

LINCOLN BOWLING CLUB CONDITIONS OF PLAY 2026-27

CLUB CHAMPIONSHIPS GENERAL CONDITIONS

1) ELIGIBILITY

- a) Only full financial members may enter club championships.
- b) 1st and 2nd Yr is restricted to one- and two-year players.
- c) Under 5s is restricted to year 0-5year players
- d) For bowlers joining from overseas, years played overseas as a full member will count for determining eligibility to play in club year 1-2 and year 1-5 events
- e) All other events are open to all full financial members

2) ENTRIES

- a) Entries should be made in a manner and by a date and time determined by the match committee.
- b) The match committee may solicit further entries after the closing date in order to avoid byes or increase numbers to a viable level.

3) DRAWS

- a) The match committee shall conduct the draw in a random fashion.
- b) The draw shall be posted on website and bowls room preferably at least one to two days before any set date or 'to be played by' date for the first round.
- c) In events with two lives the match committee may, where practical when conducting the draw, take steps to avoid players/teams receiving a bye in both lives or playing the same team in the first round of both lives.

4) RINKS

- a) Unless directed by the match committee or the greenkeeper, rinks for all championship matches must be drawn using the rink selector in the bowls room or by online T.M. model.
- b) Where the green is set out as 8 rinks, players/teams are not obliged to play on an end rink and may redraw provided there are inside rinks free.

5) SET DATE EVENTS

- a) Where there are set dates for each round the dates shall be adhered to.
- b) No player/ team shall arrange to play their match on an alternative date or time without the consent of the match committee. Such consent will only be granted in exceptional circumstances

6) TO BE PLAYED BY EVENTS

- a) Where no fixed dates are specified but are "to be played by certain dates", it is the responsibility of both players/teams to contact the opponent to arrange the date and time of the match.
- b) Where a match has not been played by the scheduled date, one or both players/teams may be deemed to have forfeited the match as determined by the match committee.
- c) The match committee may grant an extension beyond the scheduled date if the circumstances warrant it but have the right not to grant an extension if they believe the match could have been played in time.

7) TRIAL ENDS

Before the commencement of play in the first match on a day one trial end in each direction may be played but they must be completed before the scheduled start time.

8) MARKERS

All singles matches should be played with a marker.

9) SUBSTITUTES

Bowls New Zealand Domestic Regulations for substitutes apply. Substitute players can-not Skip.

10) DISPUTES

Any dispute must be referred to the Bowls Manager in writing within 48 hours for consideration by the match committee whose decision shall be final.

11) UNFORSEEN OR EXCEPTIONAL CIRCUMSTANCES

The match committee may vary conditions as they deem appropriate if unforeseen circumstances arise.

12) INCLEMENT WEATHER

- a) Should weather prevent the commencement or completion of a match on a fixed date match the match committee shall set an alternative date for the playing or completion of the round.
- b) Should weather prevent the commencement or completion of a "to be played by" match the players/teams shall set an alternative time or date before the scheduled finish date for the round.
- c) Where matches cannot be completed the players/teams shall agree on the score to date and complete a scorecard. Play shall resume at the previously recorded score.
- d) In the event of inclement weather preventing completion of a game, 75% of the scheduled ends played will constitute a game. e.g. 12 ends in a 16-end game. For Singles, 75% of 21 shots will constitute a game.

	Ends	Ends	Ends	Shots (Singles only)
Scheduled	16	18	21	21
75% of scheduled	12	14	16	16

Players should not enter Club Championships if they are unavailable for later rounds

MEN'S CHAMPIONSHIP EVENTS

JACK

Delivery of jack as per Bowls NZ rules. Incorrect delivery of the jack is returned to opposition player for delivery. If the Jack goes out of play after the opponent's delivery, the Jack goes on the 2-metre mark. Killed Jack – Dead end, end to be replayed.

SCORING

In Men's Singles events scoring will be Wins – Draws – Differential – Ends.

In all other Men's events scoring will be Wins – Draws - Ends – Differential.

In all games, an extra end is to be played if tied.

TEAMS

Pairs & Triples: Enter with partners of choice.

Fours: The match committee will select the appropriate number of Skips from entries and conduct a draw, where each Skip selects their team from the remaining entrants.

MEN'S SINGLES

1st & 2nd Yr and U5's Singles: If <8 players, Butterfly Draw, two lives each, 21 shots, no time limit. Semis and/or Final played on Club Finals day. If 8 or more players, section play, top four qualify for post section.

All Singles: No player shall go to the head until after their third or fourth bowl has been played.

	<u>Bowls</u>	<u>Qualifying Rounds</u>	<u>Post Section</u>
Men's Singles	4	21 shots or 1hr30m	21 shots
Men's Pairs	3	21 ends or 1hr30m	21 ends
Men's Triples	2	18 ends or 1hr30m	18 ends
Men's Fours	2	16 ends or 1hr30m	16 ends

MEN'S POST SECTION PLAY

The top four teams qualify for post section play.

