

National Champion of Champions

Singles, Pairs, Triples, Fours and Mixed Pairs

Conditions of Play
(Updated 20 April 2026)



BOWLS
NEW ZEALAND
AOTEAROA

1. STATUS

- 1.1 These Conditions of Play are made in accordance with Law 57.2 of the Laws of the Sport, which permits Bowls New Zealand as a Controlling Body to establish Conditions of Play to cover certain aspects of the event. These Conditions of Play set out the conditions for the Bowls New Zealand National Champion of Championship Singles, Pairs, Triples, Fours and Mixed Pairs Competition and applies to all players, Clubs and Centres participating.
- 1.2 These Conditions of Play have been developed and issued by the Bowls New Zealand Chief Executive Officer in accordance with Bowls New Zealand's Regulations (Bowls New Zealand Events).
- 1.3 All games will be played in line with the Laws of the Sport of Bowls (Crystal Mark Fourth Edition)

2. NAME OF EVENT, DATES AND VENUES

2.1 **Event Name:** Bowls New Zealand National Champion of Champions Singles, Pairs, Triples, Fours and Mixed Pairs.

2.2 **Dates and Venues:**

July 10th – 12th 2026: Men's Singles at Royal Oak Bowls (Auckland)

July 17th – 19th 2026: Women's Singles at Dunedin Lawn Bowls Stadium (Dunedin)

July 24th - 26th 2026: Men's Fours at Dunedin Lawn Bowls Stadium (Dunedin)

July 31st – 2nd August 2026: Women's Fours at Bowls Hastings (Hastings)

August 7th – 9th 2026: Men's Pairs at Bowls Hastings (Hastings)

August 14th – 16th 2026: Women's Pairs at Bowls Hastings (Hastings)

August 21st – 23rd 2026: Men's Triples at Pukekohe Cosmopolitan Club (Auckland)

August 28th – 30th 2026: Women's Triples at Pukekohe Cosmopolitan Club (Auckland)

September 4th – 6th 2026: Mixed Pairs at Pukekohe Cosmopolitan Club (Auckland)

Other outdoor venues may be used to support a draw.

Based on entry numbers some rounds may be required to be played at a second outdoor venue to accommodate the draw.

3. CONTROLLING BODY

- 3.1 Bowls New Zealand is the Controlling Body.
- 3.2 Tournament Director: Appointed by Bowls New Zealand.

4. DEFINITIONS

The words and phrases used in these Conditions of Play shall have the same meaning as defined in Bowls New Zealand's Regulations and the Constitution of Bowls New Zealand, unless otherwise specified in these Conditions of Play.

- 4.1.1 **Bowls New Zealand Tournament Director** means the person appointed by Bowls New Zealand for the event on such terms and conditions as Bowls New Zealand determines.
- 4.1.2 **Event** means the Bowls New Zealand National Champion of Champions.
- 4.1.3 **Laws of the sport** means the World Bowls Laws of the Sport of Bowls (Crystal Mark Fourth Edition) and includes the domestic regulations of Bowls New Zealand.
- 4.1.4 **Open Tournament** means a competition, tournament or event for the game of Bowls which is open for entry to any full playing members of any Club or Centre.
- 4.1.5 **Season** is the period of competition for the game of Bowls which for the purposes of these Conditions of Play shall commence on 1st July and end on 30th June the following year.
- 4.1.6 **Uniforms** are the apparel worn by competitors and refer to: but not limited to Jackets, Jumpers, Shirts, Pants, Shorts

5. ENTRY

5.1 Participants in each discipline shall be the affiliated Centre Champion in that discipline and must (in the case of Pairs, Triples, Fours and Mixed Pairs) be a member of the same club.

Bowls New Zealand's preference is that centres adopt the pathway competition qualifying process. Special dispensation may be given to a smaller centre upon request, where the centre believes that an open centre qualifying event is warranted, based upon the number of clubs or geography of the centre.

