

National Champion of Champions 2027

Conditions of Play

Singles, Pairs, Triples, Fours and Mixed Pairs

21 June to 11 July 2027

Pukekohe Cosmopolitan Club
Pukekohe, Auckland



BOWLS
NEW ZEALAND
AOTEAROA

Updated 7 October 2026

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 Champions Singles, Pairs, Triples, Fours and Mixed Pairs Competition and apply 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 The event runs from Monday 21 June to Sunday 11 July 2027, comprising 18 playing days. Each discipline will be played over two consecutive days. The dates and playing schedule for each discipline are set out in Schedule A. The final playing schedule may vary according to confirmed entry numbers.
- 2.3 The venue for the 2027 National Champion of Champions is Pukekohe Cosmopolitan Club, Pukekohe, Auckland.
- 2.4 Break days are Tuesday 29 June and Sunday 4–Monday 5 July 2027. No play is scheduled on these dates.

3 Controlling Body

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

4 Definitions

- 4.1 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.
- 4.2 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.
- 4.3 Event means the Bowls New Zealand National Champion of Champions.
- 4.4 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.
- 4.5 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.
- 4.6 Season is the period of competition for the game of Bowls which for the purposes of these Conditions of Play shall commence on 1 July and end on 30 June the following year.
- 4.7 Uniforms are the apparel worn by competitors, including jackets, jumpers, shirts, pants and shorts.

5 Entry

- 5.1 Participants in each discipline shall be the affiliated Centre Champion in that discipline. In Pairs, Triples, Fours and Mixed Pairs, all team members must be members of the same Club.
- 5.2 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.
- 5.3 Each Centre must hold a Centre Qualifying Competition for this Event.
- 5.4 If an individual player from the winning team in Pairs, Triples, Fours or Mixed Pairs is unable to attend the National Event, Bowls New Zealand's Regulations in respect of substitutes will apply. The Tournament Director must be notified immediately of any request for a substitute. Only the winning team from each Centre, subject to permitted substitutions, is entitled to represent its Club/Centre at the National Event.
- 5.5 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.
- 5.6 A player can only win one Club championship or Centre Champion of Champions event per discipline in a single season. If a player wins a Club championship in any discipline, they may not enter that same discipline at any other Club, in any Centre, in the same season.
- 5.7 A player can only play in one active Club championship in the same discipline at any one time. A player may enter another Club's championship in that discipline if they are a full playing member, only after the first Club's championship has concluded or they have been knocked out of that event.
- 5.8 Draws and playing schedules will be finalised progressively by discipline as Centre attendance is confirmed. Where a Centre confirms attendance before its representative is known, a Centre placeholder entry may be used in the draw and updated once the representative is confirmed.
- 5.9 The final playing schedule may vary according to confirmed entry numbers. Bowls New Zealand will publish each discipline's draw and playing schedule as soon as practicable to assist travel and accommodation planning.

Substitution history

- 5.10 Teams must submit their original team, being the team that played the first bowl of Game 1 at the beginning of their Club Champion of Champions pathway, together with any relevant substitution history through the Club and Centre levels.
- 5.11 The substitution history must identify each substitute, the player they replaced, the original team member to whom the substitution relates, and the stage of the pathway at which the substitution occurred. This includes substitutions that no longer appear in the team entered for the National Event.
- 5.12 Any player entered for the National Event as a substitute must be clearly identified as a substitute, along with the original player they replace. Where no substitutions have occurred, teams must confirm that their National entry matches their original team.

6 Playing format

General

- 6.1 All section-play games will be played to a 2 hour 15 minute (135 minute) time limit. Where the jack has been delivered before the time signal, that end will be completed.
- 6.2 Daily session start times are 8:30am, 11:00am, 1:30pm, 4:00pm and 6:30pm. The published playing schedule will specify the sessions used for each discipline.

Section play

- 6.3 Each player/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.
- 6.4 Section and post-section rounds will be scheduled within each discipline's two consecutive playing days. The number of games and any byes on each day will be shown in the published playing schedule.

Discipline formats

- 6.5 The following formats apply to section and post-section play:
 - a) Singles: first to 21 shots, with four bowls of a set played by each player.
 - b) Pairs: 18 ends, with three bowls of a set played by each player.
 - c) Triples: 18 ends, with two bowls of a set played by each player.
 - d) Fours: 15 ends, with two bowls of a set played by each player.
 - e) Mixed Pairs: 14 ends, with four bowls of a set played by each player in the 2-4-2 sequence below.
- 6.6 Mixed Pairs delivery sequence: opposing players deliver their bowls alternately at each stage.
For odd-numbered ends,

Player 1 in each team delivers two bowls, Player 2 delivers four bowls, then Player 1 delivers their remaining two bowls.

For even-numbered ends,

Player 2 delivers two bowls, Player 1 delivers four bowls, then Player 2 delivers their remaining two bowls.

