

CONDITIONS OF PLAY 2025

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2025 Bowls Alberta Conditions of Play

Section 1 - General Conditions

Bowls Alberta ("BA") is responsible for conducting events, which include Provincial Championships and Sanctioned Tournaments. Provincial Championships are the men's and women's Singles, Pairs, Triples, Fours, Youth Singles, Para Bowls, Senior Triples, and Mixed Pairs. Sanctioned Tournaments are the Medicine Hat Memorial Triples, North and South Development Triples and the North and South Novice Pairs.

All matches are to be played under the current Laws of the Sport of Bowls, with reference to Bowls Canada Boulingrin's ("BCB") Approved Domestic Regulations and the Bowls Alberta Conditions of Play.

This document represents the main Conditions of Play document. Reference shall not be made to other conditions of play documents unless specifically referenced in these Conditions of Play or published on the Bowls Alberta website. Bowls Alberta reserves the right to vary the Conditions of Play at any time.

Emergency Committee

An Emergency Committee shall be formed for each event, consisting of the drawmaster(s), the head umpire, the greens-keeper (or a representative of the host club), and, if possible, a BA Bowls Program Committee member or a member of the BA Board of Directors.

The Emergency Committee has the right to deal with any issues that may arise, including determining when a stoppage in play is necessary due to local conditions, use of groundsheets, altering the length of matches or the tournament schedule, cancellation of play for the remainder of the event, the determination of final placings if the event is not completed, and determining decisions for any safe sport and maltreatment concerns that arise during the event.

If an Emergency Committee member is a player in the tournament or an involved party in a complaint, they should withdraw from the decision-making process if they have a real or perceived conflict of interest.

Officials

Accredited umpires should be used whenever possible. Umpires shall adhere to the clothing and footwear guidelines in Section 4.

It is preferable that umpires and drawmasters are not players in the event. If a drawmaster is a player in the event, an effort will be made to have two drawmasters, with a male player acting as the women's drawmaster and a female player acting as the men's drawmaster.

Members of the Emergency Committee are considered to be officials.

Markers

Markers work under the jurisdiction of the event Head Umpire to execute the duties defined in the Laws of the Sport of Bowls. Host clubs are expected to provide training for the markers prior to the start of play.

Coaches

A certified coach may accompany a team (or a player in singles). A certified coach must, at a minimum, have attained the designation of “Club Coach” under the National Coaching Certification Program. The coach must not be a competitor or official in the current event. Men’s and women’s competitions are considered to be separate events for this purpose. The coach must report to the drawmaster prior to the commencement of the event and provide proof of their registration as a coach (**copy of their 'certification' from the Locker or on their phone on the live webpage**); the drawmaster will notify the umpire of all registered coaches prior to the start of play.

The coach is permitted to give advice to their team between ends or while an end is in play and the team is in possession of the rink. When seeking advice, players may step off the green. The coach may only give advice from outside the boundaries of the green. See Law 44.

If a player/team believes that the volume of coaching being provided to their opposition is creating undue delay, distraction, or interference with the game, they may appeal to an umpire. The umpire will first warn the offending coach. If there is another occurrence during the game, the umpire is to be called and he/she will take immediate action to prevent any further violations of the conditions of play, which may include suspension of coaching for the remainder of the game.

Section 2 – Entry Conditions

Events shall be open to all eligible BA members of an affiliated club, with tournament dates and entry deadlines as established by BA and published on the BA website and the event poster. All entrants must be members in good standing of a BA affiliated club prior to the entry deadline.

Team members are not required to be members of the same affiliated club, unless stipulated in Section 7 – Conditions Applicable to Specific Events.

Tournament registration and the applicable fees shall be made via the BA website. The person completing the entry form will receive an email from BA confirming receipt of entry.

BA reserves the right to accept a late entry or solicit an additional entry up to the date the tournament draw is completed in order to achieve an even number of entries and avoid byes.

See Section 7 for additional entry criteria applicable to specific events.

Section 3 – Draw, Format and Schedule

The event draw will be completed and published on the BA website no less than three days prior to the start of the event.

With respect to a Provincial Championship, should an entrant withdraw from the event after the draw has been completed, the draw may be redone where the number of entries has changed from an odd to an even number. In situations where the draw is not redone, a bye will be provided to all opponents of the withdrawn entrant.

The format of each event is determined by the number of entries – see Section 8. BA in consultation with the drawmaster may elect to use alternate formats in Sanctioned Tournaments, where the emphasis of the event is on participation and athlete development.

In the event of a smaller number of available rinks, changes in schedule from emergency committee decisions, or a larger than anticipated number of entries, alternate formats may also be used in Sanctioned Events or Provincial Championships. (New – 2025)

Event dates and the start time of the first match for each day are published on the BA website and the event poster. The start time of the second and third match of the day will be announced by the drawmaster. Start times may be adjusted by the drawmaster as local conditions necessitate.

