

SUMMERSET NATIONALS OPEN CHAMPIONSHIP FOURS AND MIXED PAIRS 2027

Conditions of Play
(Updated 1 September 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 National Open Championships and apply to all players participating in the Event.
- 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)
- 1.4 All participants are subject to the Bowls New Zealand Code of Conduct, Judicial procedures and applicable regulations throughout the Event.

2. NAME OF EVENT, DATES AND VENUES

- 2.1 **Event Name:** Summerset Nationals Open Championship Fours and Mixed Pairs.
- 2.2 **Dates:** Wednesday 17th February 2027 – Friday 26th February 2027 Inclusive.
- 2.2.1 Wednesday 17th February 2027 – Sunday 21st February 2027: Men's and Women's Fours
- 2.2.2 Monday 22nd February 2027 – Friday 26th February 2027: Mixed Pairs
- 2.3 **VENUES**
- 2.3.1 Administrative headquarters is to be at the Naenae Bowling Club, Wellington.
- 2.3.2 All games (Section and Post section) will be played at clubs to be determined within the Bowls Wellington area and surrounding centres as required.

3. CONTROLLING BODY

- 3.1 Bowls New Zealand is the Controlling Body.
- 3.2 Tournament Director: appointed by Bowls New Zealand.
- 3.3 Chief Technical Official: 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 Summerset National Open Fours and Mixed Pairs Championships.
- 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 Jumpers, Shirts, Pants, Shorts, Leggings.

5. ENTRY

- 5.1 An entry fee will be charged for each person in all disciplines. Such entry fee will be set by Bowls New Zealand in the Entry Form for each season.
- 5.2 The entry fee for this event is \$51.25 (GST Inclusive) per player.
 - 5.2.1 Additional surcharges (such as administrative or service fees) may be applied on top of the standard entry fee where applicable.
- 5.3 The online entry form must be filled in for all entrants.
- 5.4 Only players that are a Playing Member (as defined by the Bowls New Zealand Constitution) of a Bowls New Zealand (or other World Bowls recognised Member National Authority) affiliated bowling club are eligible to enter this event.

6. PLAYING FORMAT

6.1 Open Men's and Women's Fours

6.1.1 General.

- (a) Three (3) hour time limit.
- (b) Two bowls of a set to be played by each player.
- (c) Games will be of 18 ends.
- (d) Section sizes will be determined by the number of entries.
- (e) Entrants will be randomly drawn into sections.
- (f) Bowls New Zealand reserves the right to adjust qualifying conditions from venue to venue based on local weather conditions determining the ability to complete the required number of games.

6.1.2 Dead Ends.

- (a) Ends made dead shall be replayed in accordance with Law 20 of the Laws of the Sport.

6.1.3 Section Play.

- (a) Six qualifying games of 18 ends over two days.
- (b) Teams will be scheduled to play three games each day.
- (c) Players winning four or more games from their scheduled six qualifying games will qualify for post section.

6.1.4 Post Section Play.

- (a) Post Section play will be sudden death knock-out across three days.
- (b) Qualifiers will be randomly drawn into a sudden death knock-out draw
- (c) All byes will be disposed of in round one of post section.
- (d) Up to four games will be scheduled on day one of post section play.
- (e) All games will have a three (3) hour time limit, with the exception of quarter-finals, semi-finals and finals which will have no time limit.
- (f) Dependent on the need for byes in the first round of post section play, teams with byes may be scheduled to start their second round game at the same time as the first round. This is to allow for inclement weather at a later stage in the tournament ensuring best conditions are available for players.

6.2 Open Mixed Pairs (2 – 4 – 2)

6.2.1 General

- (a) Three Hour (3 hour) time limit.
- (b) Four bowls of a set to be played by each player.
- (c) Games will be of 16 ends.
- (d) Section sizes will be determined by the number of entries.
- (e) Teams will be randomly drawn into sections.
- (f) Bowls New Zealand reserves the right to adjust qualifying conditions from venue to venue based on local weather conditions determining the ability to complete the required number of games.
- (g) Player 1 and 2 from each team must be recorded on the scorecard no later than the delivery of the jack on the first end.
- (h) Each team shall appoint a team captain (“Skip”) who shall be identified on the scorecard as being either Player 1 or Player 2 by way of an asterisk after that person’s name. This player will assume the responsibility of completing the scorecard and other duties associated with a Skip’s traditional role.
- (i) Sequence of Play:
 - i. 1st end (and subsequent odd numbered ends)
Team A Player 1: delivers two bowls alternatively with Team B Player 1
Team B Player 1: delivers two bowls alternatively with Team A Player 1
Team A Player 2: delivers four bowls alternatively with Team B Player 2
Team B Player 2: delivers four bowls alternatively with Team A Player 2
Team A Player 1: delivers two bowls alternatively with Team B Player 1
Team B Player 1: delivers two bowls alternatively with Team A Player 1
 - ii. 2nd End (and subsequent even numbered ends)
Team A Player 2: delivers two bowls alternatively with Team B Player 2
Team B Player 2: delivers two bowls alternatively with Team A Player 2
Team A Player 1: delivers four bowls alternatively with Team B Player 1
Team B Player 1: delivers four bowls alternatively with Team A Player 1
Team A Player 2: delivers two bowls alternatively with Team B Player 2
Team B Player 2: delivers two bowls alternatively with Team A Player 2

6.2.2 Dead Ends

- (a) Jacks that are declared dead per Law 19.1 must be placed with the nearest point of the Jack to the mat line on the 2 metre mark.