Post-section play

- 6.7 Post-section play will be sudden-death knockout. All byes will be disposed of in the first round of Post-section play.
- 6.8 Post-section games will be played to a 2-hour 15-minute (135 minute) time limit.
- 6.9 Post-section times and rounds are subject to change according to the number of qualifiers. Post-section play may commence on the first playing day where required by the draw. Finals are expected to be scheduled in either the 4:00pm or 6:30pm session on the second playing day, subject to the final published schedule.

7 Game format

Trial ends

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

Tossing for start of play.

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

Practice

- 7.3 If a player/team has a bye and is scheduled to play an opponent competing in that round, the player/team is entitled to practise on another available neutral rink.
- 7.3.1 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 or team's scheduled opponent has completed their game.

Dead jacks

- 7.4 In all disciplines, a jack made dead as described in Law 19.1 will be respotted and the end will continue, in accordance with Law 19.5. The single respot position is on the centre line, 2 metres from the front ditch, with the nearest point of the jack to the mat line at that spot, as provided in Law 56.5.3.
- 7.5 If the respot position is partly or completely occupied by a bowl, the jack will be placed as close as possible to the spot, towards and in line with the corresponding spot at the opposite end, without touching a bowl, in accordance with Law 56.5.4. Where an end must be replayed for another reason, the same Mixed Pairs player sequence will be retained.

Drawn games.

- 7.6 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.
- 7.6.1 In Mixed Pairs, the delivery sequence for any extra end shall be the same as the first end under clause 6.6: Player 1 delivers two bowls, Player 2 delivers four bowls, then Player 1 delivers their remaining two bowls, with opposing players delivering alternately at each stage. The team playing first is determined by the coin toss under clause 7.6.

Reporting to venue

- 7.7 Teams/players must report 30 minutes before their scheduled start time.
- 7.8 Games may start before their scheduled start time if both players/teams are ready, a marker is available for Singles, and the umpire approves the early start.
- 7.9 Teams/players leaving the venue at any point are to advise the umpire.

Markers

- 7.10 In Singles, players on their bye may be required to mark another game in that round. The umpire will advise players if this is required.

Alterations to the format and length of games

- 7.11 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.
- 7.12 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.

Restricting the movement of players

- 7.13 In all games, the movement of players during play is restricted in accordance with Appendix A.4 of the Laws of the Sport. After delivering their first bowl, players may walk up to the head only as follows:
- a) Singles: opponents may walk up after delivery of their third and fourth bowls.
 - b) Pairs: leads after their third bowl; skips after their second and third bowls.
 - c) Triples: leads and seconds after their second bowl; skips after each of their bowls.
 - d) Fours: leads after the second player in their team has delivered their second bowl; seconds and thirds after their second bowl; skips after each of their bowls.
 - e) Mixed Pairs: the player delivering the first two and last two bowls of an end after their second, third and fourth bowls; the player delivering the middle four bowls after their fourth bowl.
- 7.14 In exceptional and limited 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 of the Laws of the Sport.
- 7.15 If a player does not meet the requirements of Appendix A.4.1, Law 13 of the Laws of the Sport shall apply.
- 7.16 Before the start of each end, the following players must be at the mat end:
- Singles: both players.
 - Pairs: leads.
 - Triples: leads and seconds.
 - Fours: leads, seconds and thirds.
 - Mixed Pairs: the players delivering the first two bowls of the end.

Position of players on broadcast rinks

- 7.17 In a broadcast match, the lead in Triples and the lead and second in Fours must remain on the banks when at the head end of the rink.

Absentee players

- 7.18 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.

Defaults

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

Scorecards

- 7.20 Both skips, or opponents in Singles, are responsible for ensuring the scorecard is completed and signed at the completion of the game.
- 7.21 Completed scorecards must be returned to umpires immediately following the completion of the game.

8 Substitutions

- 8.1 Substitutions will be allowed in accordance with Bowls New Zealand Domestic Regulations (Substitute Players). Any substitute request must be submitted promptly to and approved by the Tournament Director before the substitute plays, and supported by the original team and substitution history required under clauses 5.10–5.12.
- 8.2 Centres are encouraged to collect and retain the original team and full substitution history when accepting entries for their Centre Champion of Champions events, and to make this information available to Bowls New Zealand to support prompt checking of the substitution regulations and consideration of subsequent requests.

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 broadcast 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.
- 9.6.1 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.

Use of electronic devices

- 9.7 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.
- 9.8 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.
- 9.9 Use of electronic devices outside clause 9.7 may be permitted on a case-by-case basis with approval from the Controlling Body.