Players should arrive at the venue at least 45 minutes prior to the start of trial ends for the first match of an event in order to allow for registration, bowls and shoe inspection, and announcements by the drawmaster and host club.

During preliminary or round-robin play, a minimum of 30 minutes shall be allowed between the completion of the last match of a round and the start of trial ends for the next match.

Prior to the start of a playoff or medal-round match, a minimum of 45 minutes shall be allowed between the completion of the last match of a round and the start of trial ends for the next match. Play may begin earlier where both teams agree to do so.

Section 4 – Play Conditions

Clothing and footwear

Players shall adhere to the following while on the green:

1. All players must wear clean, appropriate, and well-maintained clothing. Shirts must be sleeved and have a collar or high neck and be of respectable length. Shorts and skirts/skorts are to be of a respectable length, considered to be at least mid-thigh. Alberta provincial and national team uniforms are not suitable for tournaments. The following are not appropriate: beach shorts, shorts or slacks with large baggy pockets, jeans, shirts with inappropriate slogans.
2. All members of a team are to dress alike.
3. Shirts, skirts, pants and shorts are to be predominantly white or team colours.
4. Headwear, outerwear and rainwear may be of any colour and need not be uniform amongst team members.
5. Shoes must be flat-soled with no separation between the front sole and heel (flat from heel to toe). The width of the heel must be at least 50% of the widest part of the sole. The sole may possess a shallow tread pattern, grooves or channels as long as they do not cause damage to the green. All commercially manufactured lawn bowls shoes are acceptable. Walking shoes and sports shoes are generally acceptable. Sandals with a heel strap are also acceptable as long as the back strap is firmly fitted when worn. Wedge shoes that increase in height from toe to heel are not acceptable.

The requirements in (2) and (3) above do not apply to Sanctioned Events (Medicine Hat Memorial Triples, North/South Novice Pairs, Youth Championships and North/South Development Triples), where teams are encouraged to dress alike but are not required to do so. The requirements in (1) do not apply in Sanctioned Events with the exception that shorts and skirts/skorts are to be of a respectful length, considered to be at least mid-thigh.

Any dispute as to compliance with the dress code will be decided by the Tournament Head Umpire. Any player in breach of the dress code will be warned by the Head Umpire, required to temporarily fix the issue with a less severe breach in dress code (e.g. wearing an inappropriate slogan shirt inside out

or covering up too short of shorts with sweatpants) and will be given until the next day to fully comply with the dress code. Failing which, disciplinary action could be taken including forfeiture of the match or withdrawal depending on severity and past behaviour.

Bowls and decals

Each player must play with the appropriate number of bowls from the same set. Bowls with coloured dimples or rings are permitted. Bowls stamped “coaching bowls” are not permitted.

Bowls used in a Provincial Championship must have a legible World Bowls stamp. The date of the stamp is not relevant.

If decals are provided by the drawmaster, they shall be applied to a player's bowls and used for the duration of the event.

Groundsheets

The emergency committee can decide on the use of groundsheets at any time. For outdoor play, groundsheets do not need to be fastened to the green, and may be temporarily removed upon completion of an end. The groundsheet may be placed at a different position at the start of each end, unless otherwise directed by the emergency committee. The groundsheets must remain in use until the end of the game or until the emergency committee decides that they are no longer needed.

Practice

Players may practice before competition begins and during the period between matches prior to the commencement of trial ends if time permits and their practice does not interfere with greens maintenance or officials' preparation for the next game. Practice must be in the opposite direction of the upcoming scheduled match.

Players receiving a bye may practice on a rink identified by the drawmaster as one on which they are not scheduled to play on that day and does not interfere with other matches.

Trial ends

One trial end in each direction is permitted prior to each match – see Law 5.1. A trial end shall not commence after the official signal for the start of play, but, if started, may be completed. **Trials shall not commence until the official signal is given. (New – 2025)**

Set play rules (for all singles events)

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 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.

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

First to play

- i. First set: the opponents in Singles must toss a coin and the winner of the toss has the options described in law 5.2.2
- ii. Second set: the winner of the first set must 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 must place the mat and then deliver the jack and the first bowl.
- iii. Tiebreaker end: the opponents in Singles must toss a coin and the winner of the toss has the options described in law 5.2.2

Keeping the scorecard

Skips may transfer the duty of marking the scorecard to another member of the team. However, they must make sure this duty is transferred to players whose positions, in order of play, are the same in each team. If the skips cannot agree on who should keep the scorecard, then the skips of both teams must keep the scorecard. See Law 40.1.9.

Movement of players during play (adapted from BCB 2025 Conditions of Play)

The movement of players during play is restricted pursuant to Appendix A.4 of the Laws (see below). In addition, all players except for the skips and vice-skips must start each end at the mat end of the rink.

