



jBowls Canada Boulingrin 2026 Conditions of Play
Canadian Lawn Bowling Championships: Youth & Junior Championships

Controlling Body: Bowls Canada Boulingrin

Event: 2026 Canadian Youth & Junior Championships

Venue: Hanover Lawn Bowling Club, Hanover, Ontario

Dates: August 10-14, 2026

Entry Conditions

1. Competitors must be in good standing with BCB, their respective Association, and an affiliated club during the year of the event.
2. All competitors must meet the residency requirements identified in the *Canadian Championships Policy*.

Under 18 Singles

3. Entries for this event shall be open. The cost for each entry will be \$130/person.
4. All competitors must be a minimum of 12 years of age by January 1 of the year of the event and not be 18 years of age by January 1 of the year of the event.

Under 25 Singles

5. Entries for this event shall be open. The cost for each entry will be \$130/person.
6. All competitors must be a minimum of 18 years of age by January 1 of the year of the event and not be 25 years of age by January 1 of the year of the event.

Pairs

7. Entries for this event shall be by invitation and will include all participants who have entered the Canadian Youth & Junior Championship singles events. There will be no cost for entry to this event.
 - a. In case of an uneven number of participants, additional local youth bowler(s) may be invited. If no local youth bowler is available, BCB reserves the right to fill the open spots with parents, volunteers, BCB personnel, other PSO runners-up, or others.
8. Players will be drawn onto teams of two. Teams will be drawn by pairing an Under 25 participant with an Under 18 participant where possible.

Formats of Play and Trial Ends

9. All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Fourth Edition, 2022; BCB Domestic Regulations; BCB Canadian Championship Policies; and these Conditions of Play.
10. The formats will consist of:



- a. Singles: four bowls per player; two sets of seven ends with a three end tiebreaker if necessary.
- b. Pairs: three bowls per player; 16 ends.
- c. There will be a time limit of 2 hour for all matches, including trial ends.
 - i. For singles, if the time limit is reached and the second set has not been completed, the following will take place:
 1. 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.
 2. 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.
 3. If team “A” won the first set, and team “B” is winning the second set when the time limit is reached, a tiebreaker end will be played and both teams will be awarded one set each.
 4. If a tiebreaker end is necessary, it will be played even If the time limit has been reached.

11. Sets Play:

- a. The winner of each set will be the player or team with the most shots at the completion of the seventh end in singles. The winner of the game being the better of two sets. (A game tiebreaker is not a set.) In sectional play, all 7 ends of a set must be completed in singles. In knockout play a set will be decided if, at any point, it becomes impossible for one player/team to draw or win the set given the number of ends left.
- b. If the shot scores are tied after the last end of a set, the set is drawn.
- c. 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 tie-breaker end is completed, a further tie-breaker end will be played.

12. In all cases a tied end will count as a played end.

13. First to play:

- a. For team events:
 - i. The skips must toss a coin and the winner of the toss has the options described in law 5.2.2.
- b. For singles:
 - 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

14. The draw for round robin play will be created in accordance with the *Draw Policy*.



15. All games shall be played using the “re-spotting the jack” rule per section 56.5 of the Laws of the Sport of Bowls and the “one re-spot position” per section 56.5.3 of the Laws of the Sport of Bowls.
16. Prior to the start of a game, each player will be allowed two trial ends. For trial ends, players may use the same number of bowls as they would in the game. Trial ends will be included as part of the time limit for the match.
17. Any player not ready to play at their official start time for any game shall forego their right to play trial ends.
18. An official signal shall be sounded to signal the scheduled starting time for each game. No game shall be started before the official signal is given. If any player is not ready to play within 10 minutes after the official start time of their game, they shall forfeit the game to their opponent.

