



CONDITIONS OF PLAY

For Indoor Provincial Singles
Championships

BOWLS BRITISH COLUMBIA

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1. INTRODUCTION AND DEFINITIONS

1.1. Introduction

All Bowls British Columbia events are to be conducted under Crystal Mark 4 Laws of the Sport.

These Conditions of Play govern the operation of the Provincial Indoor Singles Championships — Men and Women.

1.2. Definitions

'**BBC**' will mean Bowls British Columbia,

'**BCB**' will mean Bowls Canada *Boulingrin*,

'**Laws of the Sport**' will mean the "Crystal Mark 4 Laws of the Sport" as adopted by BCB.

'**District**' will mean a Provincial Bowls District affiliated with Bowls BC,

'**Club**' will mean a Provincial Bowls Club affiliated with Bowls BC,

'**HEU**' will mean the Head Event Umpire,

'**DoO**' will mean the Bowls BC Director of Operations,

2. GENERAL CONDITIONS RELATING TO CHAMPIONSHIPS UNDER THE JURISDICTION OF BBC.

2.1. Competitions

Bowls BC shall conduct, under the Laws of the Sport, and under conditions determined by BBC the following provincial championships to determine the provincial representative(s) in the Men's and Women's Indoor Singles Canadian Qualifiers. **[3/25]**

2.2. Eligibility

Every person entering a Provincial Championship must:

Have their principal residence in British Columbia, as of January 1 of the year of the event. Principal residence as defined by their tax returns or other supporting document.

Be a member of Bowls BC in good standing and with a current membership card. Players must be a Canadian citizen or possess a Canadian Permanent Resident Card and meet the regulations of the international bowls authority having jurisdiction over the event (World Bowls — World Cup Indoor Championship).

The Umpire will require all entrants to a Provincial Championship to:

- (a) Present a current BBC membership card for inspection, and,
- (b) Undergo a bowls and shoes inspection.

A person unable to verify eligibility will not be permitted to continue in the Provincial Championship.

2.3. Entries

Entry to a Provincial Championship is guaranteed if the appropriate online registration form, completed in full, and fee is received by Bowls BC on or before the closing date for each event.

- Entries to be completed online, at <http://bowlsbc.com/register>
- Entries must be paid in full in order to be considered valid.
- Entries received after the closing date will be placed on a waitlist, in the order received.
- No entries will be accepted by any means other than the on-line registration form.
- EXCEPTION: If the number of guaranteed entries is an odd number, the DoO may place the last entrant on a waitlist or may add one or more player from the waitlist in order to make an even number of entrants, however, the DoO is under no obligation to add any or all waitlisted players. **[3/25]**

Entry fees are non-refundable after the closing date except for medical emergencies or for withdrawals in accordance with the following clause.

2.4. Withdrawals

An entry will be considered to have withdrawn from an event if the entry unilaterally terminates a match without the prior authorization of the DoO or the HEU or is in default for more than one match.

An entry may otherwise withdraw from an event if injured or if there is a personal or family emergency.

When an entry withdraws from an event, the records of all matches completed prior to the withdrawal will stand. All remaining scheduled opponents, including an opponent of a commenced and uncompleted match with the withdrawing entry, will be awarded the win.

3. GENERAL CONDITIONS RELATING TO THE CHAMPIONSHIP ROUNDS UNDER THE JURISDICTION OF BBC

3.1. Match Composition

Separate men's and women's events will be staged.

3.2. The Draw

The draw shall be established by BBC. The format of the draw is at the sole discretion of the DoO. **[3/26]**

The event shall be played on modified Round Robin/Sectional basis, with a win counting three (3) points, a tie counting one (1) point and nil (0) points for a match loss. The Round Robin/Sectional play will be in accordance with the published draw schedule.

3.3. Trial Ends

After the start of a game, each player will be allowed two trial ends. Trial ends are at the discretion of each player. For trial ends, players may use the same number of bowls as they would in the game. Trial ends will commence at the start of the game time limit. There will NOT be a separate time for trial ends. **[3/25]**

Any player not ready to play at their official start time for any game shall forego their right to play trial ends.

