

V & D EVENTS - CONDITIONS OF PLAY
(These Conditions may be amended depending on the number of entries)

ALL EVENTS PREPAID WITHOUT EXCEPTION
Less than 48 hours of withdrawal from an event, entry fee will not be refunded.

ALL ENDS MUST BE PLAYED

DEFINITIONS

NOVICE: A new bowler who has never bowled before 1st January 2026
A novice bowler can play in 'Intermediate' events.

INTERMEDIATE A second- or third-year bowler in 2026.

SENIOR: Aged 65 years on or before December 31st of calendar year)

JUNIOR: Aged 18 years or under before 31st December of calendar year.

OPEN GAMES: Team members may be from different clubs within the V & D

CLOSED GAMES: Team members must be from the same club within the V & D
(NOTE: All V & D games JUNIORS will be classed as OPEN).

MIXED PAIRS: One man - One Woman

MIXED FOURS: Two Men - Two Women

PLAY-OFF QUALIFIERS (Singles - Pairs - Triples - Fours)

More than seventeen (17) teams - top eight (8) will play knockout for 1st - 2nd - 3rd & 4th place. Thirteen (13) to Sixteen (16) teams, top four will play knockout for 1st - 2nd - 3rd & 4th place. Nine (9) teams to Twelve (12) teams, top four will play for 1st - 2nd & 3rd place. Eight (8) teams, top two (2) teams will play for 1st & 2nd place. No event if less than eight (8) teams

PRIZE MONIES DISTRIBUTION

EIGHT (8) entries are required for an event to be played.

Eight (8) teams - 1st & second place - Nine (9) to Twelve (12) teams - 1st - 2nd & 3rd place

Thirteen (13) or more teams - 1st- 2nd - 3rd & 4th place.

SCORING AND 'BYE'S

All games - all shots count. If tied, the shot differential will be used, shots for minus shots against. If still tied the number of ends won throughout the event will decide the winner. Win - 3 points - Tie - 1 point - Loss - 0 points

In all competition's, team's receiving '**BYE**' will be awarded 3 points and the average winning and losing scores of all games played in that round.

Trial Ends: - To be played in the first game of each day only. Players may use the number of bowls as they would in the game.

**FORMAT OF PLAY
SINGLE RE-SPOT IN ALL GAMES.**

PROHIBITION OF MOVEMENT IN ALL EVENTS

SINGLES: A player can visit the head following delivery of their 3rd & 4th bowl.

PAIRS: The lead can visit the head following the delivery of their third bowl. The Skip can visit the head after the delivery of their second and third bowls.

TRIPLES: The lead & second can visit the head following the delivery of their third bowl. The Skip can visit the head following the delivery of their second bowl.

FOURS: The lead – second & third can visit the head following the delivery of the thirds second bowl. Skips can visit the head following the delivery of their first bowl.

In exceptional and limited circumstances, a singles player may ask the Marker for permission to visit the head, or a Skip can ask the umpire for permission to allow a player to visit the head earlier than described

SINGLES - (Night Games) - including Novice & Intermediate

PLAYERS ARE REMINDED TO BRING A MARKER

First Night: – (Two) 2 X 15 shot games to decide 'A' Flight & 'B' Flight

Second Night: – (Two) 2 X 15 shot games for each Flight

Third Night: – Top (Four) 4 from each Flight play 15 shot games in a straight knockout to decide 1st & 2nd place for 'A' Flight & 'B' section. Winner of 'A' Flight will be V & D Champion.

Note: If the number of entries is 12 or under, there will be **NO SECTION PLAY** but two x 15-point games for the first and second night. For nine (9) teams to twelve (12) teams, top four will play for 1st - 2nd & 3rd place. For eight (8) teams, top two will play for 1st & 2nd place. No event if less than eight (8) teams.

All games have a time limit of 1½ hours. Games will start on the sound of the 1st signal. No 'jack' can be delivered after sound of second signal.

JUNIOR SINGLES – Format to be decided by number of entries.

MEN'S & WOMEN'S FOURS - (Time Limit - 2 hours)

First Day: Three x 14 end games.

Second Day: Qualifiers play 14 end games.

