

## **Bermuda Bowls Association (the “Association”)**

### **Bermuda National Bowls Championships**

#### **Conditions of Play: Singles Championship (the “Championship”)**

## **1. Eligibility**

- **Championship entry is available only to fully paid members of the Bermuda Bowls Association**
- Memberships are available in advance or on arrival before a competitor plays their first match. Pro rata fees for the remainder of the Membership Year for new Members in June are \$42 for adults and \$8 for juniors (under the age of 18).
- There shall be no additional fee to enter the Championship. Competitors wishing to make a contribution to the Bermuda Bowls Association are welcome to do so.

## **2. Championship Format**

- There shall be a Preliminary Stage in which each competitor shall play no more than six matches.
- No competitor shall play the same opponent more than once in the Preliminary Stage.
- **At the end of the Preliminary Stage, each competitor shall be ranked according to their maximum total points scored in any three Preliminary Stage matches (see section 6 below on match scoring).** If a competitor has played fewer than three matches, then their point count will be the maximum total points scored in any two matches (if the competitor has played two matches), or the total points scored in the match played (if the competitor has played only one match).
- In the event that total points are equal between one or more competitors, they shall be separated as follows (in priority order):
  - Results of Preliminary Round match(es) between the competitors concerned
  - Total shot difference summed across the matches taken into account as above (maximum three matches)
  - Total shots scored summed across the matches taken into account as above (maximum three matches)
- The top four competitors shall proceed to the Final Stage, which comprises:
  - Two Semi-Finals (competitor ranked 1st vs competitor ranked 4th, and competitor ranked 2nd vs competitor ranked 3rd)
  - A Final (between the winner of each semi-final).
- The winner of the Final shall be declared the Bermuda National Bowls Singles Champion 2025.

### 3. Location and Schedule of Play

- The Championship shall take place at the Bermuda National Stadium Hockey Pitch between 1pm and 4pm over the following days:
  - Sunday 8 June 2025 (Preliminary Stage)
  - Sunday 15 June 2025 (Preliminary Stage)
  - Sunday 29 June 2025 (Final Stage).
- The Schedule of Play for each session shall be made available to all competitors prior to the commencement of each session. Amendments to the Schedule of Play may be made as required (for example to accommodate competitors who have not signed up in advance).

### 4. Laws of the Sport

- The latest approved Laws of the Sport as published on the World Bowls website shall apply to the extent possible given the venue. In the event of any conflict between Laws of the Sport and these Conditions of Play, the Conditions of Play shall take precedence.

### 5. Match Format and Time Limits

- A match in the Preliminary Stage shall comprise:
  - Two trial ends (one in each direction) of two bowls per competitor, played alternately, not scored
  - A maximum of eight subsequent ends of four bowls per competitor, played alternatively, scored
  - All of the above subject to a time limit of 55 minutes.
- A match in the Final Stage shall comprise:
  - Two trial ends (one in each direction) of two bowls per competitor, played alternately, not scored
  - A maximum of sixteen subsequent ends of four bowls per competitor, played alternately, scored
  - All of the above subject to a time limit of 65 minutes
  - The winner shall be the first to 21 shots or, if no player has reached 21 shots, the player with the most points after the last end
  - In the event of a tie, a single extra end shall be played and the winner of that end shall be the winner of the match.
- Start of Play: Play will commence with the sound of a whistle or an announcement signalling the start of time.
- End of Play: When the time limit is reached a whistle or an announcement will be made. If an end is in progress when the time-limit is reached, that end must be completed. The start of an end is determined by the delivery of the jack by the first competitor in that end.

## 6. Match Scoring

- Each end of the match shall be scored per the Laws of the Sport.
- The competitors are responsible for keeping track of the shots scored on each end.
- At the end of each match, each competitor totals their shots scored over all ends completed.
- The competitor with the highest number of shots is the winner of the match.
- The match is tied in the event that both competitors have scored the same number of shots.
- Points are awarded as follows:
  - 2 points for a win
  - 1 point for a draw
  - 0 points for a loss
  - 2 additional points are awarded to any winner of a match in which one of the competitors listed below is defeated
  - 1 additional point is awarded to a competitor tying a match with one of the competitors listed below
  - Competitors referred to above: David Leach, Dave Barton, Jude Barton, Braden Rustand
  - Note that these competitors are also eligible for bonus points when playing each other.

## 7. Pace of Play

- No timewasting is permitted.
- A competitor may visit the head only after delivery of their third bowl.