6.2.3 Section Play.

- (a) Six qualifying games of 16 ends over two days
- (b) Teams will be scheduled to play three games each day.
- (c) Players winning four or more games from their scheduled six qualifying games will qualify for post section.

6.2.4 Post Section Play.

- (a) Post Section play will be sudden death knock-out.
- (b) Qualifiers will be randomly drawn into a sudden death knock-out draw
- (c) All byes will be disposed of in round one of post section.
- (d) Up to three games will be scheduled on day one of post section play.
- (e) All games will have a three hour (3 hour) time limit, with the exception of quarter-finals, semi-finals and finals which will have no time limit.
- (f) Dependent on the need for byes in the first round of post section play, players with byes may be scheduled to start their second round game at the same time as the first round. This is to allow for inclement weather at a later stage in the tournament ensuring best conditions are available for players.

7. GAME FORMAT (Applicable to both Open 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 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 must toss a coin. The winner must decide who will play first.

7.2 Practice.

- 7.2.1 If a 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 team is entitled to practice (on another available rink).

(a) All practice sessions must be conducted within the scheduled time allocation for that round.

Where the round is not subject to a time limit, practice must conclude once the player's, team's, or side's scheduled opponent has completed their match.

7.3 Drawn Games

- 7.3.1 If the game is tied at the conclusion of the allocated ends or at the end of the time limit, an extra end(s) must be played to determine a winner.

7.3.2 Skips must toss a coin. The winner must decide who will play first.

7.3.3 In Mixed Pairs games the sequence of play for the extra end shall be the same as the first end, see: 6.2.1 (i). The team that starts this end will be determined by the winner of the coin toss (7.3.2)

7.4 Alterations to the Format and Length of Games.

- 7.4.1 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.

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. (Refer Appendix A.)

7.5 Restricting the Movement of Players.

- 7.5.1 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. **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.

ii. **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.

- 7.5.2 In exceptional and limited circumstances, a skip can ask that a player walks 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.

7.5.3 Prior to the start of each end the following players must take their positions at the mat-end of the green:

- (a) Fours Games: The leads and seconds in each team.

7.6 Absentee Players

7.6.1 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.

7.7 Defaults

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

7.8 Substitutions

7.8.1 Substitutions will be allowed per the Bowls New Zealand Domestic Regulations.

7.8.2 Any substitute request must be submitted to and approved by the Tournament Director.

7.9 Scorecards

7.9.1 Both skips are responsible for ensuring the scorecard is completed and signed at the completion of the game.

7.9.2 Completed scorecards must be returned to umpires immediately following the completion of the game.

8. FOOTWEAR, CLOTHING AND EQUIPMENT.

8.1 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.

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

8.3 All members of a team or side 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](#).

8.4 Failure to comply with clause 8.3 will result in the offending player or team being defaulted for each round until they comply with clause 8.3.

8.5 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.

8.6 All bowls used during the Event must bear a legible World Bowls approved date stamp in accordance with the Laws of the Sport and Bowls New Zealand Domestic Regulations.

8.7 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 who are required to wear them may retain the uniforms at the completion of their game.

8.8 Use of Electronic Devices.

8.8.1 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.

8.8.2 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.

8.8.3 Use of electronic devices outside of 8.8.1 may be permitted on a case by case basis approved by controlling body.

9. SMOKING, VAPING, ALCOHOL AND BETTING.

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

9.1.1 The drinking of alcohol at a National Event 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 for the full duration of the game.

9.1.2 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.

9.1.3 Players found to be in breach of 9.1.1 or 9.1.2 will be referred to Jury of Appeal

9.1.4 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.

10. OFFICIALS

10.1 The appointed Chief Technical Official will be responsible for:

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

(a) For post section play Umpires must be Level 2 or above.

11. PRIZE MONEY AND MEDALS

11.1 Prize money for the National Finals is as below:

11.1.1 National Fours

Champion: \$ 4,400

Runner-up: \$1,760

Third Equal: \$660

11.1.2 National Mixed Pairs

Champion: \$2,850

Runner-up: \$1,100

Third Equal: \$550

11.2 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.

12. JURY OF APPEAL

12.1 A Jury of Appeal shall be appointed by the Bowls New Zealand CEO, or their appointee, for the purpose of deciding upon any matters not provided for in the Conditions of Play and/or for considering referrals relating to the interpretation, application, or enforcement of the Conditions of Play, including appeals from decisions made by Technical Officials (Law 43.2.6 of the Laws of the Sport and Bowls New Zealand and Bowls New Zealand Regulations – Judicial Process).

13. TRAVEL ACCOMODATION AND MEALS

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

13.2 All meals are the players responsibility.

14. FINANCIAL

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

15. MEDIA

15.1 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.

16. Drug Testing

16.1 Participants may be subject to drug testing conducted by Sport Integrity New Zealand or any other authorised anti-doping organisation.

16.2 By entering and participating in the Event, all participants agree to comply with any authorised drug testing requirements or procedures.

16.3 Refusal to comply with any authorised drug testing requirement may result in disciplinary action in accordance with Bowls New Zealand regulations and applicable anti-doping policies.

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.

APPENDIX B

Additional Information for Clubs and Players:

Catering

Not all hosting venues will have catering / food available for sale to players, so players should be aware that they need to make their own arrangements regarding their personal catering requirements.

Bar

Clubs are encouraged to open and operate their bar in line with their licence conditions, for the benefit of players, officials, and supporters

Results Recording

Host clubs shall provide a results recorder. Their role and responsibilities are to:

- Record the results from the game scorecards onto the venue results chart each round
- At the conclusion of each round send a photo of the chart to Bowls New Zealand