BNH General Conditions of Play

1. **Laws and Regulations**
   1.1 All games will be played in line with these General Conditions of Play, the World Bowls 'Laws of the Sport of Bowls' Crystal Mark Fourth Edition; and the Bowls New Zealand Domestic Regulations as they may be applicable.
   1.2 This document applies to all Bowls North Harbour events except where it may be varied by the specific conditions of play for any particular event.
2. **Controlling Body**
   2.1 The Controlling Body of any event is the Bowls North Harbour Match Committee.
   2.2 The Controlling Body for any particular event is led by the 'Event Director' appointed by the Bowls North Harbour Match Committee and includes any umpires appointed to the event.
   2.3 The Controlling Body will have the right to alter, add or delete any conditions of play and/or special conditions to enable the completion of the event.
3. **Use of Greens**

   3.1 Bowls North Harbour acknowledges that clubs provide their greens for use in the organisation of centre and national events. At times there may be particular requests by clubs/greenkeepers for play to be in a certain direction and this may well be changed during the course of the event and in some cases during the day. Any such requests are approved as a condition of play for the event.

4. **Event Conditions of Play**
   4.1 Each event will have its own conditions of play relevant to the particular event being played, which may include event details, playing format, entry restrictions and qualification requirements.
5. **Player Code of Conduct**
   5.1 All players must comply with and observe the requirements of the "Code of Conduct for Players at Bowls North Harbour Events" as set down in the Bowls North Harbour Centre Handbook.
   5.2 Smoking, vaping or e-cigarettes may only occur in the designated smoking areas of the club at which an event is being conducted. There shall be none of these activities anywhere in the club house or on the greens or immediate surrounds of play. Some clubs in the Bowls North Harbour area are completely smoke-free clubs.
   5.3 Alcohol may only be consumed in areas defined by the host club liquor licence and in no event be allowed to be consumed on the green. Players involved in a game must not consume alcohol in any area while they are participating in a game at a Centre event.
   5.4 Players who are identified as breaking the Player Code of Conduct may be the subject of judicial proceedings.
6. **Player Attire, Equipment & Devices**
   6.1 All players of a team or side, or a singles player in a singles event, must wear their club uniform or other matching sports clothing which is suitable for playing the game of bowls. This means the same shirts and coloured pants (long or short is

acceptable) or skirts, which must be of the same principal colours and design. Logos that conflict with the event or Bowls North Harbour sponsors will not be permitted. In inclement weather, jackets or other suitable outer clothing is acceptable.

6.2 Players must maintain a high standard of personal conduct, and within the spirit of fair play and competition, must not bring themselves, their Club, Bowls North Harbour or the game of Bowls into disrepute.

6.3 Where bowls stickers are supplied by the Controlling Body then these must be affixed to the bowls in use.

6.4 The use of electronic devices (for example – mobile phones, tablets and other devices) are prohibited on the green in play. Mobile phones must be switched off or turned to silent when they are nearby the green.

6.5 Pursuant to Law 41.7 players with a hearing disability can seek approval from the Controlling Body to use approved communication devices to communicate with each other on the green, or with a marker in a singles game.

6.6 Electronic devices should not interrupt or interfere with any other players or disrupt the flow of a game. The electronic device must be non-intrusive to the players or officials that are present on the green at any time during a game.

7. Event Entry/Withdrawal

7.1 All entries to Bowls North Harbour events are to be made through BowlsHub and are to be paid for at the time of entry.

7.2 Any entries unpaid at the time of entry will be treated as late entries unless the entry fee is received prior to the closing time for the event's entries.

7.3 Late entries will be placed on a waitlist. Wait list entries may be used to fill byes or replace withdrawn entries. An entry assigned to the waitlist does not guarantee participation in the event.

7.4 Entry fees will be refunded to late entries and entries not accepted.

7.5 No refunds will be made to teams or players who withdraw after the draw has been made.

7.6 Any withdrawals must be notified to the Bowls North Harbour office by 12 noon on the day preceding the event.

8. Report Time and Defaults

8.1 All players must be in position to commence play at the scheduled starting time for the game they are participating in.

8.2 If a team or player is not able to commence play by this time the game will be forfeited and a win awarded to their opponent.

8.3 A player or a team who withdraws and thus defaults a game will have that game recorded as a loss.

8.4 A player or a team who default without a valid reason may be subject to disciplinary action.

9. Trial Ends/Practice

9.1 Unless otherwise advised in the special conditions of play for an event, a player/team may have one trial end in each direction before the scheduled start of play for the first game of the day,

9.2 Trial ends must be completed before the scheduled start time of the game.

9.3 Additional trial ends are permitted before continuing a game on another day, or when changing greens on the same day and must be completed before the start time for that game.

9.4 A player or team that has a bye is/are allowed to practice, with the permission of the Umpire, provided a spare rink is available.

9.5 The practice must not be on the rink the team or player is about to play on.

9.6 If the team or player elects to have trial ends on the rink they are to play on then the opposing team may also have trial ends on that same rink.

