

General Conditions of Play

(updated 27 October 2023-will differ in parts from printed handbook 2023-24)

1. All games are to be played under World Bowls Laws of the Sport of Bowls (Crystal Mark Third Edition) and includes the Domestic Regulations of Bowls New Zealand. All players must acknowledge and agree to be bound by and comply with the Laws of the Sport, and the Code of Conduct as set out in Bowls New Zealand Regulations.
2. The Operations Committee has the control of all Bowls Dunedin competitions and have the full power to vary the conditions and programme.
3. Bowls Dunedin competitions will be played as advised by the Operations Committee e.g., greens/starting time.
4. Coloured Clothing – Players are permitted to wear approved coloured clothing for all Bowls Dunedin competitions, provided all members of the team wear the same attire from the waist up.
5. Trial Ends are permitted. Refer to Laws of the Sport 5.1 for conditions.
6. Bowls Dunedin Centre certificates will be awarded to winning clubs and players for Bowls Dunedin competitions.
7. Breach of Conditions - The Operations Committee is empowered to write immediately to any club or team committing a breach of the conditions, asking for an explanation of such breach. The reply from the club must be in the Centre Manager's office within 14 days of the request being made.

8. The Bowls Dunedin Board reserves the right to impose penalties or fines, suspension, disqualification, or refusal of entry to future Bowls Dunedin events for breaches of any conditions of play.
9. Saturday competitions with 12 teams - 1 complete round of 11 games, with round 12 available for rained off day if required.

Interclub Competitions

1. Home Games - Teams named first unless instructions state differently.
2. Rink allocation - to be drawn by visiting player.
3. Defaults:
 - (a) Defaulting clubs must advise the Operations Committee and the opposing club by 6pm on the preceding day.
 - (b) The non-defaulting club shall have the right to lodge a complaint with Bowls Dunedin should they consider that the default was unnecessary or should have been notified earlier. If such a complaint is lodged the club concerned shall have 6 days from notification of complaint, in which to forward in writing a satisfactory explanation as to the reason for the late default.
 - (c) Bowls Dunedin reserves the right to invoke a penalty.
 - (d) Teams, or disciplines within each team (singles, pairs, etc) are considered to have defaulted if they do not arrive within 30 minutes of the starting time as per the laws of the game.

Allowance should be made by the non-defaulting team when communication is made, and players have advised they are coming but something unusual has occurred.

4. Results: Results of games incorrectly published must be notified in writing (email acceptable) to the Centre Manager not later than four days after completion. Clubs which fail to submit corrections may be disadvantaged if a count back of points is required or a dispute arises. Result cards and score cards should be retained by each club until the start of the following season.
5. Cancellations, Delays, Adjournments, Resumptions:
 - (a) If in the opinion of the Operations Committee the weather on any day is such that games are unable to be played, they shall cancel play for that half day or day at least two hours before the start. Notification will be made on the Bowls Dunedin website, on the Dunedin Facebook page and by a downloaded Bowls Dunedin app. The text cancellation service will continue for one more season.
 - (b) Interclub days cancelled by the Operations Committee will not be played, unless stated.
 - (c) If play has not been cancelled and games do not start, and not finish because of adverse local weather, agreement of all skips will decide whether play is to be delayed or adjourned. No player shall leave the Club until a final decision has been announced. These adjourned games must be played at a later date. Any deferred Interclub games must be played before or within one week after the schedule date of the game. If no agreement can be obtained between the clubs, the Operations Committee have the final decision.
 - (d) In unforeseen circumstances, a game can be considered completed by both Skips if two thirds of the game is completed e.g. 21 ends = 14 ends, 18 ends = 12 ends Singles 21 shots.

- (e) When any game is adjourned the score cards shall be retained by the contending skips and the game shall be resumed with the scores as they were at the time of adjournment. Any end uncompleted shall be declared dead and replayed.
6. Extreme Weather: The Controlling Body should suspend competition for as long as practical if weather conditions are adverse and Conditions of Play changed to continue the competition, should delays require such action.