- a) Each Centre must hold a Centre Qualifying Competition for this Event.
- b) If an individual player from the winning team in pairs, triples, fours or mixed pairs are unable to attend the National Final, then Bowls New Zealand's Regulations in respect of substitutes will come into effect and the Bowls New Zealand Tournament Director must be notified immediately of any such requests for substitutes. Only the winning team from each centre is entitled to represent their Club/Centre at the national finals.
- c) Bowls New Zealand reserves the right to cancel any of the National Finals if the number of teams entered in any discipline does not reach a minimum of 12 entries from the 27 eligible centres.

5.2 A player and / or player in a team can only win one club championship or centre Champion of Champions event per discipline in a single season. For clarity, if a player wins any club championship, in any discipline, then they may NOT enter that same discipline at any other club, in any centre, in the same season.

A player and / or player in a team can only play in one active club championship discipline at any one time. For clarity, the player may enter another club's (if they are a full playing member) championship in the same discipline ONLY after the first club's championship in the same discipline has concluded and/or they are knocked out of that club's event.

6. PLAYING FORMAT (Applicable to Singles, Pairs, Triples, Fours and Mixed Pairs)

6.1 General

6.1.1 **Time Limits:** All games in section play to be played to a 2 ½ hour (150 minute) time limit

6.1.2 Section Play:

- (a) Each team will play four section-play games, scheduled across five or six rounds. A minimum of three (3) wins from these four games is required to qualify for post-section play.
- (b) Teams will play at least two rounds per day and may have up to one bye round in any given day.

6.1.3 Format

- (a) **Singles:** First to 21 shots, Four bowls of a set to be played by each player.
- (b) **Pairs:** 18 ends, Three bowls of a set to be played by each player.
- (c) **Triples:** 18 ends, Two bowls of a set to be played by each player.
- (d) **Fours:** 15 ends, Two bowls of of a set to be played by each player
- (e) **Mixed Pairs:** 14 ends, Four bowls of a set to be played by each player in the following sequence.

1st End (and subsequent odd numbered ends)

- i. Team A Player 1: delivers two bowls alternatively with Team B Player 1
- ii. Team B Player 1: delivers two bowls alternatively with Team A Player 1
- iii. Team A Player 2: delivers four bowls alternatively with Team B Player 2
- iv. Team B Player 2: delivers four bowls alternatively with Team A Player 2
- v. Team A Player 1: delivers two bowls alternatively with Team B Player 1
- vi. Team B Player 1: delivers two bowls alternatively with Team A Player 1

2nd End (and subsequent even numbered ends)

- i. Team A Player 2: delivers two bowls alternatively with Team B Player 2
- ii. Team B Player 2: delivers two bowls alternatively with Team A Player 2
- iii. Team A Player 1: delivers four bowls alternatively with Team B Player 1
- iv. Team B Player 1: delivers four bowls alternatively with Team A Player 1
- v. Team A Player 2: delivers two bowls alternatively with Team B Player 2
- vi. Team B Player 2: delivers two bowls alternatively with Team A Player 2

6.2 Post Section Play:

- (a) Post Section play will be sudden death knock-out.
- (b) All games will be played to a 2 ½ hour (150 minute) time limit, with the exception of semi-finals and finals which will have no time limit.
- (c) All byes will be disposed of in the first round of post section.
- (d) Post section times and rounds are subject to change based on the number of qualifiers
- (e) At least one round of post-section play will be scheduled for Saturday when either of the following is true:
 - i. There are only five (5) rounds of qualifying scheduled.
 - ii. The number of qualifiers is above eight (8)

7. GAME FORMAT (Applicable to Singles, Pairs, Triples, Fours and Mixed Pairs)

7.1 Starting the game

7.1.1 Trial Ends

- (a) One trial end in each direction will be allowed before competition commences each day in accordance with Law 5.1 of the Laws of the Sport.
- (b) In the event that a player / team has a bye in the first round of the day and are scheduled to play against an opponent competing in the first round, they will be entitled to practice (on another available rink); and to have trial ends on the rink of play along with their opponents.
- (c) Should players be required to change greens during the day an extra set of trial ends will be allowed.
- (d) All trial ends must be completed before the scheduled start time of the game they relate to.

