



FUN. FAST. FRESH.

Ultimate Bowls Championship
NZ Qualifier – 31st July & 1st August 2021
Conditions of Play

Version 14th June 2021

Version Control

The conditions of play and referenced documents may be updated as required due to ongoing planning.

EVENT Ultimate Bowls Championship New Zealand Qualifying Event

DATES 31st July - 1st August 2021

VENUE New Lynn Bowling Club, Auckland, New Zealand

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1. Entry Conditions & Eligibility

All teams are to submit their team entry *via* the UBC website or in special arrangement directly with the tournament Director. All players are to be affiliated with a National Authority that is a member of World Bowls (WB) or International Bowls for the Disabled (IBD).

2. Controlling Body

Organising Committee:

- Ultimate Bowls Director/Competition Manager: Rebecca Jelley
- Competition Assistant Manager: Edward Jelley

Technical Officials:

- Sheryl Wellington
- Trish Croot

3. UBC Format

All matches will be conducted under the following format;

- Three bowl pairs
- Five ends per match
- The jack length will be pre-determined at 26 metres. There will be a marked spot for the placement of the mat and jack on each rink. This will be in the same position for every match.
- Players are responsible for all measuring, chalking touchers, and setting up of the jack each end.
- While the customary 30-second shot clock for all deliveries will not be in play, slow play will not be tolerated.

4. Team Composition

All players must compete in a minimum of six matches during the sectional play of the event. Teams that fail to abide by this rule will forfeit any points awarded to them during the event.

There are to be no substitutions following the commencement of any matches. The starting players must play all five ends of the match.

5. Replacement and Substitute Players

If a player falls ill or needs to leave during the event, a replacement or substitute player can be sought. Permission for this must be given by the UBC Controlling Body.

6. Competition Draw

- Teams will play each other once in their section.
- The section draw will be a random draw and will be organised prior to the commencement of the event.

7. Sectional Placings

Overall Team placings within each section are determined by win/draw/loss then if all square, by points differential.

During sectional play, the following game points are awarded;

Win = 3 points
Draw = 1 point
Loss = 0 points

8. Post Sectional Draw

All post sectional matches will be of knock-out format.

The preliminary-final draw will be as follows:

- PF 1 – Section A 6th placed v Section B 3rd placed
- PF 2 – Section A 4th placed v Section B 5th placed
- PF 3 – Section B 4th placed v Section A 5th placed
- PF 4 – Section B 6th placed v Section A 3rd placed

Teams that finish 1st and 2nd in their sections at the conclusion of the sectional rounds will progress through to the quarter-final stage.

The quarter-final draw will be as follows:

- QF 1 - Section A 1st placed v winner of PF 1
- QF 2 - Section B 2nd placed v winner of PF 2
- QF 3 - Section A 2nd placed v winner of PF 3
- QF 4 - Section B 1st placed v winner of PF 4

The semi-final draw will be as follows:

- The winner of QF 1 and the winner of QF 2 will advance to SF 1
- The winner of QF 3 and the winner of QF 4 will advance to SF 2
- The winner of SF 1 and SF 2 proceed to the Final

9. Tiebreakers

During the knockout stages, a tiebreaker must be conducted to determine a winner should the game conclude in a draw.

The format of this tiebreaker is as follows;

One bowl is played per team member (only players that were participating in that match will be required to play in the tie-break). Leads play first (order determined by a coin toss), followed by the skips. The

winner of the tiebreaker is the team holding the shot at the conclusion of the four bowls. No other points, such as those previously allocated for touchers, are awarded during a tiebreaker.

10. Rink Allocations

Rink allocations are subject to change at any time prior to the start of a round, at the discretion of the controlling body.

We will attempt to ensure no team plays on the same rink two matches in succession.

11. Scoring

- 10 points will be awarded for the shot (closest bowl at the conclusion of the end)
- 5 points will be awarded for the 2nd shot (2nd closest bowl at the conclusion of the end)
- 3 points will be awarded for the 3rd shot (3rd closest bowl at the conclusion of the end)
- 3 points will be awarded to the team who holds shot at the conclusion of the leads' bowls
- 3 points will be awarded for each toucher

The two skips will decide who holds shot at the conclusion of the leads' bowls. If it is undecided, then the official or players can conduct a measure to determine who has shot. If this still cannot be decided, then **3 points are awarded to each team**.

At the conclusion of an end, in the rare occasion that an official cannot determine the closer of two bowls, one of the following four advanced scoring scenarios will apply;

- A) **1st equal = 10 points each team, 3rd shot = 3 points**
- B) **1st = 10 points, 2nd equal = 5 points each team**
- C) **1st = 10 points, 2nd = 5 points, 3rd equal = 3 points each team**
- D) **1st equal = 10 points each, 3rd equal = 3 points each**

In the case where three bowls are equidistant from the jack, scoring scenario A will apply, i.e. the team with two bowls in the measure is awarded 13 points and the other, 10 points.

At the conclusion of every match, a player from each team will be asked by an official to check the scores are accurate and sign off on the tablet. Once the scores have been deemed accurate by both players, the scores will be final and cannot be changed.

12. Trial Ends

There will be no trial ends.

13. Alterations to the Format of Games

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 is practicable.

14. Restricting Movement of Players during Play

Leads cannot visit the head until after their last bowl, and skips cannot visit the head until after their 2nd bowl.

15. Re-Spotting the Jack

All dead ends will be re-spotted on the T (2 metre mark). In the event where the T is occupied, the jack will be re-spotted on the centre line (towards the mat end of the rink) in the nearest vacant position to the 2 m mark but not touching a bowl.

16. Footwear and Attire

- As per the Laws of the Sport of Bowls.
- All team members must wear the same bowling shirt in order to clearly identify the team.

17. Bowls

Bowls stickers of orange and blue colour will be provided to the teams and players must apply the correct colour stickers to their bowls prior to the match commencing.

The colour of stickers required by a team for each round will be shown in the Schedule of Play.

18. Jury of Appeal

A Jury of Appeal of three people shall be appointed 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 umpires and/or the Controlling Body. Any referrals or appeals shall be made in accordance with the Laws of the Sport of Bowls and any World Bowls Regulations.

The Jury of Appeal is

- Ultimate Bowls CEO/Competition Manager: Rebecca Jelley
- Competition Assistant Manager: Edward Jelley
- Technical official: Sheryl Wellington or Trish Croot

If a member of the Jury of Appeal becomes unable to complete their role on the Jury of Appeal, the UBC shall have the power to immediately appoint another person in their place.

The functions of the Jury of Appeal shall be to:

- Hear and determine any allegation of misconduct properly made under the Conditions of Play or Laws of the Sport of Bowls.
- Hear and determine any disputes.
- Hear and determine any appeals.

19. Other Laws, Regulations & Policies

All other Laws, Regulations & Policies other than stated above shall conform to the World Bowls Articles of Association, Regulations and the Laws of the Sport of Bowls, Crystal Mark Third Edition, as approved by World Bowls.