion of the greenkeeper, risks damage to the green.
c) Where the interruption is likely to mean a significant delay in the schedule of play for the day the Tournament Controller, in conjunction with the umpire(s) present and / or the venue controller, may alter the Conditions of Play for that green. These changes may allow for play to:
i. continue on an artificial green (if available and / or previously allocated to the affected green in the event of interruption), or
ii. be reduced to allow for all remaining games on the affected day to be completed once play is possible again.

Any decision relating to an interruption in play shall be made with the intention of ensuring that the integrity of the tournament is preserved, and the health and safety of players and officials is not compromised.
d) Where the options in c) (above) do not allow for a resumption in play on the affected day, the Tournament Controller shall consider a reduction in either the number of games, or the length of games, to be played in the days subsequent to the interruption.