MEN'S & WOMEN'S THREE BOWL PAIRS - (Time Limit - 2 hours)

First Day: Three x 16 end games.

Second Day: Qualifiers play 16 end games.

MOFFAT MIXED FOURS - (NIGHT GAMES)

First Night: Two x 10 end games to decide 'A' & B' Section qualifiers.

Second Night: Two x 10 end games.

Third Night: Top four from each section play straight knockout for 1st & 2nd place in each Section.

Note: If the number of entries is 12 or under, there will be **NO SECTION PLAY** but two x 10 end games for the first and second night. For nine (9) teams to twelve (12) teams, top four will play for 1st - 2nd & 3rd place. For eight (8) teams, top two will play for 1st & 2nd place. No event if less than eight (8) teams.

Games have a time limit of 1½ hours. Games will start with the sound of the first signal. No 'jack' can be delivered after the sound of the second signal.

MIXED THREE BOWL PAIRS - (NIGHT GAMES)

First Night: Two x 12 end games to decide 'A' & B' Section qualifiers.

Second Night: Two x 12 end games.

Third Night: Top four from each section play straight knockout for 1st & 2nd place in each Section.

NOTE: If the number of entries is 12 or under, there will be **NO SECTION PLAY** but two x 12 end games for the first and second night. For nine (9) teams to twelve (12) teams, top four will play for 1st - 2nd & 3rd place. For eight (8) teams, top two will play for 1st & 2nd place. No event if less than eight (8) teams.

These games have a time limit of 1½ hours. Games will start on the sound of the first signal. No 'jack' can be delivered after the second signal.

SENIOR MEN'S SINGLES

First Day: Three x 15 shot games.

Second Day: Play-off for qualifiers in 21 shot games.

SENIOR MIXED FOURS - (Time limit - 1 hour 50 minutes)

First day: Three x 12 end games.

Second Day: Qualifiers play knockout.

SENIOR MIXED THREE BOWL PAIRS - (Time limit - 1 hour 50 minutes)

First Day: Three x 14 end games.

Second Day: Qualifiers play knockout

INTERMEDIATE MEN & WOMENS THREE BOWL PAIRS - Time limit - 2 hours)

Three x 16 end games.

INTERMEDIATE GENDER-NEUTRAL THREE BOWL TRIPLES

Time limit - 2 hours)

Three x 14 end games.

TOP TEN MIXED (see separate page for Conditions of Play).

INTER-CLUB THREE BOWL TRIPLES PENNANT LEAGUES

Games for all sections may be re-scheduled by mutual consent but all games must be played by the last Scheduled date. Entry deadline is 27th May. Named Skip and named team members to be forwarded to convener.

MEN'S: Minimum of 12 Teams will be needed to form each league that will be divided into Four Geographical Sections ('A' - 'B') & ('C' - 'D') as best as possible.

PLAY-OFF'S: (*Winners of each Section have 'home tie'*). 1st place in 'A' Section play 2nd place in 'B' Section. 1st place in 'B' Section play 2nd place in 'A' Section. 1st place in 'C' Section play 2nd place in 'D' Section & 1st place in 'D' Section play 2nd place in 'C' Section. Winners and losers play off for 1st - 2nd & 3rd place on a Date and Venue arranged by the Convener.

SCORING: Games played over 14 ends.

THIS FORMAT MAY BE AMENDED DEPENDING ON NUMBER OF TEAMS

DEFAULT POINTS: Teams **MUST** have three players for the event. **If for any reason** a team loses a player and cannot find a substitute, that team forfeits the game and the default points awarded to the non-offending team. **Non-offending teams will receive 3 points and an average 'Winning & losing score' of all other games played.**

PLAYERS: A player who has played three games for a team is tied to that team.

WOMEN'S: Minimum 12 teams needed to form a league. It is preferable to have North and South Sections.

DEFAULT POINTS: As Men's

DRESS CODE FOR PLAYERS AND DESIGNATED TEAM SUPPORT PERSONEL (RED is reserved colour for Umpires)

All participants must wear clean, appropriate, and well-maintained clothing to present an appearance in keeping with the conduct of a Vancouver & District Championship. Should a team wear colours, then ALL members of that team must wear the same colour and style.