Hot weather – all participants will always be encouraged to wear a hat, and cooled water should be available at all venues. Clubs should have the necessary equipment installed to record the temperature. When the heat reaches 30 degrees, all participants will be advised to partake of adequate water intake at intervals no greater than 20 minutes apart. When the heat reaches 33 degrees the competition will be suspended until such times as the temperature reduces to 30 degrees or below. It is at the discretion of the Controlling Body to determine whether to discontinue play, but the health of participants must be taken into consideration especially if there is inadequate shade available to all involved.

If the greens are wet, slippery, or covered with water then the Controlling Body will suspend play for such time until conditions improve. If high winds pose a danger to participants or is affecting the games in process, then the Controlling Body will suspend play for such time until conditions improve.

7. A club can use the opposite gender in any interclub team providing all available females/males have been selected first. These players must be used as leads, seconds and thirds but not skips.

8. Starting times: Morning Saturday 9am and Friday 9.30am. All afternoon interclub starts 1.30pm. However, any club shall have the right to request a later commencement time, but no later than 2pm. A club receiving such a request from their opposition must accept the later starting time.
9. All Saturday Morning competitions have a time limit of 3 hours.
10. Points to be awarded shall be: 2 points for a win - 1 point for a draw, unless stated under a specific competition.
11. On completion of all interclub games, if two teams are tied, the position shall be determined by:
 - (a) Where the two teams met it will be on wins/losses, if still tied it will be on the shot points difference between the two teams, if still tied it will be on the shot points difference over the whole competition.
 - (b) If there are three or more teams tied it will be the shot points difference over the whole competition.
12. Automatic promotion/relegation of 2 teams in each grade involving 12 teams or more shall apply at the end of the season, excepting that where the same club is involved in promoting a team for a relegated team no change will take place. Otherwise, automatic promotion/relegation applies to 1 team only.
13. No club shall be permitted to have more than 2 teams in any one section.
14. In any game where an extra end needs to be played to obtain a winner there needs to be a toss of a coin pursuant to Law 28, for the winner to decide who must play first in the extra end.
15. Coaching. Although it is permitted during the playing of Centre events it is only permitted during the player being coached turn and is not to interfere with the play of any

opposing player. Also, prior to play the Coach must inform the Umpire of their intention to Coach during the game or games.

Saturday Morning Competitions

Men's & Women's (Stuart Trophy) Sevens

1. Each club shall be entitled to enter teams of 7 players comprising 1 Single, 1 Pair and 1 Four in the Men's Sections 1 & 2 and the Women's Stuart Trophy.
2. Each club shall be entitled to enter teams of 7 players comprising of 2 Pairs and 1 Triple in the Men's Sections 3 and below.
3. All games consist of Singles 25 shots, Pairs 21 ends (3 Bowls), Triples 21 ends (2 bowls), Fours 18 ends. No extra ends.
4. Competition shall be played on a round robin basis.
5. Home clubs to provide Singles marker.

Optional Mixed Junior Sixes

1. Each club shall be entitled to enter teams of 6 players. Players can be of either gender, who meet the requirement of 0 to 5 years Junior status.
2. All games to consist of Singles 25 shots, Pairs 21 ends (3 Bowls), Triples 21 ends (2 Bowls). No extra ends.
3. Competition shall be played on a round robin basis.
4. Home clubs to provide Singles marker.

2P5 (Optional Mixed Hong Kong Pairs)

1. This format can involve 4-8 players in each team each week. The first two games are of 8 ends. Then the pairs swap over and play another 8 ends. Players can be substituted, but not swapped from one team to the other at the end of the first round of games.
2. Games start at 9am and if a delayed start the remaining time to 12pm would be divided equally between the two rounds. Players substituting for a second game should be at the venue by 10.20am. In the event of no spare rinks being available the away pairs get to remain on the same rink, with the home team players swapping rinks.
3. Points to be awarded shall be 2 points per win, 1 point per draw and 2 points for the overall club with most wins. There are 10 points in total.