1st player/team plays 4th & 2nd player/team plays 3rd.

Sudden death knockout, no time limit.

WOMEN'S CHAMPIONSHIP EVENTS

ALL WOMEN'S CHAMPIONSHIP EVENTS

Depending on the number of entries. Teams will play each other in their section.

Team with the most wins in each section goes through to a semi-final and final.

Final Day or date will be allocated by the Match Committee.

No time limit for all games

JACK

Delivery of jack as per Bowls NZ rules. Incorrect delivery of the jack is returned to opposition player for delivery. If the Jack goes out of play after the opponent's delivery, the Jack goes on the 2-metre mark.

Killed Jack - Dead end, end to be replayed.

SCORING Shots For – Shots Against – Number of Ends

TEAMS

Pairs & Triples: Enter with partners of choice.

Fours: The match committee will select the appropriate number of Skips from entries and conduct a draw, where each Skip selects their team from remaining entrants

Women's Singles	4 bowls	21 shots	(Open, U5's, 1 st & 2 nd Year)
Women's Pairs	3 bowls	18 ends	extra end if drawn
Women's Triples	2 bowls	18 ends	extra end if drawn
Women's Fours	2 bowls	16 ends	extra end if drawn

MIXED CHAMPIONSHIP EVENTS

ALL MIXED CHAMPIONSHIP EVENTS

Teams will play in sections; the number and size of sections will depend on the number of entries

Teams with the most wins in section play go through to a semi-final/final (11 or more teams) or a straight final (10 or fewer teams).

Post section play will be sudden death knockout, no time limit.

JACK

Delivery of jack as per Bowls NZ rules. Incorrect delivery of the jack is returned to opposition player for delivery. If the Jack goes out of play after the opponent's delivery, the Jack goes on the 2-metre mark.

Killed Jack – Dead end, end to be replayed.

TEAMS

Mixed Triples: Each team will have 3 players: 2 men and 1 woman or 2 women and 1 man.

Mixed Fours: Each team will consist of 2 men and 2 women. The match committee will select the appropriate number of skips from entries and conduct a draw where skips select their team from the remaining entrants.

SCORING

For all mixed championship events: Wins – Draws - Ends – Differential

An extra end is to be played if scores tied after the time limit or the allocated number of ends.

	<u>Bowls</u>	<u>Qualifying Rounds</u>	<u>Post Section</u>
Mixed Pairs 2-4-2	4	14 ends or 2hrs	14 ends
Mixed Triples	2	14 ends or 1hr30m	14 ends
Mixed Fours	2	16 ends or 1hr30m	16 ends

FRIENDLY INTERCLUB EVENTS

All are played games on home and away basis on alternate seasons.

Number of teams to be decided in consultation with the other club.

All interclub events are played with 2 bowls.

The winner is the club with the most overall wins.

<u>EVENT</u>	<u>TEAMS</u>	<u>PLAY</u>
Jack Cup v Halswell	Mixed Fours	2 games, 1hr each
Manson Trophy v Tai Tapu	Fours (can be mixed)	1 game, 1hr30m
East Brook Cup v Kirwee	Fours (can be mixed)	2 or 3 games, 1hr each
Owen Shield v Bowls Papanui	Fours (can be mixed)	1 game, 18 ends

CLUB TOURNAMENTS

JACK

Incorrectly delivered of the jack is placed by opposition skip.

Killed jack is placed on 2 metre mark.

TEAMS: A/C = Any Combination, MX = Mixed

SCORING: W = Win, DW = Draws, E = Ends, DF = Differential

<u>TOURNAMENT</u>	<u>TEAMS</u>	<u>BOWLS</u>	<u>GAMES</u>	<u>LENGTH</u>	<u>SCORING</u>
Martin Cup A/C Pairs	Drawn A/C	3	3	45mins	W-DW-E-DF
Bisset Trophy (round robin)	Drawn MX	2	3	50mins	W-DW-E-DF
Alan Eathorne (round robin)	Drawn MX	2	3	60mins	W-DW-E-DF
Friday 2-4-2 Pairs	A/C	4	4	1h10m or 8 ends	W-E-DF
Tuesday Winter 2-4-2	A/C	4	4	6 ends	W-DW-E-DF
Saturday Winter Triples	A/C	3	3	7 ends	W-E-DF
Wednesday Lex Stewart	A/C	2	3	70mins	W-E-DF

PROGRESSIVE PAIRS EVENTS

The following events are played as progressive pairs with partners changing each game.

	<u>Bowls</u>	<u>Play</u>	<u>Trophies</u>
Women's Nana's Trophy	3	6 ends, 3 games	Winner & Runner-Up
Women's Molly Blackmore	4	6 ends, 3 games	Highest score over 3 games, one winner
Mixed Progressive Pairs	3	6 ends, 3 games	Trophies for Best Skip, Best Lead