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

a. Singles game

- i. After delivering their third and fourth bowls
- ii. In exceptional and limited circumstances, a Singles player can ask the Marker for permission to walk to the head earlier than described in the clause above.

b. Pairs game

- i. the leads: after delivery of their third bowl; and
- ii. the skips: after delivery of their second and third bowls.

c. 2-bowl triples game

- i. The leads: after the second player in their team has delivered their second bowl;
- ii. The seconds: after delivery of their second bowl; and
- iii. The skips: after delivery of each of their bowls

d. 3-bowl triples game

- The leads: after the second player in their team has delivered their third bowl;
- ii. The seconds: after delivery of their third bowl; and
 - iii. The skips: after delivery of their second and third bowls

e. Fours game

- i. the leads: after the second player in their team has delivered their second bowl;
- ii. the seconds: after delivery of their second bowl;
- iii. the thirds: after delivery of their second bowl; and
- iv. the skips: after delivery of each of their bowls.

e. In Fours, the leads and seconds must start each end at the mat end.

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

Time limits

Time limits apply in certain events – see Section 7. Time limits only apply to preliminary and round-robin matches. Time limits do not apply to playoff or medal-round matches. **The exception to this is in Provincial Championships qualifying to Nationals or Provincials for open national events where time limits apply to all games. The time limit commences when the signal for the start of trial ends is given (New - 2025).** At the expiry of the time limit another signal will be given at which point an end in progress must be completed but no new end (excluding tie breakers) may begin (a dead end does not represent the completion of an end). An end is considered to be in progress once the jack has been delivered by the first to play in that end.

Set Play

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

If team “A” won the first set, and is winning the second set when the time limit is reached, team “A” will be declared the game winner and awarded both sets

If team “A” won the first set, and the second set is tied when the time limit is reached, team “A” will be declared the game winner and awarded one won set and one tied set.

If team “A” won the first set, and team “B” is winning the second set when the time limit is reached, a tiebreaker round will be played and both teams will be awarded one set each.

Time limits do not apply to any match delayed by local circumstances such as electrical storms, the application of hot weather guidelines, air quality, or the use of groundsheets.

Re-spotting the jack

The single re-spot rule is in effect for all matches - see Law 56.5.

Deliberate Delay of Play

Players are required to play without undue delay and in a manner which does not prevent their opponents from being able to complete the requisite number of ends within the prescribed time limit. If an appeal is made by a Skip, a Singles player or a coach that their team or player is being prevented from playing all their bowls within the time decided for the game, the Umpire will warn the offending team, in the presence of the Skip, that they are deliberately delaying play. Deliberate delay of play may include a player leaving the green multiple times, delaying the delivery of a player's bowl, or the Skip acting or issuing instructions designed to delay play.

If, in the opinion of the Umpire, as a result of their own observation or on appeal by one of the Skips or a Singles player, the team or player has committed the same offence again, further action may be taken in consultation with the Head Event Umpire (or designate), such as the following:

- a.) If a player is leaving the green more than once, on each occasion after the first, they can leave the green only with their opponent's and the Umpire's permission.
- b.) If a player is leaving the green to smoke, this will not be permitted for the remainder of the game.
- c.) The end in progress will be regarded as completed and the opponents of the offender will be awarded as many shots as there are bowls in use for the game (for example, in the case of Fours, this would be eight shots).
- d.) If, during the end which is in progress immediately before the end time of play is signalled or on completion of that end and before the start of any subsequent end, it has been determined that a team or player is being prevented from playing a further end due to the actions of their opponents, the Umpire will notify the teams that they must play one more end, even though the end time of play may have been signalled when such notification is given.

- e.) The offending team may be put on the stopwatch on completion of any end in progress. The offending team will be required to deliver all their bowls in each of the remaining ends within a time period specified by the Umpire. Timing will be undertaken by a technical official or objective volunteer selected by the Head Umpire of the event, exclusively allocated for that purpose.
- f.) The offending team may be put on the stopwatch from the start of their succeeding game.

Any stoppage of play due to time spent in discussion with the offending team or player in regards to the application of these conditions will be added to the time limit of the game.

Behaviour

Players shall not commence play while intoxicated and shall not consume alcoholic beverages or recreational drugs during play. Umpires and draw-masters shall not commence their duties while intoxicated and shall not consume alcoholic beverages or recreational drugs until their duties are completed for the day. Smoking (including the use of e-cigarettes) is prohibited within the property of the host club except in designated smoking areas. The carrying of recreational drugs, cigarettes, cigars or pipes, even if unlit, on the playing area is prohibited. Should the smoking policy of the host club differ from that described above, the more stringent policy will apply. If an infraction occurs, the player will receive a warning from the umpire. Upon a further occurrence, the head umpire will declare the offending player and their team to have forfeited the match.

Cell phone use by players during a match is prohibited. Players shall place their phones on silent or vibrate. If an infraction occurs, the player will receive a warning from the umpire. Upon a further occurrence, the offending player and their team, at the discretion of the head umpire, may forfeit the match.

Winners may be required to sign a form stating that they have not used prohibited substances as specified by Sports Canada. Competitors that represent Alberta at a Canadian Championship must comply with the BCB Anti-Doping Policy. Players that represent Alberta in Canadian Championships are responsible for being aware of and agreeing to abide by BCB's Code of Conduct and Ethics.

