

## ELLESMERE BOWLS SUB-CENTRE

### Standard conditions of play 2025-2026

#### **These conditions apply to all Ellesmere Competitions**

**Laws and Regulations** – All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Fourth Edition and Bowls New Zealand Domestic Competition Regulations.

**Eligibility** – Only paid up financial full members or Life members of Ellesmere Clubs can play in Ellesmere competitions.

**Dual Members** – A player who is a fully paid-up financial member of more than one club can play for any club they are a member of in Ellesmere competitions but in club championships they can only play once in any discipline i.e. they cannot play singles at more than one club. They can play different disciplines at different clubs e.g. singles at one club and pairs at another.

**Entries** – are to be made using the on-line entry system available on the Ellesmere Website prior to the closing date. Late entries will not be accepted unless they fill a bye.

**Draws** – will be posted in the Ellesmere website. Interclub draws will also be sent to club secretaries.

**Interclub results** – the host club is responsible for sending results to the Results Recorder (recorder@ellesmerebowls.com) using the fillable PDF form which can be downloaded from the Ellesmere website. Results should be sent via email no longer than 2 days after the game.

**Results Recorders** – are responsible for maintaining accurate records of interclub games and for updating results on the Ellesmere website each week.

**Host club responsibilities for Interclub games** – the host club is responsible for markers, scorecards, umpires, sending in results and supplying adequate cooled water in hot conditions.

**Trial ends** – before the scheduled start of play of the first game of the day one trial end may be played in each direction

**Practice ends** – are only allowed if a player or team has a bye while a future opponent is playing, provided that a neutral rink is available. There is no restriction on the number or practice ends or how many bowls are used.

**Clothing** – players should wear their club approved uniforms

**Playability of greens** – the decision of the greenkeeper or their designated deputy on whether play can start or continue is final.

**Scorecards** – skips are responsible for the scorecards which should have all players first name and surname printed legibly on them and be signed by both skips. A signed card is the final official result. Both skips will be supplied with a scorecard in all interclub fixtures. One card is retained by the host club for sending results to Results Recorder, the other is retained at the away teams club to be kept until one month after the conclusion of the final game in case of any discrepancy. For other competitions only one card will be used.

**One short in side games** – as per Law 39 if a side is one player short, play can continue with either a four or triple playing one short. At the end of the fours game a quarter of the score rounded to the nearest whole number shall be deducted or in the case of a triples game one third of the score shall be deducted. In fours the lead and seconds play three bowls and the skip two. In triples both players play three bowls.

**Lateness** – If 30 mins have elapsed since the scheduled start time (or 10 mins in championship games) one or more players are absent the defaulting team forfeits the game. In time limit games if a game commences after the scheduled start time (but not in championship games) when the scheduled time limit is reached if the non-offending team is ahead on the scoreboard the game is finished. If the non-offending team is behind they may claim the time the offending player/team, was late to complete the game.

**Restrictions of the Movement of Players to the head** – players can only walk to the head during the game as follows,

Singles – opponents after delivery of their 3<sup>rd</sup> and 4<sup>th</sup> bowls

3 Bowl Pairs – leads after delivery of their 3<sup>rd</sup> bowl, skips after their 2<sup>nd</sup> or 3<sup>rd</sup> bowl

2-4-2 Pairs – “Leads” after their 2<sup>nd</sup> bowl “Seconds” and “Thirds” after their 4<sup>th</sup> bowl and “skips” after each of their bowls.

Triples – leads and seconds after delivery of the seconds 2<sup>nd</sup> bowl, skips after each bowl

Fours - leads and seconds after delivery of the seconds 2<sup>nd</sup> bowl, thirds after delivery of their 2<sup>nd</sup> bowl and skips after delivery of either of their bowls.

**Unfinished games** – if play is cancelled due to adverse weather, 75% of the scheduled ends played will constitute a game e.g. 16 ends in a 21 end game, 14 ends in the 18 end game and 12 ends in a 16 end game. If play stops before 75% of the ends are completed the game will need to be completed on another day or if no game in the round is completed before play stops the round the match committee may be cancel the entire round.

**Hot weather** – when the ambient temperature reaches 33 degrees play may be suspended until the temperature reduces.

**Small clubs** – clubs with 20 or less members may combine to enter an interclub team except in the Rooster.

**Substitutes** – will be subject to approval in line with Bowls NZ Domestic Regulations. Substitutes may be temporary or permanent. Substitutes cannot skip. Substitutes introduced after a game commences must play in the same position as the substituted player but in any subsequent game the order of players in a team may be changed. A Substitute is not permitted in any singles game, except in a side game, where another player in the side must play the singles and the substitute play in one of the other teams.

**Canvassing for teams**- when there is an uneven number of entries once entries close the Match Committee has the right to canvass for extra teams to prevent a bye and to amend eligibility restrictions to allow introduction of such a team.

**Varying conditions** -The match committee has the right to amend or vary conditions as per Law 55.3.4 if necessary.

### **Conditions of play for Champion of Champion Competitions**

Entries must be made online via the Ellesmere website by 9pm the Wednesday prior to the event.

Start time – 9 am at the designated host club

Singles 4 bowls 21 shots

Pairs 3 bowls 18 ends

Triples 2 bowls 18 ends

Fours 2 bowls 16 ends

Knockout format, extra end(s) to be played in event of a tie

Host club to provide markers for the first round. Losing players must mark subsequent rounds when directed.

