



# Dunedin City Motors Alexandra



## CENTRAL OTAGO BOWLS INC. DUNEDIN CITY MOTORS ALEXANDRA PAIRS - MEN 31<sup>st</sup> January & 1<sup>st</sup> February 2026

### CONDITIONS OF PLAY

**GENERAL CONDITIONS OF PLAY:** All Special Conditions of Play must be read in conjunction with the General Conditions of Play which are available on Central Otago Bowls website [www.bowlscentralotago.com](http://www.bowlscentralotago.com).

**SPECIAL CONDITIONS OF PLAY:**

Special Conditions of Play for events may alter prior to their commencement.

**Dates:** Qualifying - Saturday 31 January 2026. Post Section: Sunday 1 February 2026

**Venues:** Alexandra Bowling Club

**Entries close:** On Bowls Hub no later than 7.00pm Sunday 25 January 2026

**Entry fee:** \$25.00 per player or \$50.00/team

**Payment Terms:** Team to Pay \$50.00 to Central Otago Bowls Inc. Account No: 02 0916 0133831 00 no later than 5.00pm on Monday 26 November 2026. If full payment has not been confirmed by this time the entry will not be included in the draw.

**Start of Play:** Play will commence by 8.30am each day.

**Time Limit:** 2 hour time limit up to Semi-Final and Final. The commencement of play and expiry of time shall be signalled by the Umpire by some means clearly audible to the players concerned. Where the time limit is not common to all games on any green, the agreed start time must be recorded on the scorecard and scoreboard. The Umpire shall notify the teams in individual games when the time limit has expired.

**Qualifying Play Format:** 4 x round robin games. 18 ends, 3 bowls. Winners of 3 or 4 Games qualify for Post Section play.

**Post Section Play Format:** Sudden death, 18 ends 3 bowls. No time limit for Semi Finals and Finals only.

**Defaults:** If a team defaults their score will be recorded as a loss. The non-offending team will be awarded a win.

**Restricting the movement of players during play:** (Appendix A A.4) Movement of players, during all play, shall be restricted. Players will be allowed to walk up to the head:

- Lead after delivery of their 3<sup>rd</sup> bowl
- Skips after delivery of their 2<sup>nd</sup> & 3<sup>rd</sup> bowls

In exceptional and limited circumstances, a player can ask their partner to walk up to the head earlier than described in Appendix A4.1. If a player does not meet the terms of this law, Law 13 of the Laws of the Sport of Bowls shall apply.

**Burnt End:** If an end in play is burnt after the bell, the jack will be re-spotted on the 2 metre mark to complete the end.

**Extra End:** (Law 28) If the scores are equal at the end of the completed number of ends or at the end in play when the time limit bell sounds then, an extra end or ends will be played to decide a winner. Skips will toss a coin to establish which team will play first. There will be no kills on the extra end and the jack will be re-spotted on the 2-metre mark. If a bowl is already on the 2 metre mark the jack will be placed on the mat side of the bowl sitting on the 2-metre mark without touching the bowl.