

Tournaments – General Conditions of Play

1. Laws of the Sport of Bowls (Crystal Mark Fourth 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 'Playing Members' of the same club as per Bowls Wellington and Bowls NZ constitution. Limited Playing Members, Associate Members and Social Members are not eligible to play in Bowls Wellington competitions.

Composite family teams are permitted which include father/son, mother/daughter, sister/sister, brother/brother or grandparent/grandchild and may come from different clubs (providing they are all Playing Members).

Composite teams are permitted for the Mixed Pairs and Husband/Wife for Open Gender events.

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. Time Limits do not apply from the quarterfinal stages of Bowls Wellington tournaments.

The exception to the qualifying day is the Open Singles where, whilst 2 or 3 wins is required to qualify, there will be 4 rounds of play. This tournament will comprise sections of 6 players. Whilst each will play 3 rounds there is the added requirement that each player must also mark a (4th) round. Failure to mark a round, as scheduled in the tournament draw, will result in a sanction.

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 determined by the controlling body.

5. Entries

Entries must be made 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. If you need any assistance, please get in touch with the office on 04 560 0384 or at info@bowlswellington.com.

Bowls Wellington does not accept credit card or cheque payments.

Upon receipt of entry and payment, all entries will be uploaded to the website under 'check your entry'. If your name does not appear 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 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 Tournament Manager and the umpire at the green is informed. The umpire at another green is responsible for informing the Tournament Manager on the day.

7. Substitutes

A substitute may be permitted into a team at any stage during a game throughout the course of a tournament.

Substitute players may not play in the position of skip. The controlling body will consider applications for a substitute on the basis that, where possible, the substitute must be of equal or lesser playing ability.

There can only be one substitute for a pairs or triples team, and no more than 2 for a fours team. A singles player cannot be substituted (except in a side where another member of the side can substitute for the singles player).

An application for a substitute 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. The Controlling Body will decide on the eligibility and approve the use of a substitute.

Application forms are available from the Bowls Wellington website, under "Tournament Info".

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, 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, or otherwise as deemed appropriate by the controlling body, provided that the green is available. Trial ends must be completed before the scheduled start time unless the Tournament Manager advises otherwise. The Tournament Manager can limit the number of bowls played in the trial ends as needed to assure timely play for the day. 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.

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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. Hoodies are permitted.

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

12. Time Limit Games

Unless otherwise stated, all Bowls Wellington tournament matches are played under a time limit. From the quarterfinal stages, Wellington Open tournaments, Champion of Champions, Prestige Pairs and Development Pairs the time limit is removed.

Slow Play: Players must play without undue delay and in a way which does not prevent their opponents from being able to complete the required number of ends within the time limit decided by the Controlling Body.

We expect all players to abide by the spirit of the game at all times

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 start and finish time must be written on the score board and score card. Note: the players are responsible for managing their game time.

There will be no time limits in quarter finals, semi-finals and finals of Centre events

Drawn Game

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

Restricting the Movement of Players During a Game

In all 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 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.
- 2-4-2 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/or Facebook as early as possible. The decision on whether a green is open for play rests with the Green Keeper/Club officials. The impact of green availability and impact on the tournament then becomes a matter for determination by the Tournament Manager.

Host clubs are expected to communicate with visiting Interclub, Pennants, Bowls3Five teams at the earliest convenience or in the case of tournaments, directly with the Tournament Manager.

Players, who due to weather, play only one game, and do not qualify for further play in the tournament, are entitled to a 50% refund of their entry fee. Refund requests must be made by email to info@bowlswellington.com including bank account details, within 48 hours. If a player withdraws after the tournament entry is closed, no refund will be provided.

15. Redraws

In the event of a tournament postponement, Section or Post Section may need to be redrawn should withdrawals 'significantly' impact the initial draw. Upon confirmation of the resumption date, withdrawals must be notified as soon as possible. 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 result in another redraw and the match will be considered a default.

16. Uncompleted Games

All sections run independently of each other, meaning progress and completion across venues may differ in the event of poor weather or other unforeseen circumstances.

- a) Should a section fail to be fully completed by the end of the first day, 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.

If all games in the tournament fail to be completed on the first day, the tournament will start from the 2nd scheduled day. The tournament Manager has the right to play the event as a straight knock out event to complete the tournament play on the scheduled 3rd day.

- b) The Tournament Manager, in consultation with the umpire, is responsible for any decisions regarding calling off play. Closing of a green is the decision of the host greenkeeper/club.

17. Radios and Cell phones

Cell phones to be used on greens for those using the training and performance apps are permitted. Phone must be on silent. This is the only thing cell phones are to be used for. Radios 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 Policy

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

20. Smoking and Vaping Policy

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, have clear signage and monitor this throughout the day.