7.1.2 Tossing for start of play

- (a) Skips or opponents in singles must toss a coin. The winner will decide who must play first.

7.2 Practice.

- 7.2.1 If a player / team has a bye in any given round and are scheduled to play an opponent playing in the same round as their bye then that player / team is entitled to practice (on another available neutral rink).

7.3 Dead Ends.

- 7.3.1 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.

- 7.3.2 In a Mixed Pairs game, a dead end must be played using the same player sequence.

7.4 Drawn Games

- 7.4.1 If the game is tied at the conclusion of the allocated ends or at the end of the time limit, an extra end(s) will be played to determine a winner. Skips or opponents in singles must toss a coin and the winner will decide who must play first.

7.5 Reporting to Venue:

7.5.1 Teams/players must report in 30 minutes before their scheduled start time.

- (a) Games will be permitted to start before scheduled start time if:
- i. Both teams/player be ready to play their game.
 - ii. There is an available marker (for singles)
 - iii. The umpire approves an early start.

7.5.2 Teams/players leaving the venue at any point are to advise the umpire.

7.6 Markers

7.6.1 In singles games, players on their bye may be required to mark another game that round, the umpire will advise players if this is required.

7.7 Alterations to the Format and Length of Games.

7.7.1 The Controlling Body reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical.

7.7.2 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.

7.8 Restricting the Movement of Players.

7.8.1 In time limit games, the movement of players during play shall be restricted as specified in Appendix A. A.4 - 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 Games:**

The opponents: after delivery of their third and fourth bowls.

ii. **Pairs Games:**

The leads: after delivery of their third bowl.

The skips: after delivery of their second and third bowls.

iii. **Triples Games:**

The leads: after the delivery of their second bowl.

The seconds: after the delivery of their second bowl.

The skips: after the delivery of each of their bowls.

iv. **Fours Games:**

Leads: After the second player in their team has delivered their second bowl. Seconds: after delivery of their second bowl.

Thirds: after delivery of their second bowl.

Skips: after delivery of each of their bowls.

v. **Mixed Pairs Games:**

The player delivering the first two and last two bowls of an end: after delivery of their second, third and fourth bowl.

The player delivering the middle four bowls of an end: after the delivery of their fourth bowl.

7.8.2 In exceptional and limited circumstances, a Singles player can ask the marker for permission to walk up to the head earlier than described in Appendix A.4.1 of the Laws of the Sport.

(a) If a player does not meet the requirements of Appendix A.4.1, Law 13 of the Laws of the Sport shall apply.

7.8.3 Prior to the start of each end the following players must take their positions at the matend of the green:

(a) **Singles:** both players.

(b) **Pairs:** the leads.

(c) **Triples:** The leads and seconds.

(d) **Fours:** The leads, seconds and thirds.

(e) **Mixed Pairs:** The players delivering the first two bowls of the end.

7.8.4 **Position of Players (Broadcast rinks)**

(a) In any broadcast match the following team members must remain on the banks when at the head end of the rink.

i. Triples: the lead.

ii. Fours: the lead and second.

7.9 **Absentee Players**

7.9.1 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.

7.10 **Defaults**

7.10.1 If a player or team defaults their score will be recorded as a loss. The non-offending team will be awarded a win.

8. SUBSTITUTIONS

8.1 Substitutions will be allowed per Bowls New Zealand Domestic Regulations. (Substitute Players) – [Bowls New Zealand Domestic Regulations](#)

9. FOOTWEAR, CLOTHING AND EQUIPMENT.

9.1 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.

9.2 Any Player with a physical disability may use an appropriate support, wheelchair, scooter, or bowling aid, provided its use causes no damage to the green. All appropriate support equipment must comply with the Laws of the Sport and Bowls New Zealand Domestic Regulations.