Scoring and Tie-Breaking Procedure

19. Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
 - a. For singles, 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.
20. No round robin games shall be conceded before the completion of the game.
21. If a game is forfeited, the non-offending team will be awarded:
 - a. Singles: 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.
 - b. Pairs: three match 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.
22. At the end of round robin play, the top ranked entrants from each section will advance to post-sectional play as per Appendix A.
23. In the event of a tie, ties will be broken as follows:
 - a. The Tie-Breaking Procedure will be implemented by a committee composed of the Chief Scorer, Head Event Umpire and a representative of either BCB or the Host Committee.
 - b. Entrants will be ranked based on total number of match points accumulated during the sectional play, for that discipline. If total match points are equal, the following will be used to rank the tied teams:
 - c. For Singles:
 - i. the team 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 team 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 team with the highest net total of shots over all games in the section (excluding tie-breaker ends) will be the winner;



- iv. If game points, sets won, net set points and net total of shots are equal, then the team that won the game between the teams that are equal will be declared the winner.
 - d. For Pairs:
 - i. By comparing the total match points earned by each of the tied entrants from head-to-head games between those entrants during the round robin;
 - ii. If still tied, by comparing the net total of shots (total shots for, minus total shots against) from head-to-head games between those entrants during the round robin;
 - iii. If still tied, by comparing the net total of shots (total shots for, minus total shots against) from all other games played by those entrants during the round robin;
 - iv. If still tied, by using the aggregate system (total shots for, divided by total shots against) from all games played by those entrants during the round robin
24. During post-sectional play 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.

Practice

25. Competitors may practice, according to Law 3.3 and Law 4 of the Laws of the Sport of Bowls, during the period (between games) prior to the commencement of the trial ends - provided that time permits, and that the practice does **NOT** interfere with greens maintenance activities, or officials' preparation for the next game.
26. A player that has not played due to a bye shall, if possible, be allowed to practice prior to playing a game.

Coaches

27. Each player shall be entitled to accredited support personnel at this event as follows:
- a. Only eligible Bowls Coaches approved by their provincial authority to act in this capacity for this event will be recognized to provide coaching during the event in accordance with the provisions of the *Coaching Policy*.

Restrictions on the Movement of Players During Play

28. After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.
- a. For Singles games, players will only be allowed to walk up to the head after delivering their third and fourth bowls.
 - i. In exceptional and limited circumstances, a Singles player can ask the Marker for permission to walk up to the head earlier than described in the clause above.
 - b. For Pairs games:
 - i. The leads: after delivery of their third bowl; and



- ii. The skips: after delivery of their second and third bowls.
- c. If a player does not meet the terms of this law, Law 13 will apply.

Procedure for Applying Time Limits

- 29. Start of Play - an Official signal (bell, horn, etc.) shall be sounded to signal the scheduled starting time for each game. Any player arriving at the green more than ten minutes after the official signal has been sounded shall cause that player or team to forfeit such game to the opposition.
- 30. End of Play - At the completion of the allocated time, the appointed official will signal the end time of play by a bell, horn, etc. At this time players will complete the current end they are playing. (The start of an end is determined by the delivery of the jack by the first player in that end).
- 31. Time limits will be imposed during playoffs and medal rounds.

Deliberate Delay of Play

- 32. 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.
- 33. 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. 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).
 - c. 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, they 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.
 - d. 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 specifically allocated for that purpose.
 - e. The offending team may be put on the stopwatch from the start of their succeeding game.
- 34. 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.

Adherence to the Conditions of Play, Code of Conduct and Event Waiver



35. All competitors and coaches will be required to complete and sign the Bowls Canada Code of Conduct and event waiver. Forms must be completed online with the BCB event registration and must be submitted by **July 26, 2026**.
36. Players who violate the Code of Conduct or Conditions of Play may be fined \$125.00 per player. If a player continues to violate the specific Condition of Play, or any other Condition of Play, they may be deemed ineligible for participation in BCB events for three (3) years after the conclusion of the event in which the violation occurred.
37. All players must adhere to the *BCB Tobacco, Cannabis, Alcohol, Cell Phone, and Verbal Abuse Policy*.
38. Provincial Associations are responsible for ensuring that all players, Coaches and Team Managers receive copies of the current Laws of the Sport, Conditions of Play and all applicable national policies for the event prior to leaving their home province. Provincial Associations, or their designates, are also responsible for the department of their players, both on and off the green.