Saturday Afternoon Competitions

Men's Premier Holmes Feathers, Bridgman Plate and Speights Trophy

1. All games consist of 3 teams of four (3 x 4).
2. Playing 18 ends. No extra ends.
3. Points awarded are: Win 3 points, Draw 1 point, 2 points for aggregate. (Best points difference across the three games). Maximum points 11.

Speights Multiple Fours Competitions

(updated since Handbook printed)

1. Each club shall be entitled to enter any number of teams of one (1 x 4).
2. Points awarded are (1 x 4) Win 3 points, Draw 1 point,

2 points for aggregate. (Best points difference across the three games). Total 6 points.

3. All games consist of 18 Ends. No extra ends.

Optional Mixed Triples

(dates updated since Handbook printed)

1. Each club of the Centre shall be entitled to enter any number of triples teams.
2. Any change to the original entries must be advised to the Bowls Dunedin Manager by **17 December 2023**.
3. Interclub triples draw for the period **13 January 2024 to 9 March 2024** will be published on the Bowls Dunedin website one week before the recommencement of the competition.
4. All games consist of 21 Ends (2 Bowls). No extra ends.

Hislop Cup Women's Fours

1. Each club shall be entitled to enter any number of fours teams.
2. All games consist of 18 ends with an extra end or ends to determine the winner (if required).
3. A full round robin competition will apply if 12 teams or less.
4. If more than 12 teams the competition may be split at some stage, which could be from the start based on results from the previous season. If teams are tied on the number of wins, semi-finals and a final may need to be played.
5. The post-section format, if necessary will take place at the discretion of the operations committee.

Midweek Competitions

Tuesday (Women's) & Wednesday (Men's) Fours

1. Each club shall be entitled to enter any number of fours teams.
2. A game is 18 ends. No extra end.
3. Afternoon tea - to be provided by the host club and this should be taken after 12 ends if there is any possibility of the games not being completed.
4. Maximum points to be gained on any one day shall be on the percentage of games won.
5. Tuesday Women's Trophies - Violet Kane Trophy (1st), Heather Knox Trophy (2nd) & Taieri Women's Bowling Club Trophy (3rd).

Women's Friday 5's (Division One and Two)

1. Each club shall be entitled to enter teams of 5 players comprising 1 Pair (3 Bowls) and 1 Triple (2 Bowls).
2. Each game will be played over the best of two sets of 10 ends. The winner of a set will be the team with the highest score at the completion of the 10th end. If shot scores are tied, the set will be a draw. If the game is tied after the two sets have been completed a three ends tiebreaker set should be played, in the tiebreaker all shots on an end will be counted, to decide the winner. If still tied an extra end is to be played. If a jack is made 'dead', the end will be replayed.
3. The team that wins the toss, chooses who takes the mat for the first end of the first set. The team that wins the first set takes the mat for the second set.
In the event of a tied first set the winner of the last end of the first set takes the mat for the second set. A new toss shall be made for the tiebreaker.

4. Points to be awarded shall be: 2 points for winning a set and 2 points for winning a game. Maximum of 6 points per game. A maximum of 12 points per match is available. 1 point for a drawn set. The tiebreaker is not a set.

Bowls Dunedin Championships

1. No composite teams are allowed.
2. Only Bowls Dunedin Centre full financial Club members may enter centre events.
3. Substitute Players (Laws of the Sport of Bowls 32.9):
2.4 d. A substitute player shall not be permitted if a team member enters another tournament scheduled to play on at the same time.
4. Entries from Clubs i.e Champion of Champion, Senior Bowls3Fives and players i.e. Open Events must be received with the full fee (see Page 51 for fees) and the team member (s) named in full, to the Centre Manager by the closing date shown on the entry form otherwise that entry will not be accepted. The day entries close, or soon after, the list of entries received will be circulated. If a bye would occur then discretion may be allowed to accept a late entry to avoid the bye.
Clubs that have sent entries that are not listed are responsible for contacting Bowls Dunedin before the draw takes place. If they fail to do this Bowls Dunedin accepts no responsibility for the omission.
5. The Centre reserves the right at any time to refuse an entry when it is known that any of the entrants would not be able to complete the competition.
6. The draw will be published on the website and in the Otago Daily Times on the Thursday prior to the event.
7. Post Section Draw will be made by the Operations Committee at the conclusion of the qualifying rounds and put on the website. All byes will be disposed of in the first round of post section play.