All players, coaches, team managers, officials and chaperones must be aware of, and are bound by, the BA Code of Conduct & Ethics and the BA Discipline and Complaints Policy. These policies are available on the BA website.

The drawmaster or head umpire may remove a competitor or a coach from a match or the competition area for what they consider to be abusive or unacceptable behavior. The drawmaster or head umpire is also authorized to suspend a competitor or a coach for a portion or the remainder of the event if they deem this action necessary. This decision may be based on the competitor's behavior both on and off the green. Suspension from an event is generally appropriate where there are major infractions (as described in the Discipline and Complaints Policy) or repeated infractions of the smoking or cell phone prohibitions described above.

Violations of the BA Conditions of Play, the BA Code of Conduct & Ethics, or other BA policies may subject any or all offending players on a team (or the offending player in singles) to sanctions, suspensions, or other penalties, imposed at the discretion of the BA Board of Directors.

Violations include, but are not limited to:

- a) Failure to play or complete any match, except as provided within these Conditions of Play.
- b) Failure to attempt to be competitive.

- c) Un-sportsmanlike conduct.
- d) Disrespectful comments or behavior directed towards others.

Reports of abusive behaviour will be documented by the officials at the tournaments and sent to the Executive Committee of Bowls Alberta.

Weather delays

The Event Head Umpire is responsible for monitoring weather conditions, including electrical storms, hot weather and air quality.

Electrical storms

At the first sound of thunder or observation of lightning, play shall be suspended immediately, and all participants shall be ordered off the greens to find appropriate shelter. Play will not resume until at least 30 minutes have passed since the last sight of lightning or the sound of thunder.

Hot weather

When the temperature reaches 35C, the Umpire should interrupt play at 20-minute intervals for a period of five minutes so that players may cool down and take on fluids. When the temperature reaches 38C, play is to be suspended.

Air quality (Revised for 2023)

When air quality may be an issue, the Drawmaster will check the Alberta Air Quality Health Index (AQHI) for the location prior to the start of a match. The Drawmaster will communicate any decisions to the skips briefing prior to play.

Reference: Alberta's guideline:

https://weather.gc.ca/airquality/pages/provincial_summary/ab_e.html

AQHI levels 4 to 6

If any player experiences symptoms due to poor air quality, play for their specific game may be stopped for 20 minutes.

After the first 10 minutes, the symptomatic player will be assessed to see if they are able to continue playing.

- a) If they are able to continue playing, play will recommence after the 20-minute break.
- b) If they are not able to continue playing, a substitute will be recruited in accordance with Section 6, Substitutes, and play will recommence with the substitute after the 20-minute break.

If there is no substitute available, and the symptomatic player remains unable to play after the 20-minute break, the game will be forfeited by the defaulting team.

AQHI level 7

All play/competition will be suspended for at least 1 hour, during which time players will be encouraged to rest and/or find shelter indoors, provided that the shelter has better air quality than outdoors.

It will be at the discretion of the Emergency Committee to determine when to resume play. Factors to consider in addition to the AQHI level include near-term forecast of air quality, ambient temperature, humidity and the number of at-risk participants in the event.

In all instances where play is stopped or suspended, any end that has commenced must be completed before the stoppage takes effect, unless stopped by the Head Umpire mid-end.

Bowling delivery aids

Any bowler may use a bowling delivery aid for delivery of the jack and their bowls. For all Provincial Championships leading towards a national championship use of these devices is subject to inspection by officials and approval of each specific delivery aid. Devices such as bowling arms that are produced by a recognized manufacturer and used with no customized modifications will typically be approved.

Section 5 – Concluding Final Placings

Preliminary or round robin matches

For each preliminary or round-robin match, the following match points are awarded:

Win – 3 points
Bye – 0 points***
Tie – 1 point
Loss – 0 points

New (2025) – * In uneven draws this year, instead of a free win for one player/team, one player/team plays an extra game with their lowest result removed from their record but not their opponent's (based on win/tie/loss, then shot differential, then shot aggregate if two games are the same)**

In set play, for each preliminary or round-robin match, entrants will earn one (1) set point for each set won, and one half (0.5) set points for a tied set. Tiebreakers are not sets.

For each preliminary or round-robin match, shots for and shots against are recorded. The shot differential of each match is capped at a maximum 15 shots by deducting sufficient "shots for" from the winning team where the shot differential exceeds 15 shots. A shot differential cap will not be applied to any set match play.

The recipient of a bye receives no shots for or against. Shots for and against are not recorded for tie-break ends.

Tied match for non-set play formats

Two entries – a tie after the regulation number of ends will be settled by a tie-break end.

Three or more entries - a tie in a preliminary or round-robin match after the regulation number of ends or the expiry of the time limit will remain as a tie. A tie in a playoff or medal round match after the regulation number of ends will be settled by a tie-break end.