3.4. The Game

An official signal shall be sounded to signal the scheduled starting time for each game (including trial ends). No game shall be started before the official signal is given. Any player arriving at the green more than ten minutes after the official signal has been sounded shall cause that player to forfeit such game to the opposition. **[3/26]**

Games will be played in modified Round Robin/Sectional format. The number of games played in the Round Robin/Sectional will be determined by the number of player entrants. **[3/25]**

Four bowls will be used for each player.

There will be a time limit of 2 hours. Time limits include trial ends.

Each match will consist of two sets, each set being played over 7 ends. The winner of each set will be the player with the most shots at the completion of the 7th end. The winner of the match being the better of two sets. (A match tiebreaker is not a set.)

If the shot scores are tied after the last end of a set, the set is drawn. If the match is tied (two drawn sets or one set each) after the two sets have been completed within the specified time limit, a match tiebreaker consisting of 3 ends will be played to determine the winner. The

match tiebreaker is decided by the winner of the majority of ends won. The first player to win two of the tiebreaker ends will be the winner. In this case a third end shall not be played. If at the completion of the tiebreaker the number of ends won are equal, a fourth tiebreaker end will be played. In both Round Robin/Sectional and knockout play there should be no further play in the tiebreaker if, at any point, it becomes impossible for one player to draw or win the tiebreaker. **[5/25]**

In all cases a tied end will count as one of the 7 ends played.

If the time limit is reached and the last set has not been completed, the following will take place:

1. If player "A" won the first set, and is winning the second set when the time limit is reached, player "A" will be declared the game winner and awarded both sets.
2. If player "A" won the first set, and the second set is tied when the time limit is reached, player "A" will be declared the game winner and awarded one won set and one tied set.
3. If player "A" won the first set, and player "B" is winning the second set when the time limit is reached the second set will be awarded to player "B". Each player having won a set a three-end tiebreaker will be played to determine the game winner and both players will be awarded one set each.

The winner of each set will be the player with the most shots at the completion of the seventh end. The winner of the game being the better of two sets (a tiebreaker is not a set). In Round Robin/Sectional play, all 7 ends of a set must be completed. In knockout play a set will be decided if, at any point, it becomes impossible for one team to draw or win the set given the number of ends left.

If the shot scores are tied after the last end of a set, the set is drawn. If the game is tied (two drawn sets or one set each) after the two sets have been completed, a tiebreaker consisting of three (3) ends will be played to determine the winner. If the ends won are tied after the third end of the tiebreaker, a further tie-breaker end will be played. In all cases a tied end will count as a played end.

3.5. Scoring and Tie-Breaking Procedure

Competition will take the form of a "Modified" Round Robin/Sectional, with entrants earning match points from each game based on three (3) points for a win and zero (0) for a loss. Tiebreakers are not sets. **[3/25]**

No Round Robin/Sectional games shall be conceded before the completion of all ends.

If a game is forfeited, the non-offending team will be awarded three match points, two set wins, two set points, and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same event.

At the end of Round Robin/Sectional play, the top ranked entrants in each discipline will advance to the playoffs as per Appendix A.

The following format will be used **only** to rank knockout playoff players:

- a) Players will be ranked based on total number of match points accumulated during the Round Robin/Sectional. If total match points are equal, the following will be used to rank the tied players:
 - I. the player with the highest number of sets won will be the winner; [Note: tied sets are not included in determining the number of sets won]
 - II. If match points and sets won are equal, the player with the highest net total of set points will be the winner; [Note: in the event of a tied set, a half-set point shall be awarded to each player (tie breakers are not sets)]
 - III. If all the above are still equal, then the player with the highest net total of shots over all games in the Round Robin/Sectional (excluding tie-breaker ends) will be the winner;

During knockout games there must be no further play in a game if, at any point, it becomes impossible for one team to draw or win the game, given the number of ends left.

3.6. First to Play

Sets play and any tiebreakers shall proceed according to law 56.4 First to Play.

- a. First Set: The opponents should toss a coin and the winner of the toss has the option to either: place the mat and then deliver the jack and the first bowl: or tell the opposing player to place the mat and deliver the jack and the first bowl (the opposing player cannot refuse).
- b. Second Set: The winner of the first set will place the mat and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set will place the mat and then deliver the jack and the first bowl.
- c. Tiebreaker: the opponents will toss a coin and the winner of the toss has the options as described in 3.6 a.