9.7 Trial ends may also be permitted when an interrupted game has been moved from a grass green to a carpet or indoor surface green.

10 Jack Delivery and Kills

10.1 If the jack is killed during the playing of an end, as described in Law 19 of the Laws of the Sport of Bowls, then the jack will be placed on a spot two metres from the ditch and in the centre of the rink. If this spot is covered or partly covered by a bowl then the jack shall be placed as close to the aforementioned spot as possible.

10.2 If the jack becomes dead for any other reason then the end will be declared dead and the end shall be replayed.

11. Substitutes

a) General

11.1 The Controlling Body should be informed of any player changes before play commences.

11.2 Changes made to members of the original team before the start of the first game are permitted by informing the Controlling Body and are not considered to be a substitute.

11.3 Any Substitute must meet the Bowls New Zealand Domestic Regulations eligibility, including but not limited to:

- Must not play Skip,
- Must not exceed the allowable number of substitutes for that discipline,
- Shall be of playing ability equal to, or less than, the absent team member,
- Based on current playing ability, playing experience and record.

11.4 The Controlling Body may use any/all the following considerations to determine the above

- Past event results,
- Bowls+ ranking,

- Club grading,
- Years of playing experience,
- Representative status,
- Does the substitute strengthen the team.

11.5 The player(s) who participate in the final will be recorded as event winners, receiving any associated prizes. This includes qualification in pathway events.

11.6 There can be no substitution in any singles game.

b) Approval of Substitutes: Non-pathway Events

11.7 Substitutes during play may be approved by the Controlling Body provided the incoming player meets the substitute eligibility guidelines above, allowing play to continue with minimal disruption.

c) Approval of Substitutes: Pathway Events

11.8 Must be approved by the Controlling Body regardless of when the substitute is requested (before the event or during).

11.9 The Controlling Body, as required, may seek advice on the suitability of substitutes from appropriate third parties. The Controlling Body's decision is final in all pathway substitutes.

11.10 Any team found to have an unapproved substitution or a substitution that breaches these Conditions of Play or Bowls New Zealand Domestic Regulations will be deemed to have fielded an ineligible player, and be disqualified from the event, and/or be subject to judicial process.

12 Games and Scheduling

12.1 Games may commence earlier than the scheduled start time if the umpire deems all participants are present and ready to play.

12.2 Subsequent games may start as soon as the teams/players are ready to play.

12.3 Players must play without undue delay and in a way which does not prevent their opponents from being able to complete the required number of ends within the time limit decided by the Controlling Body.

12.4 If a player wishes to leave the rink of play, then Law 32 will apply. However, if this occurs on more than one occasion, then on each occasion after the first, they can only do so with their opponent's and the umpire's permission.

12.5 Player movement is restricted for all games following Crystal Mark Fourth Edition Appendix A.4.

12.6 Both skips must be at the mat end before either skip has played their first bowl.

12.7 In addition –

Skips in pairs will only be allowed to visit the head after their second bowl has been played;

Skips in triples and fours will only be allowed to visit the head after their first bowl has been played.

12.8 In 2-4-2 bowls play the last bowler will only be allowed to visit the head after they have played their penultimate bowl.

13 Scorecards

13.1 Scorecards must be completed clearly and in full for every game including start time, finish time, names of the players, final score and signatures.

13.2 Completed scorecards must be handed to the umpire after each round or the venue recorder where there is no umpire appointed.

14 Media and Communications

13.1 Events may be broadcast or photographed, and participation in an event implies consent to the use of all participants' images by Bowls North Harbour and host clubs.

13.2 Broadcast games are chosen by the Controlling Body and failure to appear for a broadcast match will be treated as a default.

13.3 Bowls North Harbour reserves the right to use any video or other electronic broadcasts taken during any event for promotional requirements.

15 Weather/Postponements

14.1 Any postponements due to weather or other conditions will be posted on the Bowls North Harbour website and Facebook page as soon as practical.

14.2 This may include such aspects as venue changes where other greens may be suitable for play.

14.3 It is the player's responsibility to check available communications in respect of weather and venue changes.

16 Breach of Conditions of Play

16.1 Where the Conditions of Play have been breached by any club, team or player then the Controlling Body for the event may take such action as to disqualify, fine or impose such other penalty against the club, team and/or player. Such action may result in the club, team or player being prevented from participating in further Centre competitions until the penalty has been discharged.

17 Complaints

17.1 The Bowls North Harbour Match Committee will act on any complaints and all playing disputes, provided they are in writing to the Event Director, or, in the absence of the Event Director, the umpire, prior to the card being signed.

18 Awards and Prize Money

18.1 Prize money, if applicable to the event, will be paid by bank transfer within ten working days post-event.

18.2 Prize money will be paid in a single payment to –

a) the skip, or player in singles events, in player-entered events;
b) the club for all events entered by the club.

18.3 It is the skip or player who has the responsibility for providing a valid bank account for the payments to be made.