## 8. Extreme Weather

- Should a match be stopped due to extreme weather the time limit will be extended by the amount of time lost due to the delay. If the match cannot be completed on the same day, the match shall be abandoned and shall be regarded as not having been played.

## 9. Rink Allocations

- Rinks shall be allocated by a random method such as drawing lots.

## 10. Late Arrival

- Any competitor arriving after the published start time of a match in which they are to take part shall lose the right to play trial ends

- Any competitor arriving more than 15 minutes after the published start time of a match in which they are to take part shall:
  - Forfeit the match
  - Points for that match will be awarded to their opponent.

## 11. Setting the Jack and Mat

- To speed up play, the competitor who will play the first bowl of an end shall:
  - position the mat on the centreline of the rink so that the mat line (front edge of the mat) is no less than 2m from the rear ditch line
  - determine the position of the jack, which must be on the centreline of the rink at least 2 metres closer than the front ditch line (as viewed in the direction of play for the end to be played), and no less than 23m from the mat line
  - Please see Appendix for a visual depiction.
- For avoidance of doubt, the jack may be rolled once per end, but the jack distance and position on the centre-line shall be determined by the competitor to play the first bowl of the end. Any person may assist the competitor to set mat and jack.

## 12. Touchers and Dead Bowls

- When a bowl released by a competitor touches the jack within the confines of the rink prior to coming to rest, it shall remain “live” and, preferably, marked (e.g. with a small amount of chalk) so that it can be clearly identified.
- If such bowl passes beyond the front ditch line (at such moment being within the confines of the side edges of the rink), then that bowl shall be placed as close as possible to the front ditch line so that no part of the bowl is within the confines of the rink when viewed from above, at the location where the bowl crossed the front ditch line.
- Should there be uncertainty as to where the live bowl crossed the front ditch line, then competitors should mutually agree on such location in the spirit of fair play.
- A bowl that touches a live bowl so positioned, and only remains within the confines of the rink due to that contact, shall be declared dead.
- A bowl at rest when viewed from above that does not have any part of it within the confines of the rink shall be declared dead.
- A stray bowl from another rink that fully leaves the intended rink of play with no chance of it coming to rest in the intended rink of play without contacting another bowl outside the intended rink of play shall be declared dead.
- A bowl may pass outside the confines of the rink of play and remain live if it comes to rest with at least any part of it within the confines of the rink when viewed from above.

- A bowl that is released by a competitor that, before coming to rest, passes outside of the rink of play with a chance that it may come to rest within the rink of play, shall have its path cleared of any other bowls on the neighbouring rink that may otherwise obstruct it. Bowls moved shall be replaced as closely as possible to their original position once the bowl in motion has passed.
- Dead bowls shall be removed and placed around 0.5m behind the front ditch line.

## 13. Re-spotting the Jack

- If a jack in motion passes completely outside the boundaries of the rink of play, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at a location on the rink, which is two metres from the front ditch and on the centre line and play should continue. For avoidance of doubt, should a jack cross the ditch line whilst still within the long boundaries of the rink, then it should be placed on the ditch line at the point it crossed that line. Competitors should mutually agree on such location in the spirit of fair play.
- If the location mentioned in paragraph 9.1 is partly or completely covered by a bowl, the jack should be placed as close as possible to that location, in line with that location and the corresponding location at the opposite end of the rink, without touching a bowl.