8. Semi Finals and Finals shall be of no time limit. In the event of a tie in a final, an extra end or ends shall be played.
9. The Operations Committee reserves the right to play any games/post section games during the week. The Final to be played within the next 7 days at the HQ venue unless the Operations Committee approve another arrangement.
10. Notice of any protest must be given to Umpires not later than ten minutes after the conclusion of the game in question. The Operations Committee may require the subject and grounds protest to be stated in writing.
11. All games have a 9am start unless otherwise stated.

Open Championship Events - Singles, Pairs, 2-4-2 Mixed Pairs, Triples and Fours - Gold Star Events

1. Winners of two and three games qualify for post-section play, but should bad weather or other factors reduce the number of qualifying games able to be played on one or more greens, then the following will determine the qualifiers: if one game is completed only the winners qualify, if two games are completed 1 and 2 winners qualify.
2. Time Limits will apply as follows:
 - Singles 21 shots, 4 bowls (no time limit)
 - Pairs 18 ends, 3 bowls (2 hour time limit)
 - 2-4-2 Mixed Pairs 16 ends, 4 bowls (2 hour time limit)
 - Triples 18 ends, 2 bowls (2 hour time limit)
 - Fours 15 ends, 2 bowls (2 hour time limit)
3. For Singles Events the following will apply in regard to Markers:
 - Clubs A-M in odd years for Open Men's
 - Clubs N-Z in odd years for Open Women's
 - Clubs A-M in even years for Open Women's
 - Clubs N-Z in even years for Open Men's

4. The time frames for qualifying rounds is as follows:

Game 1 – 9am-11am

Morning Tea - 11am -11.30am

Game 2 - 11.30am – 1.30pm

Lunch - 1.30pm – 2.15pm

Game 3 – 2.15pm – 4.15pm

Play shall commence on the bell and play shall conclude on the bell, the end in play will be completed. A burnt end will count as an end played, if burnt after the bell rings. If after playing the final end, the scores are tied, an extra end or ends will be played until a decision is reached.

5. Post Section. It is expected that four rounds are played. The Fifth Round can be played at the player's discretion, with the agreement of the Green keeper and Umpire.

6. Restricting the Movement of Players in time limit games as per this Regulation, the movement of players during play shall be restricted as specified in Appendix A. 4.1 – Laws of the Sport as follows:

(a) 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 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.

iii. Triples Game (each player playing two bowls):

- the Leads; after delivery of their second bowl; and
- the Seconds; after delivery of their second bowl; and
- the Skips; after delivery of each of their bowls.

- iv. Fours Game:
 - the Leads; after the second player in their team has delivered their second bowl; and
 - the Seconds; after delivery of their second bowl; and
 - the Thirds; after delivery of each of their bowls.
- (b) In exceptional 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. (c). If a player does not meet the requirements of Appendix A.4.1, Law 13 of the Laws of the Sport.

Champion of Champion (CoC) Events
Bowls Dunedin CoC – Singles, Pairs, Triples and Fours - Gold Star Events
Bowls Dunedin CoC – Veteran Singles, Junior Singles – Not Gold Star Events

1. Bowls Dunedin ruling: Plural Membership. Playing members, who are playing members of more than one club in a Centre at the same time, can enter or play the same discipline (i.e. Singles, Pairs, Triples and Fours) in the club championships of more than one club. If they win the same discipline at more than one club, they must choose one of the clubs only to represent when they play at the Centre finals. But the runner-up of a club cannot play in Champion of Champion events.
2. Club Championships must be finalised before closing date unless **prior** approval has been obtained by the Operations Committee.
3. The team members that win their club championship are the players who shall be nominated to represent their club at

the Bowls Dunedin Champion of Champion Events. Any change in playing players shall be subject to the **prior** approval of the Operations Committee and shall be limited to one substitute/replacement or both in accordance with Domestic Regulations Four Number 7.

