**Para Bowls Singles Championship**

Conditions of play:

1. **Laws of the Sport of Bowls (Crystal Mark Fourth Edition) and Bowls Domestic Regulations to apply.**
2. All players must conform to the General Conditions of Play as detailed within this section and any further conditions specified by the Tournament Manager.
3. **Composition of Teams.**

All players must be ‘Playing Members’ of a club as per Bowls Wellington and Bowls NZ constitution.

1. **Variation of Programme**

The Tournament Manager retains the right to alter or amend the programme as deemed necessary. This includes, but not limited to, reasons of weather, green availability, participant numbers, and other unforeseen circumstances.

1. **Trial ends** – Law 5.1

Trial ends may be played prior to the 1st game of the day, or otherwise as deemed appropriate by the Tournament Manager. Trial ends must be completed before the scheduled start time unless the Tournament Manager advises otherwise. Should a player, due to having a bye or otherwise, be unable to have trial ends before the first game of the day, they will be permitted to (a) have some practice ends & (b) have a trial end before their first game. Their opponent may have trial ends with them.

1. **Time Limit Games**

Matches are played under a time limit

Qualifying: Four games of 1hour 10 mins or first to 21. Wins, Draws and losses recorded with differential. Top 4 on chart to play knockout for major championship.

Post Section: Knockout – 1hr 15 or first to 21.

**Slow Play**: 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.

**Players to abide by the spirit of the game at all times.**

1. **Time Signal**

The commencement of play and the expiry of time shall be signalled by the Umpire by a bell or some other means clearly audible to all players concerned.

Where the time limit is not common to all games on the green the start and finish time must be written on the score board and score card. Note: the players are responsible for managing their game time.

1. **Drawn Game**

In the qualifying rounds a drawn game is counted. Post section in the knockout phase, an extra end will be played if the game is drawn. The players toss a coin to determine playing order in the extra end.

1. **Killed ends**

A killed end will result in the kitty being re-spotted on the 2 metre mark. Should the 2 metre mark be covered, the kitty is placed in line between the 2 metre mark and the far end of the green.

1. **Restricting the Movement of Players During a Game**

 In all games, the movement of players shall be restricted as follows:

After delivering the first bowl, players will only be allowed to walk up to the head under the following circumstances:

Singles: The opponents after delivery of their third and fourth bowls

Schedule:

9am Welcome

9.05am Trial Ends

9.15am Game 1 start

10.25am Game 1 finish

10.40am Game 2 start

11.50am Game 2 finish and lunch

12.30pm Game 3 start

1.40pm Game 3 finish

1.55pm Game 4 start

3.05pm Game 4 finish

3.30pm Semi Finals start

4.45pm Semi Finals finish

5.00pm Final Start

6.15pm Final Finish

6.30pm Presentation

**Para Bowls Pairs Championship**

Conditions of play:

1. **Laws of the Sport of Bowls (Crystal Mark Fourth Edition) and Bowls Domestic Regulations to apply.**
2. All players must conform to the General Conditions of Play as detailed within this section and any further conditions specified by the Tournament Manager.
3. **Composition of Teams.**

All players must be ‘Playing Members’ of a club as per Bowls Wellington and Bowls NZ constitution. Composite teams are permitted.

1. **Variation of Programme**

The Tournament Manager retains the right to alter or amend the programme as deemed necessary. This includes, but not limited to, reasons of weather, green availability, participant numbers, and other unforeseen circumstances.

1. **Trial ends**

Trial ends may be played prior to the 1st game of the day, or otherwise as deemed appropriate by the Tournament Manager. Trial ends must be completed before the scheduled start time unless the Tournament Manager advises otherwise.

1. **Time Limit Games**

Matches are played under a time limit

Qualifying: 5 rounds of 1hour 15 mins. Wins, Draws and losses recorded with differential. Winner of round robin wins title.

**Slow Play**: 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.

**Players to abide by the spirit of the game at all times.**

1. **Time Signal**

The commencement of play and the expiry of time shall be signalled by the Umpire by a bell or some other means clearly audible to all players concerned.

Where the time limit is not common to all games on the green the start and finish time must be written on the score board and score card. Note: the players are responsible for managing their game time.

1. **Drawn Game**

In the qualifying rounds a drawn game is counted.

1. **Killed ends**

A killed end will result in the kitty being respotted on the 2 metre mark. Should the 2 metre mark be covered, the kitty is placed in line between the 2 metre mark and the far end of the green.

1. **Restricting the Movement of Players During a Game**

 In all games, the movement of players shall be restricted as follows:

After delivering the first bowl, players will only be allowed to walk up to the head under the following circumstances:

Pairs: The Leads after delivery of their 3rd bowl and the Skips after delivery of their 2nd & 3rd bowls.

Schedule:

9am Welcome

9.05am Trial Ends

9.15am Game 1 start

10.30am Game 1 finish

10.45am Game 2 start

12.00pm Game 2 finish and lunch

12.30pm Game 3 Start

1.45pm Game 3 Finish

2.00pm Game 4 Start

3.15pm Game 4 finish

3.30pm Game 5 Start

4.45pm Game 5 Finish

5pm Presentation