## 14. Weighted Delivery

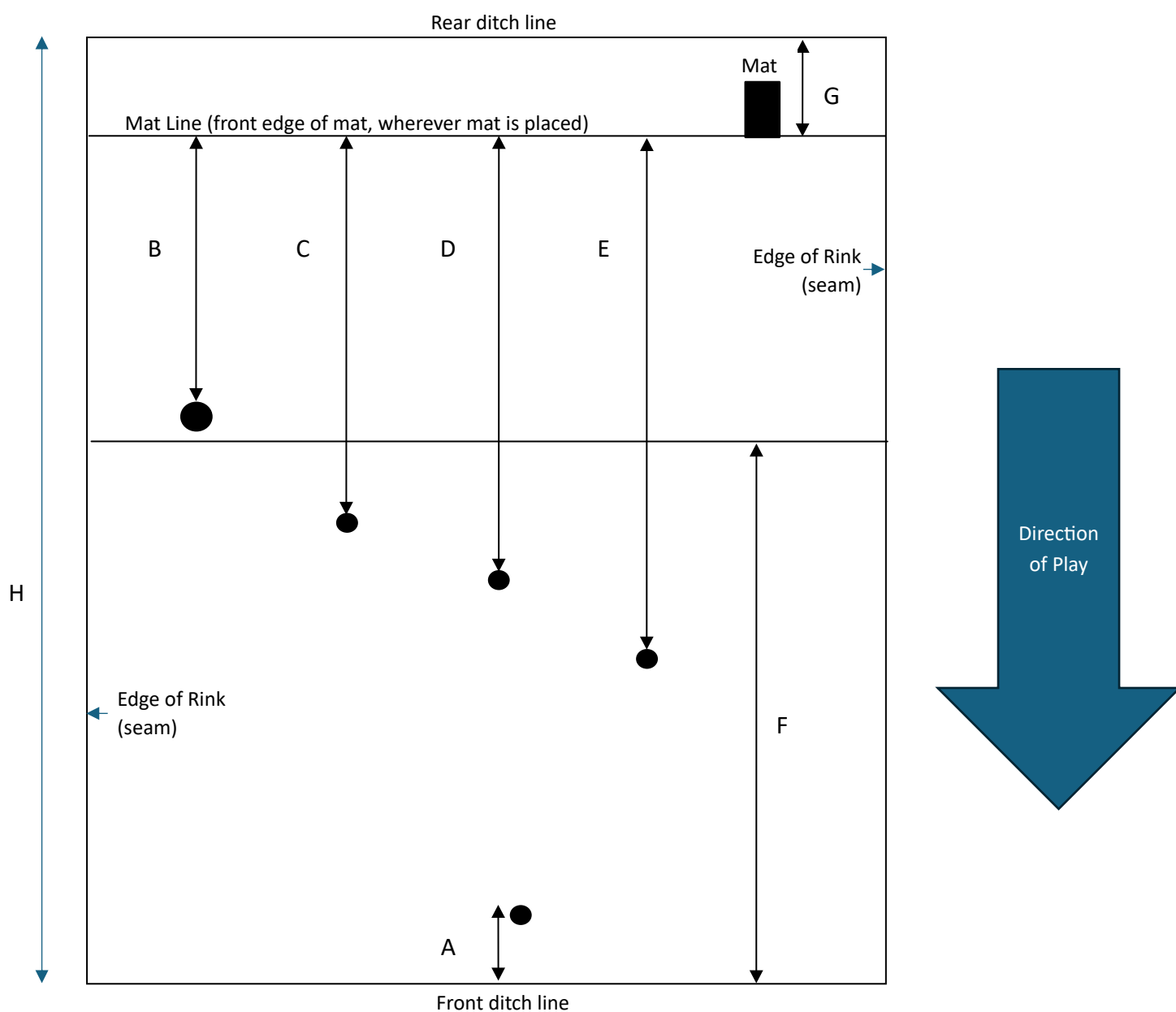
- Any bowler intending to deliver a bowl with weight that could either cause injury to a person or damage to bowls shall announce their intention to do so and ensure that all persons around the head are aware and are positioned at a safe distance from the head.
- Before delivering with weighted bowl, it should be ensured that materials are positioned to prevent the weighted bowl from hitting the walls of the facility.

## 15. Allocation of Bowls

- Bowls will be allocated on arrival in an equitable manner.
- There is no requirement for bowls provided by the Bermuda Bowls Association to be stamped. However, the serial number must be eligible on all bowls.
- Should a competitor wish to use their own bowls, which are not the property of the Bermuda Bowls Association, then those bowls:
  - must be stamped in accordance with the World Bowls Laws of the Sport and bear a current year stamp 2025 or beyond, and
  - the serial number and the date stamp must be legible on all bowls.



## Appendix



Label	Description	Distance (m)
A	Minimum distance of a delivered jack from the front ditch	Min 2 metres
B	Minimum distance of a live bowl from the mat line	Min 14 metres
C	Minimum distance of a rebounding jack from the mat line	Min 20 metres
D	Minimum distance of a delivered jack from the mat line	Min 23 metres
E	Distance of jack from mat line when measuring pace of green	27 metres
F	Minimum distance of the mat line from the front ditch	Min 25 metres
G	Minimum distance of the mat line from the rear ditch	Min 2 metres
H	Distance between ditch lines (playing area lengthwise)	Min 31 Max 40
I	Distance between rink edges (as marked by seams)	Min 4.3 Max 5.8