Summary

	Replacements (before the event)	Substitutes (during the event)
Singles	0	N/A
Pairs	1 or	1
Triples	1 or	1
Fours	1	1
Or	2 (Replacement and Substitute)	0

CLUBS PLEASE NOTE: The player(s) put forward for consideration must be of equal or lesser ability than the team member concerned. No Substitute or Acquired Player will be permitted for any player who commences play in this tournament knowing he/she is unable to complete the event. There are no substitutes in singles events. Teams can change their playing order for each separate game.

- Each CoC event is a new event in its own right as clubs determine under differing methods how each of their Club Champions are found.
- The Centre reserves the right at any time to refuse an entry when it is known that any of the entrants would not be able to complete the tournament.
- All CoC Events will be played under the one-life system (knockout), with no time limit.

Singles	21 shots limit 4 bowls
Pairs	18 ends limit 3 bowls
Triples	15 ends 2 bowls
Fours	15 ends limit 2 bowls

In the event of a tie, an extra end or ends shall be played.

7. For Singles Events the following will apply in regard to Champion of Champion Markers:

- Clubs A-M in odd years for Women's
- Clubs N-Z in odd years for Men's
- Clubs A-M in even years Men's
- Clubs N-Z in even years for Women's

8. Veteran Singles – 65 years of age and over as at 1st October each year.

Awards

The Patron's Trophy, George Payton Memorial Trophy and the Jean Shelton Trophy

Conditions Governing these Awards

1. The Patron's Trophy applies to all Inter-Club Competitions and to be eligible a club must enter a minimum of 5 teams. These teams must cover at least two of three categories Men, Women and Mixed.
2. The George Payton Memorial Trophy applies to all Men's Interclub Competitions, and to be eligible a club must enter a minimum of 3 men's teams.
3. The Jean Shelton trophy applies to all Women's Interclub Competitions and to be eligible a club must enter a minimum of 2 women's teams.
3. The winners of each trophy shall be the clubs with the best average ranking in all events played in. This will be calculated as follows:

Placing in each grade divided by the number of teams or clubs in each grade. (Examples 3rd out of 8 = 37.5, 15th out of 25 = 60). Each clubs total of these points is then divided by

the number of teams or positions each club fields in weekly competitions. The club with the lowest score gains first place.

Where two or more teams from one club are in the same grade all teams' positions in that grade are counted.

Bowler of the Year Awards

The Stan Seear Trophy (man)

Millie Khan Memorial Trophy (woman)

Bowls Dunedin Inc Members Only

Conditions Governing the Award

1. The trophy, and badge, will be presented to the bowler with the greatest number of points in Centre Events, Singles, Pairs, Triples, Fours, Mixed Pairs, Champion of Champion Singles, Pairs, Triples and Fours and Senior Bowls3Five (Junior Fours, Champion of Champion Junior Singles, Junior Bowls3Five and Champion of Champion Veteran Singles do not qualify).
2. Points are allocated as follows:
Winning Team - 7 points per player
Runner-Up - 3 points per player
Losing Semi-Finalists - 1 point per player
If the players are still equal, then the player who won the most centre events during the season be declared the winner.

Final Results and Awards

1. All results of all Bowls Dunedin Centre Competitions on the Bowls Dunedin website are provisional and remain unofficial until announced and therefore confirmed at the Annual Awards.

Bowls Dunedin Tournaments

Men's Junior Fours/Friendship Fours (Women's)

1. Junior Fours (i.e., 0-5 years).
2. Composite teams allowed i.e., players from more than one club.
3. Qualifying rounds - 3 games of 15 ends with a 2 hour, time limit.
4. Winners of 2-3 games qualify for post section play.
5. Post section - 15 ends with a 2-hour limit.
5. This event does not count towards a Gold Star.