The V & D Convener/Umpire may notify any entry concerning the dress code, and the entry will be obligated to improve appearance before commencing the event. Failing to do so will make them ineligible to play until they are if they are compliant with the dress code.

Shirts must be sleeved with a collar.

'T' shirts, "Muscle" Shirts, Beach shorts/sweatpants are not acceptable attire.

The wearing of blue denim is forbidden. There is no restriction for over-wear in the event of cold weather, rain, or severe conditions.

FOOTWEAR: Approved footwear shall have flat soles and be heel-less. Sandals must have heel straps. The sole may possess a shallow tread pattern or indented grooves to improve traction without damaging the green.

ABUSE - SMOKING - ALCOHOL - CELL PHONES/MOBILE DEVICES

Verbal abuse of an opponent or official will not be tolerated. When profanity is used, the offending player will be **disqualified** from any further play in the vent

Smoking: Players will not be allowed to smoke on the green and must use the Designated areas provided. No player may smoke within 15 feet of the green.

Cell Phones: All cell phones and mobile devices of player's, markers, and officials are to be turned off or set to 'vibrate'.

Alcohol: No player shall be permitted to consume any alcoholic beverage during a game. Alcohol is prohibited on the green or surrounding area during a game.

Should an infraction occur, the respective player will be notified in the presence of the Skip. A further infraction will result in the player being disqualified from the event.

Smoking rule & cell phone/mobile device applies to all spectators round the green.

Should a Club's rules in these areas be stricter than the V & D Rules, the Club's rules will prevail.

DEFAULT

Each TEAM/PLAYER should be prepared to play every game scheduled for the event.

If a TEAM/PLAYER fails to abide by the conditions of entry, they may be subject of sanctions imposed by a majority vote of the Executive Committee. A TEAM/ PLAYER must be "ready to play" 20 minutes after the start of the game.

SUBSTITUTIONS

All substitutions must be approved by the games committee or its representative.

A Substitute is a player who does not play in the starting game of a competition.

One (1) substitute will be permitted in pairs and triples, and two (2) in fours.

The one substitution in pairs and triples may be filled by two individuals at different times. i.e., in pairs, one member of the original team must remain and in triples, two members of the original team must remain. The two substituted positions in fours may be filled by three different individuals, i.e., two members of the original team must remain.

Original players may rejoin the team as soon as they are able.

Substitutes may not play in the skip position but may play in any other position.

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

DEFAULT ROUND ROBIN

In all events (except Leagues) Default points will be awarded as follows to the non-defaulting team, 3 points and the average winning and losing scores, of games played in that round. Players arriving after the prescribed start for the event will be in default for the game being played. If a spare is found, he/she must complete the game.

ELIGIBILITY

Each player of a team must be a bona-fide member of the same club (Does not apply to Intermediate, Mixed events and junior players) affiliated with the V & D.

DISPUTES

Any disputes should be settled amicably or by an Umpire (or event Convener if no Umpire is present) **THEIR DECISION IS FINAL**. In Inter-Club League games a team may choose to submit in writing any grievance to the V & D League Management for a binding ruling for the **FUTURE ONLY**. The opposition **must** be informed of this course of action.

COACHING

A player or team for any V&D event, including Pennant League and Top 10, may have an accredited coach. This coach must be registered with the convener before the start of the event and produce their NCCP coaching number. The interaction of the coach and player will be as per conditions of provincial and national championships. **To assist Novice single players, a coach may be assigned to more than one player.**

Coaches

NCCP# can be obtained electronically (<https://thelocker.coach.ca/account/login>)

Email address must be entered together with password to obtain or create an account)

Deliberate Delay of Play

If the Umpire, either by their own observation or on appeal from the opposing skip or the opponent in singles, decides that a player is deliberately delaying the delivery of the player's bowl, or the Skip is acting or issuing instructions designed to deliberately delay play:

In the case of Team Play, on the first occasion the umpire will warn the Team in the presence of the Skip. If, in the opinion of the Umpire, the Team commits the same offence a second time, the end 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 match (for example, in the case of Fours, this would be eight shots - Singles - 4 shots)