A coin toss is used to determine order of play in the tie-break end.

Ranking system

Team Formats

Where the tournament format requires teams to be ranked, they are ranked as follows:

- a) When the format of play allows for a full round robin (entries 2 - 6), or full pool play round robin (entries 10,11,12), the ranking priorities will be:
 1. match points
 2. match points in head-to-head matches between tied teams
 3. shots for minus shots against in head-to-head matches between tied teams (shot differential)
 4. shots for divided by shots against in head-to-head matches between tied teams (shot aggregate)
 5. shots for minus shots against in all matches
 6. shots for divided by shots against in all matches
 7. four end tie-break match (where two teams are still tied), or a series of four end tie-break matches (where more than two teams are still tied) with format determined by the drawmaster
- b) When the format of play does not allow for a full round robin, the ranking priorities will be:
 1. match points
 2. shots for minus shots against in all matches (shot differential)
 3. shots for divided by shots against in all matches (shot aggregate)
 4. match points in head-to-head matches (where two or more teams are still tied)
 5. four end tie-break match (where two teams are still tied), or a series of four end tie-break matches (where more than two teams are still tied) with format determined by the drawmaster

Singles Formats (Set Play)

- a) When the format of play allows for a full round robin (entries 2 - 6), or full pool play round robin (entries 10,11,12), the ranking priorities will be:
 1. match points
 2. match points in head-to-head matches between tied teams
 3. sets won in head-to-head matches between tied teams
 4. set points in head-to-head matches between tied teams
 5. shots for minus shots against in head-to-head matches between tied teams (shot differential)
 6. sets won in all matches
 7. set points in all matches
 8. shots for minus shots against all matches (shot differential)
 9. four end tie-break match (where two teams are still tied), or a series of four end tie-break matches (where more than two teams are still tied) with format determined by the drawmaster

b) When the format of play does not allow for a full round robin, the ranking priorities will be:

1. match points
2. sets won in all matches
3. set points in all matches
4. shots for minus shots against in all matches (shot differential)
5. match points in head-to-head matches (where two or more teams are still tied)
6. four end tie-break match (where two teams are still tied), or a series of four end tie-break matches (where more than two teams are still tied) with format determined by the drawmaster

Upon the conclusion of the preliminary rounds, the drawmaster will determine the teams (or players in singles) to go on to playoffs in each event. With respect to Provincial Championships Qualifying for Nationals, the drawmaster will determine the final placings of all teams/players in each event (using the ranking system if not otherwise specified in the tournament format).

Section 6 – Substitutes, Agreement not to Play or Concede, Forfeit, Withdrawal and Considerations with Respect to the Bronze Medal Match

Substitutes

The following rules regarding substitutes apply to Provincial Championships, Novice Pairs and Development Triples events. Once an event begins, in the event of illness, injury or other unforeseen circumstance, substitutes may be allowed as provided for below.

All substitutes must be approved by the Emergency Committee.

One substitute is permitted in pairs and triples (in pairs, one member of the original team must remain – in triples, two members of the original team must remain). The one substitute allowed in pairs and triples may be filled by two individuals at different times. Two substitutes are permitted in fours (two members of the original team must remain). The two substituted positions in fours may be filled by three different individuals at different times.

For a substitute to be eligible to play in an event they must meet the following requirements: (a) be a member in good standing of a club affiliated with BA, (b) meet the entry requirements of the event (age, gender, etc.), (c) may not have already qualified to represent Alberta at a national event via another Provincial Championship in the same season, and (d) may not have played in any capacity on another team that has competed in the event. A member of the Emergency Committee may be a substitute, but must resign from their duties for the remainder of the event. A substitute may not be the sole drawmaster or sole umpire.

Substitutes may play any position other than skip. After playing any part of more than two consecutive matches, a substitute becomes a member of the team and may play in any position, including skip, beginning in their third match.

The original player may return to the team if they have not missed more than any part of two matches.

For a substitute's first day of play in the event, they are exempt from paragraphs (2) and (3) of the clothing and footwear guidelines.

Substitutes may only play continuously. If a substitute is replaced by the original team member or by another substitute, then the substitute may not play again in the competition.

Any original team member who has not withdrawn or any substitute that has become a team member after playing in any part of more than two consecutive matches and has not withdrawn will be considered to be a final team member. In the event that any substitute has not completed any part of more than two matches then the last of the team members to be substituted, even if previously withdrawn, will be considered to be part of the final team.

Final team members will receive all benefits accruing to members of the team, including the right to represent Alberta at a Canadian Championship.

Agreement to not play a game

Upon the agreement of both teams (or players in singles) and the approval of the drawmaster prior to the start of the match, a preliminary or round-robin match need not be played where the result of the match cannot affect the playoff placings in the event. Both teams receive zero match points and zero shots for and against.