Bowls, Footwear and Attire

39. 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.
40. At the bowls inspection, players are required to present the same number of bowls as they are playing with.
41. All bowls must have visible legible stamps, which comply with the Laws of the Sport and have proper provincial decals affixed. Players will receive bowls decals prior to the start of the competition and will be responsible for removing all old decals and affixing provincial decals.
42. Participants must abide by BCB's *Dress Code Policy*.

Substitutions

43. No substitutes are permitted in Singles. One substitute may be permitted in Pairs.

Drug Testing

44. Drug testing may take place in accordance with the Canadian Anti-Doping Program and the *BCB Anti-Doping Policy*.

Alterations to The Format and Length of Games

45. The Controlling Body reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical.
46. Where a program is interrupted or cannot be completed due to inclement weather or local conditions, the Emergency Committee may amend the format and length of games to achieve a result or postpone the event where an outcome cannot be achieved.
 - a. For situations not covered by the Conditions of Play the Emergency Committee will be the governing body for these Championships.

Emergency Committee and Jury of Appeal



47. The Emergency Committee consists of the Head Event Umpire or designate as appointed by Head Event Umpire and any two of the following:
 - a. Official BCB technical representative or designate as appointed by BCB;
 - b. Host Chairperson, Greens Chairperson or designate as appointed by Host Chairperson;
 - c. Alternate as appointed by Head Event Umpire.
48. The Jury of Appeal consists of one person from each of the following groups:
 - a. Head Event Umpire, Assistant Head Event Umpire, or designate as appointed by Head Event Umpire;
 - b. Official BCB technical representative or designate as appointed by BCB;
 - c. Host Chairperson, Greens Chairperson or designate as appointed by Host Chairperson.

Protests and Appeals

49. Protests, complaints and appeals shall be decided by the Jury of Appeal.
50. Any protests, complaints and appeals must be directed to the Head Event Umpire within a timeframe appropriate to the nature of the issue in question and must be directed no later than one (1) hour of the completion of the game in question. The initial communication may be provided orally, but a written submission must be received within 24 hours of the completion of the game, with the timeline to be determined at the discretion of the Head Event Umpire. A protest, complaint or appeal may only be made by the designated Coach registered for a team or player or by an on-duty official. In the absence of a registered Coach, a protest, complaint or appeal may be made by any player in a Singles game or the Skip in a team game.
 - a. In the event that the initial one-hour time limit has not been met, the alleged misconduct will not be examined.
 - b. The Jury of Appeal will meet as soon as possible and reach an agreement to resolve the allegation in a timely manner. Any further action will be subject to the provisions of BCB's Discipline and Complaints Policy.

Other Laws, Regulations & Policies

51. The minimum rink width for outdoor play shall be 14 feet (4.267 m).
52. The Head Event Umpire can make the decision to use groundsheets at any time. The HEU will consult with the Greens Chairperson before deciding where the groundsheets will be placed on the green.
53. The Head Event Umpire is responsible for implementing the *Incident Weather Policy*.
54. No umbrellas (open or folded) shall be allowed on the green during play.

Appendix A

Playoffs

At the end of round robin play, the top 3 ranked teams in each discipline (Singles and Pairs) will advance to the playoffs. For further clarity, this means there will be playoffs for singles and there



will be playoffs for pairs. The top ranked team will receive a bye, while the second and third ranked team will compete in straight knockout for that discipline. The winner of the #2 vs #3 game will advance to the finals to compete against the top ranked team, while the loser will receive the bronze medal. The winner of the finals will receive the gold medal, while the loser will receive the silver medal.