### **Conditions of play for Championship Competitions**

Start time 9 am at the allocated green

Entries must be made online via the Ellesmere website by 9pm the Wednesday prior to the event.

All team members must be from the same club

In singles games scoring will be *Wins/Draws/Diff/Ends*

In all other games scoring will be *Wins/Draws/Ends/Diff*

Teams with a bye will be awarded a win and points based on the average winning score for that round

Draws count

Incorrectly delivered jack is redelivered, killed ends are replayed.

The top two teams in each discipline play off on finals day

Where two greens are used due to the number of entries the top two will be based on the results over the two greens rather than the top team on each green.

### Men's and Women's Singles

4 bowls, 1½ hours or 21 shots

Final 15 ends no time limit

### Men's and Women's Pairs

3 bowls, 1½ hours

Final 13 ends no time limit

### Men's Triples

2 bowls, 1½ hours

Final 13 ends no time limit

### Fours, Any combination

2 bowls 1½ hours

Final 11 ends no time limit

### Mixed Pairs

4 bowls, 2-4-2 format, 1½ hours

Final 11 ends no time limit

## **Conditions of Play for Rooster Competition**

Start time 1.30 pm Saturdays

Round robin, home or away basis

Each side will comprise of 6 players, all male, a singles player, a pairs team and a triples team. Each club will name 6 permanent players for each side and advise the Results

11<sup>th</sup> January 2026

Recorder of the names prior to the first round. The named players cannot play in any other team entered by their club. Players who are not named can substitute in any team but once they have played 3 games for any one team they cannot play in any other team that season. Substitutes cannot play singles. Players who usually play Chatterton Cup can substitute but once they have played 3 games in the Rooster they cannot return to the Chatterton that season.

Singles 4 bowls 25 shots, pairs 3 bowls 21 ends, triples 2 bowls 21 ends. No time limit on any game. Incorrectly delivered jack is redelivered, killed ends are replayed

Scoring will be by *Wins/Draws/Ends/Diff*. In the event of tie there will be a play-off on a neutral green.

Draws count

Teams with a bye or a defaulting opponent will be awarded a win and points based on the average winning score in that round. Where a club has more than one team entered a team will not be awarded a win for a default gained from another team within the club.

Rounds postponed due to weather will be replayed but any game that cannot affect the outcome of the competition will not have to be played.

### **Conditions of play for the Bert Chatterton Memorial Cup**

Start time 1.30pm Saturdays

Partial Round Robin, home or away basis

Each side will comprise 5 players, any combination, a singles player, a pairs team, a triples team and a fours. Players should all be from the same club except that an opposing club may lend up to 2 players to the opposition who should be graded as leads or seconds to prevent a default.

Chatterton players may substitute in the Rooster but only on three occasions after which they cannot return to the Chatterton that season.

Two games a day, first game singles and fours, second game pairs and triples. Draws count.

Singles 4 bowls 21 shots or 1¼ hours

All other games 1¼ hours Draws count.

Scoring will be *Wins/Draws/Ends/Diff*. In event of a tie a play-off will be played on a neutral green.

Weather cancellations - if a round is called off before play starts it will not be replayed. If play is suspended before the first game is completed that game must be completed before commencing the second game. If the first game is not completed at all venues then the round will be cancelled. If play is cancelled during the second game the game will be

considered complete if 1 hour has been played otherwise the game will be considered a draw and point awarded on the basis of averages for that round.

### **Conditions of Play for the Ellesmere Cup Fours**

Start time 1pm Tuesdays. Round Robin. 18 Ends. No time limit. All games are played on one allocated green each week

Each side will consist of 4 players, all female, although one male is permitted as long as they are graded as a lead and play as a lead. Alternatively the opposing club can lend a women player to prevent a default.

2 bowls each

Scoring will be *Wins/Draws/Ends/Diff*. In event of a tie will be played on a neutral green.

Teams with a bye will be awarded a win and points based on the average winning score for that round. Draws count, incorrectly delivered jack is redelivered, killed ends are replayed.

The match committee will make a decision on calling play off by 11am on the day and have the right to decide if the round will be replayed.

### **Conditions of Play for the Ellesmere Fives Competition**

Start time 1.30 pm Saturdays. All games will be played on 2 allocated greens each week

Each side shall consist of 5 players, a pairs team and a triples team, any combination. Players should be from the same club except the opposing club may lend up to 2 players to prevent a default; these players should be graded as leads or seconds and play in those positions.

All games 1¼ hours, draws count. Pairs and triples 3 bowls each. Two games a day played against different clubs

Scoring will be *Wins/Draws/Ends/Diff*. In event of a tie a play-off will be played on a neutral green.

Teams with a bye will be awarded a win and points based on the average winning score for that round.

Incorrectly delivered jack is placed by the opposition, a killed jack is placed on the 2 metre mark.

Weather cancellations -if a round is called off before play starts it will not be replayed. If play is suspended before the first game is completed that game must be completed before commencing the second game. If the first game is not completed at all venues then the round will be cancelled. If play is cancelled during the second game the game will be considered complete if 1 hour has been played otherwise the game will be considered a draw and point awarded on the basis of averages for that round.