Agreement to concede or terminate a game in progress

Teams may mutually agree to end a game after a minimum of 10 ends have been played where the shot differential upon conclusion of the last completed end is 15 shots or greater.¹

Preliminary and round-robin matches that have begun may be terminated after less than 10 ends upon the agreement of both teams and the approval of the drawmaster, where the result of the match cannot affect the playoff placements in the event. Both teams receive zero match points and zero shots for and against.

Playoff and medal-round matches may be conceded at any time.

Forfeited match

All players are to be aware of the start time for each match. Any player arriving at the green more than 20 minutes after the official signal has been given to start the match shall cause that player or team to forfeit the match to the opponent.

An umpire, either upon request, or having noted specific infractions of the Laws or these Conditions of Play, will warn the offending team. If the umpire then considers that the infractions are both continuing and deliberate, the umpire will declare the match forfeited to the opponent.

When a team forfeits a single match, the opponent will be awarded match points for a win, 2 set points in set play format, and will be credited with shots for and against equal to the average of all other winning results during that round of play for the entire event (not just a single pool). The team in default will receive shots for and against equal to the average of all losing results during that round of play for the entire event (not just a single pool), as well as 0 set points in set play format.

Withdrawal during an event

A team (or player in singles) will be considered to have withdrawn from a tournament if (a) the team notifies the drawmaster that they are unable to continue due to illness/injury and no substitute player(s)

¹ This rule does not apply to singles events.

can be found², (b) the team unilaterally terminates a match without the prior approval of the drawmaster, or (c) the team misses more than any part of two matches. The withdrawn team will not receive placement in the tournament.

The withdrawn team's remaining scheduled opponents, including an opponent of a commenced and uncompleted match, will be affected as follows:

- If the team withdraws before one-half of its scheduled matches have been completed, then all previously played match results will be considered null and void – all opponents of the withdrawn team will receive a bye.
- If the team withdraws after one-half or more of its scheduled matches have been completed, then all previously played matches will stand as played and all remaining matches will be considered to be forfeited matches.
- Byes are not considered to be "scheduled matches" for the purpose of determining whether a withdrawn team has played one-half or more of its scheduled matches.

Bronze medal match

Where the tournament format requires a bronze medal match be played to determine third and fourth place, the teams may, with the approval of the drawmaster, agree to play a match consisting of a lesser number of ends (minimum of four ends).

If one team does not wish to play, they may default the bronze medal match to their opponent.

If neither team wishes to play the bronze medal match, then no third place award is given. Under no circumstances will a coin toss or similar method be used to determine third place. The drawmaster shall use the ranking system to determine third and fourth place.

Section 7 - Conditions Applicable to Specific Events

All Provincial Championships

For entry into Provincial Championships, an entrant's principal residence must be in the Province of Alberta as of January 1st of the year in which they participate in an Alberta Provincial Championship. If a player changes their principal residence to Alberta during the course of a year and has not participated in a provincial championship of another province during that year, they may apply to participate in an Alberta Provincial Championship in accordance with the regulations set out in the BCB Conditions of Play.

If BA receives notice in writing or by email that a member is not in good standing with BCB, and therefore ineligible to compete in a Canadian Championship, the member will not be allowed to participate in a Provincial Championship.

² A substitute player is not allowed in singles events.

Financial Support Policy for Players who Qualify for Nationals

MAJORS (Top players/teams in each event)

Entry fee (\$150) covered by BA

Players are responsible for their travel, lodging, and meals during the week.

We are allowing players to choose whether to buy the food package.

Support for players living outside 75 km from Edmonton for Nationals in Edmonton

For 3 days play - \$350 maximum

For 6 days - \$700 maximum

Receipts needed for reimbursement: gas, lodging, meals

Support for Edmonton and area players

\$25/day to cover food package/lunch (receipts needed)

YOUTH/JUNIOR CHAMPIONSHIPS

Entry fee (\$125) covered by BA for **ANY** participant in the youth and junior provincial playdowns

Additionally, the top player in each event/division will get the following support:

Support for youth/juniors living outside 75 km from Edmonton for Nationals in Edmonton

\$600 to help cover expenses for gas, lodging, and meals (receipts required by reimbursement)

Support for youth/juniors in Edmonton and area

Meal plan cost will be covered

Provincial Championships Qualifying for Nationals

Provincial Singles Championship

- Four bowls per player – 2 – 7-end sets (3-end tiebreaker if necessary)
- 2-hour time limit including trials
- Entrants in Singles must be eligible under the rules of World Bowls to participate in the “World Champion of Champions” singles event and, should they win the Canadian Singles Championship, be prepared to sign a BCB Athlete Agreement and agree to represent Canada at the following year’s World Champion of Champions singles event.

