



2025 CONDITIONS OF PLAY

ATLANTIC INTERNATIONAL CHALLENGE

1. EVENT STRUCTURE

1.1. Team Structure

- Teams will comprise of 5 players per gender
- Players are permitted to be interchanged and rotated between disciplines after the completion of each round
- All changes must be notified to the Technical Official at least 30 minutes prior to the round of which the change will occur

1.2. Disciplines

- Men – Singles, Pairs, Triples & Fours
- Women - Singles, Pairs, Triples & Fours
- Para – Mixed Triples (2PD/1VI), Men's Pairs (2PD), Mixed Pairs (1PD/1VI), Mixed Pairs (2VI), Singles (PD), Singles (VI)

1.3. Competition Format

- Each nation will play every nation twice in each gender
- Fifteen sessions over 5 days consisting of:
 - 6 Sessions of Singles and Fours
 - 6 Sessions of Pairs and Triples
 - 3 Sessions all Singles (final day)
- The toss for the beginning of play shall be a team toss conducted by the team managers prior to the commencement of the session.
- The final day of competition will consist entirely of singles matches. Each country's manager will submit their player lineup to the Tournament Director by secret ballot, numbering each player from 1 to 5 for each gender.

1.4. Substitute or Replacement Players

- Substitutes will be permitted in all disciplines (including singles)
- If a player in any game is unable to complete any game already commenced, the Organising Country shall allow a substitute until the replaced player is well enough to resume or for the remainder of that game
- Should a substitute be required the current Laws of the Sport will apply

1.5. Rink Allocations

- The Tournament Director reserves the right to alter the rinks/greens to suit local unforeseen circumstances, giving as much notice as is practicably possible

2. PLAYING FORMAT

2.1. Playing Format

- Singles: Four bowls, 2 sets of 9 ends with 3 end tie break, or time limit of 1 Hour 45 Mins. In set play the winner of the first set shall play first in the second set.
- Pairs: Three bowls per player, 11 ends, or time limit of 1 Hour 45 Mins
- Triples: Two bowls per player, 11 ends, or time limit of 1 Hour 45 Mins
- Fours: Two bowls per player, 11 ends, or time limit of 1 Hour 45 Mins
- In the second round of head-to-head between each nation, playing format will use Commonwealth Game Format for single and pairs.
 - CWG Format Singles: Four bowls per player, 2 sets, with each set played over 7 ends with 1 end tie-break or time limit of 1 hour 45 mins (including trial ends).
 - CWG Format Pairs: Three bowls per player, 2 sets, with each set played over 5 ends with 1 end tie-break or time limit of 1 hour 45 mins (including trial ends).
 - The mat and jack will be placed on designated T's on the green each end. (Note: the jack will not be delivered). (4 T marks, starting with the hog line – at the 2 M mark, the 4 M and the 8 M and a T for the re-spot at 1M (from each ditch). 24m minimum jack length

2.2. Schedule of Play

- Start times shown on the playing schedule are subject to change. That is, if the greens become vacant, the next group of matches scheduled may commence earlier than the times shown on the schedule (as per any Controlling Body instructions).
- Therefore, players will need to be at the venue 30 mins prior to their scheduled start time (for each session).

2.3. Alterations to the Format and Length of Games

- The Controlling Body reserves the right to alter the format, times of play, greens and venues to suit local unforeseen circumstances, giving as much notice as practicable. The preferred method of contact in these circumstances will be via email.
- Where an event is interrupted or cannot be completed due to inclement weather or other unsuitable conditions, the Controlling Body may alter any of the conditions of its program if it decides it is essential to successfully carry out or finish the Event.

2.4. Scoring

Points will be awarded as follows:

- 3 points is awarded for winning each individual discipline
- 1 point is awarded for a drawn game
- 0 points for a loss
- If a game is forfeited, the non-offending player/team will be awarded three game 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 in the same section.

For Para Disciplines:

- Points earned in Para disciplines will be calculated separately
 - 3 points is awarded for winning each individual discipline
 - 1 point is awarded for a drawn game
 - 0 points for a loss
 - If a game is forfeited, the non-offending player/team will be awarded three game 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 in the same section.

2.5. Placings

Placings will be determined in the following order follows:

- Points Won
- Shots Difference
- Highest number of shots scored
- Lowest number of shots conceded
- Overall match result between two tied teams
- Points Scored in match between two tied teams

3. GAME FORMAT

3.1. Time Limits

- A time limit of 1 hour and 45 mins (including trial ends) will apply to all matches for all disciplines
- Start of Play: Play will commence with the sound of a horn or bell or an announcement signalling the start of time.
- End of Play: When the time limit is reached a horn, bell 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 first player in that end
- Should a match not be completed, then the score stands as at the completion of the end in play and the player with the highest number of shots will be the winner

3.2. Late Arrival

- Any player/team arriving after the official start of trial ends shall lose the right to play trial ends
- Any player/team arriving at the green more than 15 minutes after the official start time shall:
 - Forfeit the discipline/game
 - Points for that discipline/game will be awarded to their opponents – 8 shots per discipline