Play in all other ends: In all ends after the first but apart from an extra end, the winner of the previous scoring end will place the mat and then deliver the jack and the first bowl.

3.7. Re-Spot Rule

All games shall be played using the "re-spotting the jack" rule per section 56.5 of the Laws of the Sport:

Other circumstance may arise that will result in the end being declared 'dead'. If there is any confusion about the 're-spot' and/or 'dead end' rules, contact the HEU. The ruling of the HEU will be final.

Re-spotting the jack

- If a jack in motion passes completely outside the boundaries of the rink of play, comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 metres from the mat line, 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 the central 2 metre spot.
- If the spot is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl. Law 56.5.4.

3.8. Final Standings

For Championships with more than twelve (12) entrants, the top eight players will progress to the knockout rounds and will be ranked. The top eight players will be ranked by overall scores. **[2/23]**

For championships with twelve (12) or less players the top four players will progress to the knockout rounds and will be ranked. The top four players will be ranked by overall scores.

Sectional Format **[3/26]**

If the DoO has elected to apply a Sectional format for the tournament, the following will apply:

- The winner of each Section will progress to the knockout rounds
- The remaining required players for the knockout rounds will be the top players across all sections based on overall scores.

3.9. Knockout Rounds

General Information

In the knockout rounds consisting of eight players, the top ranked player will play the eighth ranked player. The second ranked player will play the seventh ranked player. The third ranked player will play the sixth ranked player. The fourth ranked player will play the fifth ranked player.

In the knockout rounds consisting of four players, the top ranked player will play the fourth

ranked player. The second ranked player will play the third ranked player **[3/25]** (see Appendix A)

Procedure

The following format will be used **only** to rank knockout playoff players:

- b) Players will be ranked based on total number of match points accumulated during the Round Robin/Sectional. If total match points are equal, the following will be used to rank the tied players:
- c) the player with the highest number of sets won will be the winner; [Note: tied sets are not included in determining the number of sets won]
- d) If match points and sets won are equal, the player with the highest net total of set points will be the winner; [Note: in the event of a tied set, a half set point shall be awarded to each player (tie breakers are not sets)]
- e) If all the above are still equal, then the player with the highest net total of shots over all games in the Round Robin/Sectional (excluding tie-breaker ends) will be the winner;

During knockout games there must be no further play in a set if, at any point, it becomes impossible for one player to draw or win the set, given the number of ends left.

3.10. Substitutions

There are no substitutions in singles. In the event of a singles player being unable to participate due to illness, opponents shall receive three game points, (two set wins if in sets play) and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same event. When the singles player can resume play, he/she shall carry on with his/her record (from before the illness occurred) intact.

3.11. Time Limits

There will be a **time limit of 2 hours, including trial ends** commencing when the signal for the start of the game is given. At the conclusion of this time period, another signal will be given at which point an end in progress must be completed but no new end may be commenced.

Time limits will be imposed during knockout round play.

The definition of an end in progress is that the jack has been delivered by the first player to play in that end.

3.12. Deliberate Delay of Play

If the Umpire, either by their own observation or on appeal from the opposing player, decides that a player is deliberately delaying the delivery of the player's bowl or the player is acting to deliberately delay play:

- On the first occasion the umpire will warn the player. If, in the opinion of the Umpire, the player commits the same offence a second time, the end will be regarded as completed and the opponent of the offender will be awarded as many shots as are bowls in use for the match - four shots;

Any stoppage of play due to time spent in discussion with the offending player or player in regard to the application of this rule will be added to the time limit of the game.

3.13. Restrictions on the Movement of Players During Play

Players may only visit the head after delivery of their third and fourth bowls. In exceptional circumstances, a player may seek permission of the Marker to visit the head before they deliver their third bowl. Players must return to the mat at the same time.

If a player does not meet the terms of this law, **Law 13** will apply.

3.14. Bowls and Footwear Inspection

A bowls and footwear inspection shall be staged prior to the start of the competition. Random checking of bowls and footwear may occur prior to the commencement of games.

