

Bermuda Bowls Association (the “Association”)

Bermuda National Bowls Championships

Conditions of Play: Open Singles Championship 2026 (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.
- There shall be no additional fee over and above the usual practice session fee to enter the Championship. Competitors wishing to make a contribution to the Bermuda Bowls Association are welcome to do so.

2. Championship Format

- The format will be a knock-out based on a random draw to be made on the day of the Championship prior to commencement of play.
- Where the number of entries differs from 2, 4, 8, 16 etc, the draw will result in at least one player receiving a bye to the next round.
- The winner of the Final shall be declared the Bermuda National Bowls Open Singles Champion 2026.

3. Location and Schedule of Play

- The Championship shall take place at the Bermuda National Stadium Hockey Pitch from 5.30pm on Sunday 12th July 2026.
- The Schedule of Play shall be made available to all competitors prior to commencement. 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

- Matches shall comprise:

- Two trial ends (one in each direction) of two bowls per competitor, played alternately, not scored
- A maximum of ten subsequent ends of four bowls per competitor, played alternatively, scored
- All of the above subject to a time limit of 30 minutes.
- 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 correct person for that end.

6. Match Scoring

- Each end of the match shall be scored per the Laws of the Sport.
- 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.
- 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.

7. Pace of Play and Visiting the Head

- No timewasting is permitted.
- A competitor may visit the head only after delivery of their third bowl, and only a maximum of twice per match.

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 their match should have begun shall lose the right to play trial ends.
- Any competitor arriving more than 15 minutes after their match should have begun shall forfeit the match.

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 or persons may assist the competitor to set mat and/or 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 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 on the centre line of the rink at a distance of two metres from the front ditch (per distance A in the Appendix) 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

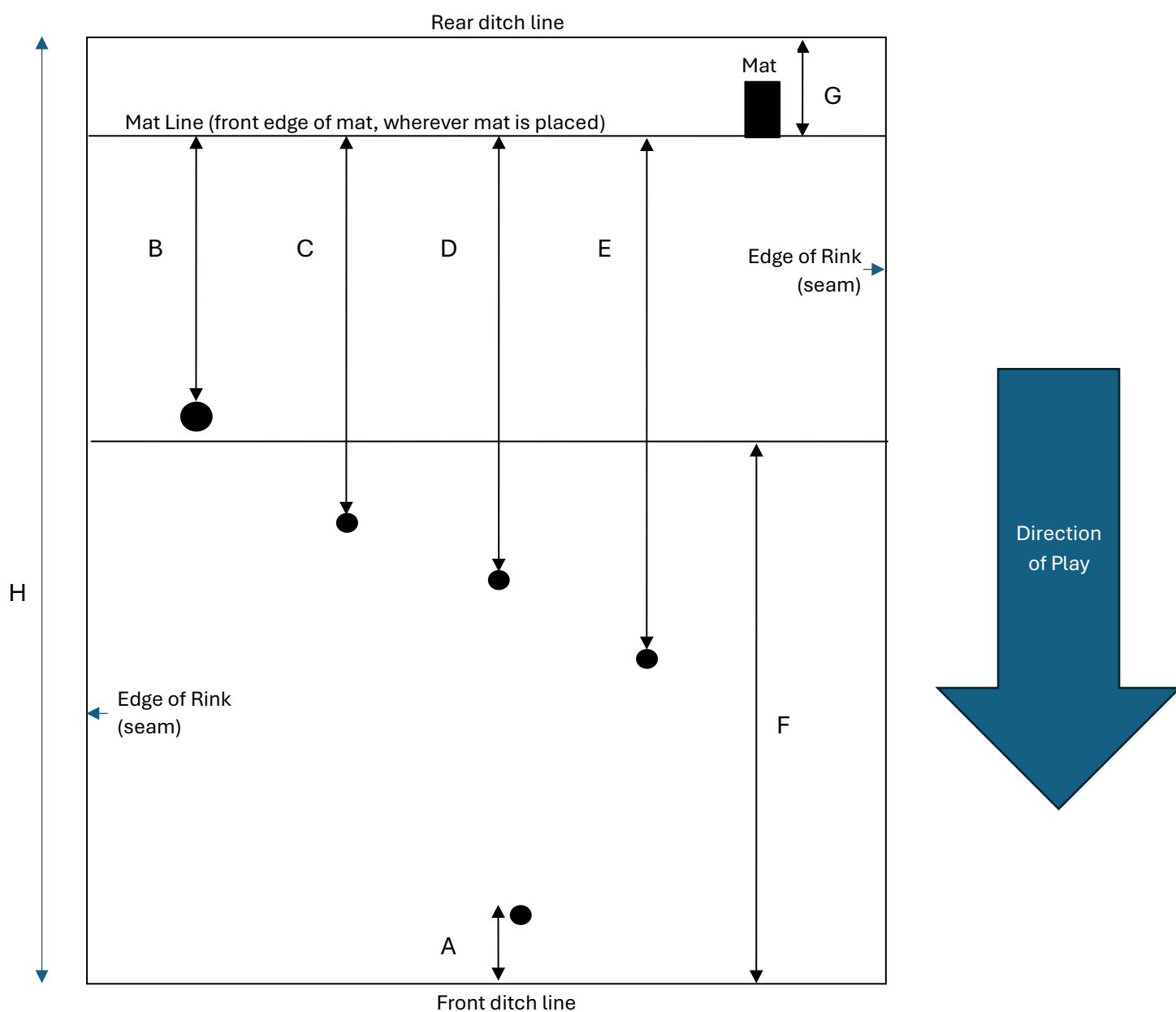
- Any bowler intending to deliver a bowl with weight that could either cause injury to a person or damage to bowls shall announce their intention to do so and ensure that all persons around the head are aware and are positioned at a safe distance from the head.
- Before delivering with weighted bowl, 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: a) must be stamped in accordance with the World Bowls Laws of the Sport and bear a current year

stamp 2025 or beyond, and b) 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 2m
B	Minimum distance of a live bowl from the mat line	Min 14m
C	Minimum distance of a rebounding jack from the mat line	Min 20 m
D	Minimum distance of a delivered jack from the mat line	Min 23 m
E	Distance of jack from mat line when measuring pace of green	27 m
F	Minimum distance of the mat line from the front ditch	Min 25 m
G	Minimum distance of the mat line from the rear ditch	Min 2 m
H	Distance between ditch lines (playing area lengthwise)	Min 31m Max 40m
I	Distance between rink edges (as marked by seams)	Min 4.3m Max 5.8m