Provincial Pairs Championship

- Three bowls per player – 12 ends (no tiebreakers) – 2-hour time limit including trials

Provincial Triples Championship

- Two bowls per player – 12 ends (no tiebreakers) – 2-hour time limit including trials

Provincial Fours Championship

- Two bowls per player – 12 ends (no tiebreakers) – 2-hour time limit including trials

Provincial Championships Qualifying for Open National Events

Provincial Youth (12-18 years of age) and Junior Championship (18-25 years of age)

- Four bowls per player – 2 – 7-end sets (3-end tiebreaker if necessary)
- 2-hour time limit including trials
 - ***For the Youth Championships, all competitors must be a minimum of 12 years of age at the start of the event and not be 18 years of age by January 1 of the year of the event.***
 - ***For the Junior Championships, all competitors must be a minimum of 18 years of age as of January 1st of the year of the event and not be 25 years of age by January 1 of the year of the event.***
 - Entrants must submit a signed event agreement and release form to the drawmaster prior to the start of the event. A chaperone or coach must accompany any competitor that is under the age of 18 at the time of the event.
- The Youth/Junior National Championships are an open event and any player is welcome to register for them regardless of place or participating in the provincial event. Players who win the provincial event will be provided with some funding for participating at Nationals. Should the winners decide to not go, such funding will be provided to the next highest-placing player choosing to compete in the national event. **New (2025) – All youth and juniors playing in the provincial event shall have their entry fee to the nationals event paid for, regardless of placing.**

Provincial Para Championship

- A separate Conditions of Play will be created and published separately that will have the details of this tournament.

Other Provincial Championships

Provincial Mixed Pairs Championship

- Three bowls per player – 16 ends (no tiebreakers)
- 2.5 hour time limit including trials

Provincial Senior Triples Championship

- Three bowls per player - 14 ends (no tiebreakers)
- 2.5 hour time limit including trials
- Players must have reached their 65th birthday in the year of the event.

Sanctioned Events

Medicine Hat Memorial Triples

- This event is intended for all bowlers. Players who have recently won a medal in a Provincial Championship are encouraged to play with novice players.
- The event format is flexible and will be finalized by the drawmaster and the BA office.
- The typical format will be a two-day event with three games on the first day against randomly drawn opponents. Teams are placed into divisions and compete within those divisions on the second day.

North/South Novice Pairs

- Three bowls per player – 12 ends (no tiebreakers)
- 2 hour time limit including trial ends.
- Entrants shall have no more than three years of lawn bowling experience or membership (including the current year). Years of experience or membership for this purpose does not commence until the year following the entrant's thirteenth birthday.
- Individuals who have won a medal in any Provincial (**excluding youth and para**) or National Championship, or have won a gold medal in an Alberta Novice Pairs event are ineligible.
- The event format is flexible and will be finalized by the drawmaster and the BA office.

North/South Development Snowball Triples (Revised for 2025)

- This event is intended to provide relatively new players with an opportunity to gain experience playing with more experienced players in a competitive setting.
- Three bowls per player – 12 ends, snowball format (rotate up a position every 4 ends)
- No tiebreakers
- 2 hour time limit including trials
- **New (2025) – No more than one player per team may have played in a Canadian Championship (excludes open entry Canadian Championships unless the player medaled at the event) in the previous three years or have won a Provincial Championship (excluding youth and para) in the current year**
- Each team must have at least one player with no more than three years' experience. All players on a team must be members of the same club.
- The event format is flexible and will be finalized by the drawmaster and the BA office

Section 8 – Event Formats

Please note, that in the event of emergency committee decisions due to unexpected delays, large numbers of entries, or less playable rinks than anticipated, alternative draw formats may be used. Sometimes concessions may be made that reduce the number of games or how random the draw is (e.g. requesting competitors to volunteer to play earlier or later than the published schedule). All attempts to make it as fair as possible while maximizing the amount of play for players shall be made, ideally with the consultation of players impacted.

1) Provincial Qualifiers for 2025 National Championships & 2025 Canadian Youth & Junior Championships

To best align with the format of national championship events, the Provincial Singles, Pairs, Triples, Fours, Youth (U18), and Junior (U25) Championships will utilize a different draw format based on the number of entries compared to the events hosted in 2024.

Four and less entries

Play double round robin – playoffs only if needed: 1st – gold, 2nd - silver, 3rd - bronze

- However, if two or more teams are tied for 1st on match points after the double round-robin, the 1st and 2nd ranked teams play for gold and silver; the 3rd ranked team is awarded bronze.
- If first has more match points than everyone after the round robin, they win gold. If there's a tie for 2nd on match points, then after the ranking 2nd must play 3rd in a playoff to determine placing

Five and six entries

- Single round robin (5 rounds) and 2 playoff rounds – 7 rounds in total.
- Where there are five entries, each team receives a bye.
- Teams are ranked at the conclusion of the round robin; 2nd and 3rd ranked teams play (1st ranked gets bye to gold medal match) with the losing team/player receiving bronze and the winner playing against the 1st ranked team/player for gold.