9.3 All members of a team must wear the same uniform. Any garment may display logos; however, the Controlling Body may impose conditions to avoid conflict with Tournament Sponsors. Teams and players must also ensure uniforms and apparel do not display overseas gambling advertising logos, in accordance with the [Gambling Act 2003 – Section 16: Prohibition on Overseas Gambling Advertising](#).

9.4 Failure to comply with clause 9.3 will result in the offending player or team being defaulted for each round until they comply with clause 9.3.

9.5 Players may be required to place stickers on their bowls to assist in identifying bowls during matches that are to be broadcast. Stickers will be supplied by Bowls New Zealand.

9.6 Players in broadcasted matches may be required to wear uniforms (shirts and jumpers) provided by Bowls New Zealand. These will be supplied prior to play, and players required to wear them may keep the uniforms once their game has finished.

9.7 Use of Electronic Devices

9.7.1 Pursuant to Law 41.7, players with a hearing disability can use electronic devices to verbally communicate with each other while on the rink of play, or with a marker in a singles game.

9.7.2 Electronic devices should not interrupt or interfere with any other players or disrupt the flow of the game. The electronic device must be non-intrusive to other players or officials that are present on the green at any time during a game. As a guide, the use of the device should be no more intrusive (in terms of volume) than any other conversation between players in any game.

10. SMOKING, VAPING, ALCOHOL AND BETTING.

10.1 Subject to any further restrictions in specific Conditions of Play, the following smoking, alcohol and betting policies apply:

10.1.1 There shall be no smoking anywhere in a Club house or on the greens or surrounds at a National Event. Smoking and / or vaping may only occur in designated smoking areas.

10.1.2 The drinking of alcohol at is restricted as follows:

(a) Alcohol may only be consumed in accordance with the host Club's license at all times.

(b) Players must not consume alcohol while involved in a game on:

i. A Broadcast rink; or

ii. Any rink on a green where a broadcast is taking place

This restriction applies to for the full duration of the game.

10.1.3 Players found to be in breach of 10.1.1 or 10.1.2 will be referred to Jury of Appeal

10.1.4 This event is one on which sports betting may be supported by the New Zealand TAB. All players participating in the event, Umpires/Technical Officials and all other officials officiating at the event are prohibited from placing bets and benefiting financially from bets placed by others.

11. OFFICIALS

11.1 The appointed Chief Technical Official for each event will be responsible for:

11.1.1 Ensuring that Umpires are allocated at all venues in use for the Event.

11.1.2 Allocation of Markers for singles matches.

12. MEDALS

12.1 All players reaching the semi-finals or further will receive a Bowls New Zealand certificate (on request) and a bronze or silver medal, winners in all disciplines will receive a Bowls New Zealand gold medal.

13. JURY OF APPEAL

13.1 A Jury of Appeal shall be appointed by the Bowls New Zealand CEO, or their appointee, for the purpose of deciding upon any points not provided in the Conditions of Play and/or for dealing with any referrals or appeals from decisions made by Technical or Tournament Officials (Law 43.2.6 of the Laws of the Sport and Bowls New Zealand Regulations – Judicial Process).

14. TRAVEL ACCOMMODATION AND MEALS

14.1 All travel and accommodation costs for the Event will be the responsibility of the participants.

14.2 All meals are the players' responsibility.

15. FINANCIAL

15.1 Bowls New Zealand is responsible for the budgeting and financial control of the Event.

16. MEDIA

16.1 Some games in this Event may be broadcast on one or more digital platforms, and some moments during the Event may be captured by photographers. By participating in the Event, each participant acknowledges the right of Bowls New Zealand to broadcast or use photographic images of any participant during the Event for the benefit of the promotion of the game at any time during or after the Event.

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 Director 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 risk 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 Director, 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:
 - a. continue on an artificial green (if available and / or previously allocated to the affected green in the event of interruption), or
 - b. 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 Director 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.
- e) Where the affected games are part of the qualification rounds the Tournament Director may deem that a player / team shall qualify for post-section play providing they have not already lost the number of games (as per the Conditions of Play) that would make it impossible for them to qualify.