Individuals who compete in Provincial Play-downs — leading to National Championships — must use bowls that have visible legible stamps, which comply with the Laws of the Sport and have proper Provincial decals affixed.

Players will receive four bowls decals prior to the start of the competition and will be responsible for removing all old decals and affixing tournament decals. If another set of bowls is required during the Round Robin/Sectional (and prior to a round commencing), an Umpire will check the bowls and ensure new decals are affixed and that decals are removed from the original set of bowls.

At the bowls inspection, players will be required to present the same number of bowls as they are playing with.

Old disc-type bowls and bowls stamped "coaching" will no longer be allowed for competition.

Bowls of any colour shall be permitted, as will be coloured dimples and rings on bowls so long as they shall not interfere with the decals.

Footwear shall conform to the specifications provided below. The Head Event Umpire will be responsible for enforcement of the footwear requirements.

3.15. Practice

Competitors may practice, according to Law 3.3 and Law 4, during the period (between games) prior to the commencement of the trial ends - if time permits, and that the practice does NOT interfere with greens maintenance activities, or officials' preparation for the next game.

A player that has not played due to a bye shall, if possible, be allowed to practice prior to playing a game.

3.16. Dress Code for Players and Designated Player Support Personnel

All participants must wear clean, appropriate and well-maintained clothing to present an appearance in keeping with the conduct of a Provincial Championship.

The wearing of blue denim is prohibited.

Appropriate clothing guidelines for Provincial Championships:

- beach shorts, sweatpants and jeans are not acceptable attire;
- shorts and skirts/skortis are to be of a respectful length;
- shirts must be sleeved and have a collar;
- Shirts should be of a respectable length, pattern, and design. T-shirts, muscle shirts, tank tops are not acceptable attire.

Footwear

All footwear shall have a flat sole and be heel-less, in accordance with latest requirements concerning footwear.

Enforcement of Dress Code

The Head Event Umpire will be responsible for enforcement of the dress code and footwear requirements.

Red Shirts are reserved for umpires.

A player may also be awarded a game due to a Dress Code violation by a member of the opposing player.

3.17. Dress Code for Umpires

All Umpires, when on duty, shall wear a red BBC approved umpire shirt with black trousers, dress shorts, skirt or skorts. Umpires to wear red outerwear in the event of inclement weather.
[3/25]

3.18. Tobacco, Alcohol, Cell Phone and Verbal Abuse Policy

Smoking, including electronic cigarettes is only allowed in designated areas. This includes competitors, umpires and markers.

Should an infraction occur, the respective player will be notified. Upon a further occurrence the offending player will be subject to a fine of \$100.00, to be immediately levied towards that player. If the player persists in violating this policy, and the fine has already been levied, the player shall be disqualified from further play during the current event. Should the tobacco and alcohol policy of the host club differ from that describe in this paragraph the most stringent policy shall apply.

No alcoholic beverages are to be consumed during play.

Verbal abuse of an opponent or official will not be tolerated. When profanity is used, the offending player will be subject to a fine of \$100.00, for a first offence and any further occurrence will cause suspension of the player from further games during the current championships. It is the responsibility of the player to ensure that the fine is paid immediately, before the next round commences.

No electronic communication or entertainment devices, such as two-way radios, cell phones, or music players shall be allowed on the green during championship play, including trial ends. All players shall be required to place their phones on silent or vibrate.

Any disciplinary action will be addressed according to BBC's Discipline and Complaints Policy.

3.19. Support Personnel

Each player shall be entitled to accredited support personnel at this event as follows:

Each player may designate a maximum of one accredited Bowls Coach, Manager, or support person.

If the player appoints an accredited coach, the coach must show their coaching accreditation to the Head Event Umpire prior to the start of a match. **All coaches of players under the age of 18 must present a copy of their Criminal Records Check** to the Head Event Umpire before the start of a match.

The Coach is permitted to give advice to his/her player from beyond the limits of the rink of play BUT only when their player is in possession of the rink. When seeking advice, the player may step off the green should he/she desires.

Coaches may give advice to his/her player while an end is in play up to a maximum of three (3) times throughout the course of the game. Coaches may give advice between ends as frequently as required.