For seven entries to twelve entries (Four move through to playoffs)

- With an ODD number of entries, each entry will play 5 preliminary rounds and have one bye (one player/team will not have a bye and play 6) vs. randomly drawn opponents and a possible three playoff rounds – 9 rounds in total.
- With an EVEN number of entries, each entry plays 6 games and a possible 3 playoff games – 9 rounds in total
- After round six, teams are ranked, top four teams play for the medals using the PAGE PLAYOFF FORMAT:

Quarter-finals

1st vs 2nd , winner goes straight to the final, and loser goes to the semi-final
3rd vs 4th, loser is out and winner goes to the semi-final

Semi-final

- Loser of 1 v 2 game vs Winner of 3 v 4 game, loser gets bronze, winner goes to final

Final

Winner of 1 v 2 game vs winner of Semi-final game,

For thirteen entries to nineteen entries (Six move through to playoffs)

- With an ODD number of entries, each entry will play 5 preliminary rounds and have one bye (one player/team will not have a bye and play 6) vs. randomly drawn opponents and a possible three playoff rounds – 9 rounds in total.
- With an EVEN number of entries, each entry plays 6 preliminary rounds and a possible 3 playoff rounds – 9 rounds in total

After the preliminary rounds:

- Quarter-finals - 4th vs 5th. and 3rd vs 6th
- Semi-finals. - A. 1st vs winner of 4 vs 5 game. , B. 2nd. vs winner of 3 vs 6 game
- Medals. - Winner of A vs Winner of B play for Gold/silver
Loser of A vs Loser of B play for Bronze

For twenty entries and up (Eight move through to playoffs)

- With an ODD number of entries, each entry will play 5 preliminary rounds and have one bye (one player/team will not have a bye and play 6) vs. randomly drawn opponents and a possible three playoff rounds – 9 rounds in total
- With an EVEN number of entries, each entry plays 6 preliminary rounds and a possible 3 playoff rounds – 9 rounds in total

After the preliminary rounds:

- Quarter-finals - 1st vs 8th, 2nd vs 7th, 3rd vs 6th, and 4th vs 5th
- Semi-finals - A. Winner of 1 vs. 8 vs. winner of 4 vs. 5.
B. Winner of 2 vs. 7 vs. winner of 3 vs. 6.
- Medals - Winner of A vs Winner of B play for Gold/silver
Loser of A vs Loser of B play for Bronze

2) Other Provincial Championships

This draw format applies to provincial events not leading to a national championship including Provincial Mixed Pairs and Seniors Triples. While this draw is suggested for Sanctioned tournaments as well (Medicine Hat Memorial Triples, Novice, & Development events), other draw formats can be utilized to prioritize the development of such events' participants.

Four and less entries

Play double round robin – playoffs only if needed: 1st – gold, 2nd - silver, 3rd - bronze

- However, if two or more teams are tied for 1st on match points at the conclusion of the double round-robin, the 1st and 2nd ranked teams play for gold and silver; the 3rd ranked team is awarded bronze.
- If first has more match points than everyone after the round robin, they win gold . If there is a tie for 2nd on match points then after the ranking, 2nd must play 3rd in a playoff to determine silver and bronze”.

Five and six entries

- Single round robin (five rounds) and one playoff round – six rounds in total.
- Where there are five entries, each team receives a bye.
- Teams are ranked at the conclusion of the round robin; 1st and 2nd ranked teams play for gold and 3rd and 4th ranked teams play for bronze.

Seven, eight, and nine entries

- Five preliminary rounds vs. randomly drawn opponents and two playoff rounds – seven rounds in total.
- Where there are seven or nine entries, each team plays four games and receives a bye.
- After round five, teams are ranked and the top four teams advance to the playoffs with 1st vs. 4th and 2nd vs. 3rd.
- Winners play for gold and losers play for bronze.

Ten, eleven, and twelve entries

- Round robin with pools (five rounds) and two playoff rounds – seven rounds in total.
- Teams are drawn into two pools of either five or six teams each.
- Each team plays a match vs. every other team in their pool.
- Each team in a pool of five teams receives a bye.
- After the completion of the round-robin matches, all teams are ranked within their pools and the top two teams in each pool advance to the playoffs with 1st in one pool playing 2nd in the other pool.
- Winners play for gold and losers play for bronze.

Thirteen or more entries

- Four preliminary rounds vs. randomly drawn opponents and up to three playoff rounds.
- For an odd number of entries, one team receives a bye in each preliminary round.
- Match points in preliminary rounds are awarded as described in Section 5 (i.e. ties are not broken) **with the exception that byes receive the same match points as a win.**
- Teams with 5 or more match points upon completion of the preliminary rounds are eligible to advance to the playoff rounds.
- Amongst eligible teams, only the top eight teams according to the ranking system advance to the quarter finals; if there are fewer than eight eligible teams, the highest ranked teams receive any bye(s) that are required in the first playoff round.
- The quarter final round matches are 1st vs 8th, 2nd vs 7th, 3rd vs 6th, 4th vs 5th.
- In the semi-final round, the winner of 1st vs 8th plays the winner of 4th vs 5th, and the winner of 2nd vs 7th plays the winner of 3rd vs 6th.
- The winners of the two semi-final matches play for gold and the losers play for bronze