Women's Ballard Brooch

1. Each club is permitted to enter one selected four team.
2. Qualifying rounds - 3 games, 15 completed ends, 2 bowls, 2-hour time limit.
3. Winners of 2-3 games qualify for post-section play.
4. Post section - 15 ends no time limit.
5. This event does not count towards a Gold Star.
6. The Ballard Brooches are to be presented to the winners on the night of the Annual Awards and to be returned to the Centre Manager for safekeeping at the conclusion of the ceremony for safekeeping. A replica brooch will be awarded to each member of the team as a keepsake.

Bowls New Zealand Inter-Club Sevens

World Bowls Laws the Sport of Bowls (Crystal Mark Third Edition) and includes the Domestic Regulations of Bowls New Zealand.

1. A club is entitled to enter more than one side in the Division. Where a club has more than one side in the Division,

movement between sides in that Division is not permitted, after playing three games in one of the sides in that Division. Each club side will comprise a Singles player, a Pair and a Four.

2. Playing Format - Play will start at 8.30am.

Singles - 21 shots up 4 bowls or 2¼ hours

Pairs - 18 ends 3 bowls or 2¼ hours

Fours - 15 ends 2 bowls or 2¼ hours

All games to be played to the end irrespective of the score.

In the event of a draw in any game no extra ends will be played.

Host Clubs to ensure Singles markers are available.

After commencement of the first end of the first game, changes will only be allowed related to the team order within each team between rounds. Any changes to the order of the team play must be advised to the Operations Convenor.

3. In all qualifying games three points will be awarded for each game won. One point will be awarded for each game drawn.

If sides are equal on points after section play is completed the winner will be the side with the highest net total of shots. If the match points and the net total of shots are equal the side with the lowest "total shots against" will be the winner. All Section winners will progress through to post section play.

If match points, net total of shots, "lowest shots against" are all equal the winner will be the team who won the game when the two teams met.

4. Post Section Play - No Time Limit.

Will be a sudden death system. Three points will be awarded for each game won. If after playing the final end in any game, the scores are equal an extra end or ends must be played to decide the result.

5. Men's Division – Post Section. The section winners
Women's Division - Post Section. The section winners.
6. All qualifying games will be played on Saturday 10 February 2023 commencing at 8.30am.
7. Post Section games will be played on Sunday 11 February 2024 commencing at 8.30pm

Controlling Body:

8. Play will be under the control of the Bowls Dunedin Operations Committee.
9. Winners of the Dunedin Centre competition will receive a certificate and will be invited to represent Bowls Dunedin at the National Interclub Sevens Tournament in Wellington.

Bowls New Zealand

Senior Bowls3Five

1. Each club is entitled to enter teams of 3 players only per club team. Each triple must have one player from the opposite gender.
2. All qualifying games will be played on a Sunday 18 February 2024 commencing at 9am.
3. Post Section games will be played on Sunday 25 February 2024 commencing at 9am.
4. Depending on entry numbers the format has not yet been defined.
5. Clubs can enter multiple teams.
6. Players **cannot** move between club teams if a club has more than one team.

7. Games must be played as per the Conditions of Play set by Bowls New Zealand. No alterations are allowed.
8. Greens must be marked according to conditions set down.
9. Winner plays another Regional winner on completion.

Junior Bowls3Five

1. Each club is entitled to enter teams of 3 players (optional mixed) playing triples. Players must be 5 years and under.
2. All games will be played on a Wednesday evening commencing at 6.15pm.
3. Dates prior Xmas are: 8, 15, 22, 29 November, 7, 13 December
4. Dates after Xmas are: 17, 24, 31 January, 7, 14, 21 February
5. Competition will be played on a round robin basis dependent on entries received.
6. Games must be played as per Conditions of Play set by Bowls NZ. No alterations are allowed unless stated here.
7. Greens must be marked according to conditions set down.