Each competitor under the age of 18 years at the time of the event must be accompanied by a chaperone for the duration of the competition. The name and contact information of the chaperone shall be provided to BBC and the Host committee prior to the start of the event. This chaperone may be in addition to the accredited coach mentioned above.

3.20. Penalties

Players who violate the Conditions of Play will be fined \$100.00 per player. If a player continues to violate the specific Condition of Play, or any other Condition of Play, they will be deemed ineligible for participation in BBC events for two (2) years after the conclusion of the event in which the violation occurred.

All players and officials shall conduct themselves in a manner that promotes goodwill between

the participants and in the eyes of the spectators.

3.21. Forfeited Game(s)

It is the responsibility of each player to be aware of the start time for each game. If a start time is delayed by ten minutes the Head Event Umpire shall declare the game a forfeit - the loss registered to the offending player(s) and the opponents awarded a win.

An umpire, either upon request, or having noted specific infractions of the Laws of the Sport of Bowls or these Conditions of Play, will warn the offending player or players. If the Umpire then considers that the infractions are both continuing and deliberate, the game will be forfeited to the opponents.

If a game is forfeited, either as the result of the absence of a player or a Dress Code violation, the non-offending player will be awarded three match points, two set points, and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same event. **[3/26]**

When an entry forfeits a single match, the opponent will be awarded match points for a win and will be credited with shots for/shots against equal to the average of all other winning results recorded during the appropriate round in the whole event (not just a single section). The entry in default will receive shots for/shots against equal to the average of all losing results recorded during the appropriate round in the whole event (not just a single section).

When an entry has withdrawn from an event, all remaining scheduled opponents, including an opponent of a commenced and uncompleted match will be awarded match points for a win and will be credited with shots for/shots against equal to the average of all other winning results recorded during the appropriate rounds. The entry in default will receive shots for/shots against equal to the average of all losing results recorded during the appropriate rounds.

An entry will be considered to have withdrawn from an event if (a) the entry unilaterally terminates a match without the prior authorization of the draw-master, or (b) misses more than any part of two matches.

If an entry has withdrawn from the event for any reason, then the following shall determine the impact on the remaining entrants:

- a. If the entry withdraws after one half or more of its scheduled matches have been fully completed then all previously played match results will stand as played. All remaining scheduled un-played matches will be considered "Forfeited" matches. The impact on the scheduled opponents is explained in point 4 above.
- b. If the entry withdraws before one half of its scheduled matches have been fully completed, then all previously played match results will be considered un-played and all results from those previously played matches will not be counted in any way. All remaining scheduled un-played matches, likewise, will be considered as un-played, and those matches will not be counted in any way.

3.22. Unsportsmanlike Conduct

No competitor is to act in any purposeful manner that directly or indirectly contravenes the Crystal Mark 4 Laws of the Sport, or conditions of play.

Also, at the discretion of the DoO or his/her designate; any player not acting in accordance with the Laws of the Sport, or the Conditions of Play will be subject to disciplinary action by the PGD or designate and/or Bowls B.C. disciplinary review.

3.23. Unspecified Conditions

Where the above Conditions of Play are silent the latest edition of the Bowls Canada Boulingrin Consolidated Conditions of Play for the Canadian Championships and Singles Qualifiers will apply. **[3/25]**

4. DUTIES OF THE DIRECTOR OF OPERATIONS AND THE HOST CLUB

4.1. Duties of the Director of Operations

The DoO will organize and conduct Provincial Championships in a manner consistent with these Conditions of Play.

The DoO may appoint the Head Event Umpire for any event, with the same authority as the DoO.

When a situation occurs that is not contemplated by these guidelines, the ruling of the DoO will be final. In making any decision the DoO will give regard to the guiding principles for Provincial Championships.

4.2. Duties of the Host Club

The Host Club will convene the Provincial Championship on behalf of BBC. The Host Club will appoint a Championship convener who will also be appointed as a member of the Championship Emergency Committee.

Other duties are described in the BBC document 'EVT003-Provincial Hosting Guidelines' <https://bowlsbc.com/wp-content/uploads/2026/03/EVT003-2026.pdf> [03-26]

5. Appendix A: Knockout Rounds

Knockout Round 8 Bowlers



Knockout Round 4 Bowlers