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:
- 10.2 There shall be no smoking anywhere in a clubhouse or on the greens or surrounds at a National Event. Smoking and/or vaping may only occur in designated smoking areas.
- 10.3 Alcohol may only be consumed in accordance with the host Club's licence. Players must not consume alcohol while involved in a game on a broadcast rink or any rink on a green where a broadcast is taking place. This restriction applies for the full duration of the game.
- 10.4 Players found to be in breach of clauses 10.2 or 10.3 will be referred to the Jury of Appeal.
- 10.5 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 is responsible for ensuring that umpires are allocated at all venues in use for the Event and allocating 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. Losing semi-finalists will receive bronze medals, runners-up will receive silver medals, and winners in all disciplines will receive gold medals.

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 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 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.

17 Drug testing

- 17.1 Participants may be subject to drug testing conducted by Sport Integrity New Zealand or any other authorised anti-doping organisation.
- 17.2 By entering and participating in the Event, all participants agree to comply with any authorised drug testing requirements or procedures.
- 17.3 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 an interruption is likely to cause a significant delay to the day's schedule, the Tournament Director, in conjunction with the umpires and/or venue controller, may alter the Conditions of Play for that green. Play may continue on an available artificial green, or the number or length of remaining games may be reduced once play resumes. Decisions must preserve the integrity of the tournament and protect the health and safety of players and officials.
- d) Where these options do not allow play to resume on the affected day, the Tournament Director shall consider reducing the number or length of games remaining within the affected discipline's two-day playing window. Any further change to the published schedule will be determined by the Controlling Body and notified as soon as practicable.
- e) Where qualification rounds are affected, the Tournament Director may deem that a player/team qualifies for post-section play provided they have not already lost the number of games that would make qualification impossible under clause 6.3.

Schedule A – Event Timetable.

21 June to 11 July 2027 | Pukekohe Cosmopolitan Club, Pukekohe, Auckland

Discipline	Dates
Men's Singles	21–22 June 2027
Men's Pairs	23–24 June 2027
Men's Triples	25–26 June 2027
Men's Fours	27–28 June 2027
Mixed Pairs	30 June–1 July 2027
Women's Fours	2–3 July 2027
Women's Triples	6–7 July 2027
Women's Pairs	8–9 July 2027
Women's Singles	10–11 July 2027

Break days: 29 June and 4–5 July 2027.

Daily sessions: 8:30am, 11:00am, 1:30pm, 4:00pm and 6:30pm. Championship Finals are expected at the 4:00pm or 6:30pm session, subject to the final playing schedule.

Champion of Champions

2027 Playing Schedule- Indicative schedule.

The schedule is indicative and may change depending on confirmed entries and qualifiers, with some qualifying rounds potentially unnecessary and finals expected in the 4:00pm or 6:30pm session. Q1–Q6 denote qualifying rounds, not the number of games played by each entrant. Each player/team plays four qualifying games. R16 means Round of 16; QF means quarter-final; SF means semi-final.

21 June - 11 July 2027 - Pukekohe Cosmopolitan Club, Pukekohe, Auckland

Day / date	Discipline	S1 8:30am	S2 11:00am	S3 1:30pm	S4 4:00pm	S5 6:30pm
Mon 21 Jun	Men's Singles	Q1	Q2	Q3	Q4	Q5
Tue 22 Jun	Men's Singles	Q6	R16	QF	SF	Final
Wed 23 Jun	Men's Pairs	Q1	Q2	Q3	Q4	Q5
Thu 24 Jun	Men's Pairs	Q6	R16	QF	SF	Final
Fri 25 Jun	Men's Triples	Q1	Q2	Q3	Q4	Q5
Sat 26 Jun	Men's Triples	Q6	R16	QF	SF	Final
Sun 27 Jun	Men's Fours	Q1	Q2	Q3	Q4	Q5
Mon 28 Jun	Men's Fours	Q6	R16	QF	SF	Final
Tue 29 Jun	BREAK - no scheduled play					
Wed 30 Jun	Mixed Pairs	Q1	Q2	Q3	Q4	Q5
Thu 1 Jul	Mixed Pairs	Q6	R16	QF	SF	Final
Fri 2 Jul	Women's Fours	Q1	Q2	Q3	Q4	Q5
Sat 3 Jul	Women's Fours	Q6	R16	QF	SF	Final
Sun 4 Jul	BREAK - no scheduled play					
Mon 5 Jul	BREAK - no scheduled play					
Tue 6 Jul	Women's Triples	Q1	Q2	Q3	Q4	Q5
Wed 7 Jul	Women's Triples	Q6	R16	QF	SF	Final
Thu 8 Jul	Women's Pairs	Q1	Q2	Q3	Q4	Q5
Fri 9 Jul	Women's Pairs	Q6	R16	QF	SF	Final
Sat 10 Jul	Women's Singles	Q1	Q2	Q3	Q4	Q5
Sun 11 Jul	Women's Singles	Q6	R16	QF	SF	Final