3.3. Continuous Play/Slow Play

- Singles:
 - A player may visit the head only after delivery of their third bowl.
 - In very exceptional & limited circumstances, such as at a key point in the game, a request to visit the head earlier in the end may be made to the marker. At this stage, both players will be entitled to visit the head, but this must be together and without undue delay and thereafter both must return to the mat end together. No other visits to the head will be permitted.
- Pairs:
 - The leads will not visit the head, nor the skips leave the head during the delivery of all lead bowls.
 - The changeover in Pairs between both the leads & the skips shall be at the same time and without delay.
 - The skip may only visit the head after the delivery of their second bowl.
 - No other visits to the head will be permitted.
- Triples:
 - The leads will not visit the head.
 - The second will not visit the head; they will remain at the mat end until they play their bowls.
 - The changeover in players after seconds play shall be at the same time and without delay.
 - The skip may only visit the head after the delivery of their first bowl.
 - No other visits to the head will be permitted.
- Fours:
 - The lead and second may not visit the head.
 - The thirds can choose to start each end at the mat or jack end – if third (A) starts the end at the jack and the opposing third (B) starts at the mat end, third (A) must not slow down play and must not impede third (B) playing their bowl.
 - The thirds can visit the head after the delivery of their first bowl.
 - After the delivery of all bowls by the thirds, both skips must make their way to the mat end of the green at the same time to play.
 - The skip may only visit the head after the delivery of their first bowl.
 - No other visits to the head will be permitted.

3.4. Slow Play

- At the halfway point of all games players must have completed a minimum of 50% of the required ends. Failure to have completed the ends, may result in the Umpires putting offending player/team on the shot clock whereby the player/team must deliver all their/their teams bowls within a 2-minute period. For the avoidance of doubt the use

of the term team in this context refers to a particular pair/triple/rink on an allocated rink, not the whole national team. Failure to abide by the enforced slow play time limit shall result in that side having the remainder of their bowls declared dead.

3.5. 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 a spot on the rink, which is two metres from the front ditch and on the centre line and play should continue
- If the spot is partly covered 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
- The spot mentioned in paragraph 3.4.1 should be marked using chalk or some other suitable method

3.6. Trial Ends

- One trial end in each direction will be allowed for all games. In trial ends players can use any combination of bowls taken from different sets so long as all bowls carry a registered World Bowls stamp of either the current year or a future year.

4. EQUIPMENT

4.1. Bowls

- Players can use their own set of bowls and will be given stickers from their country's governing body to apply to their bowls for the tournament.

4.2. Stamping of Bowls

- Bowls must be stamped accordingly with the by-laws of our sport, the serial number and the date stamp must be legible on all bowls. All bowls must bear a current year stamp 2025 or beyond.

5. OTHER REGULATIONS

5.1. Anti-Doping

- Doping control may take place in accordance with *World Bowls Anti-Doping Regulations*.

5.2. Smoke Free Policy

- Smoking is only permitted in the designated smoking areas at the host venue. These areas will always be signposted throughout the Championships.
- The following policy will apply at the venue Club and the following areas shall always be smoke-free:
 - the greens
 - all indoor areas

- all enclosed outdoor areas
- all outdoor dining areas
- within seven (7) metres of any building entrance, or in accordance with Federal, Provincial or Local Government Legislation.

5.3. Alcohol Policy

- At the venue, alcohol must be served in accordance with the relevant Federal, Provincial or Local Government Legislation
- All playing areas will be alcohol free.
- All other areas will be subject to the venue's licence conditions.
- While any match is in progress, participating players and coaches should refrain from drinking alcohol.

5.4. Extreme Weather

- Should a match be stopped due to extreme weather the time limit will be extended by the equivalent amount of the time for the delay (up to 30 minutes in any single session)
- Should the delay exceed 30 minutes in any single session, the length of matches will be reduced as below:
 - Singles – no reduction; play to concluded within original time limit
 - Pairs/Triples/Fours – 1 end removed for every 10 minutes delay

Example

- Match stopped at 1000 and resumed at 1025; session end time extended by 25 minutes – all matches continue with no reduction in ends;
- Match stopped at 1000 and resumed at 1045; session end time extended by 30 minutes – singles play to 2 sets of 9 ends with 3 end tie break or time limit (whichever is sooner); number of ends in pairs, triples and fours reduced to 10
- Match stopped at 1000 and resumed at 1100; session end time extended by 30 minutes – singles play 2 sets of 9 ends with 3 end tie break or time limit; number of ends in pairs, triples and fours reduced to 8
- The Tournament Director will be ultimately responsible for setting revised timings if necessary
- Where an event is interrupted or cannot be completed due to inclement weather or other unsuitable conditions, the Tournament Director may alter the format and length of games to achieve a result or postpone the event where an outcome cannot be achieved (Law 55.3.4)
- Games can proceed under artificial lights, if available, to achieve a result
- The Tournament Director will determine the number of ends required to complete a game depending on conditions