



HAZELLS BOWLS CLUB COMPETITIONS

1. The Competitions shall be played under the current Laws of the Sport of Bowls and in accordance with the regulations currently laid down by Bowls England. All Competition disciplines must be played to a completion, as per the current Laws of the sport, unless it is mathematically impossible to do so.
2. The Club Competitions shall comprise:
 - Men's & Ladies Singles
 - Men's & Ladies Two Wood Singles
 - Men's & Ladies Handicap Singles
 - Men's & Ladies Pairs
 - Men's & Mixed Triples
 - Open Singles
 - Open Handicap Singles
 - Novice Singles
 - Mixed Singles League
 - Ken Vincent Trophy
 - Colchester Memorial Trophy
 - Jubilee Shield
 - American Tournament
 - Silver Stars – O70's Pairs
 - Aussie Pairs
 - Corner Competition
3. All Competitors in Club Competitions must be Full Club Members and should be active members of the club i.e. playing club friendlies, performing duties around the club.
4. By entering Club Competitions members are committing to playing matches on or by the "Play By" date and to being available for Finals Weekend, should they qualify. These dates are displayed on competition entry form and will be included on the Competition Draws.
5. All Competition Entry Fees must be paid to Competitions Secretary at the time of entering. Bowlers withdrawing from Competitions will forfeit their entry fee.
6. The Challenger, top named bowler/team, in each match is responsible for proposing 3 dates to their opponent, providing a reasonable amount of time to complete the game prior to the Play by Date.
7. Both players should then agree the date for the match, that is suitable for both players/teams and if none of the dates offered are acceptable every effort should be made to find a suitable date. Should the Challenger fail to offer 3 reasonable dates to their opponent by the "Play By" date their opponent will be entitled to claim the game, on written confirmation to the Competition Secretary that no such contact has been made
8. If a player/team fails to appear and be ready to play within 30 minutes after the agreed time for the tie, the opponent/team may claim a "walk over".
9. The Finals for all Club Competitions will be held during Finals Weekend, except for Jubilee Shield, American Tournament, Aussie Pairs & Corner Competition, which will be played on the same day as the earlier rounds.
10. For all Singles competitions the Challenger is responsible for obtaining a marker.



11. Dress Code for all rounds, unless specified in individual competition rules, up to & including Semi Final – Club/White Shirts & Grey/Black Club Trousers / Shorts/Skirt & Flat Soled Bowls Shoes. For Team Games the preferred option would be for all team members to wear the same style shirt i.e. all in Hazells Shirt or all in White shirt. Should the committee become aware of players not adhering to this rule, the offending player may be subject to disqualification from the competition.
12. Dress Code for Finals unless specified in individual competition rules – Club Shirt, Club Trousers/Shorts/Skirt and Flat Soled Bowls Shoes. Failure to adhere to this rule may result in player/team disqualification from competition.
13. Handicaps – These will be based on the % of Competition Singles games won the previous season, with 1 shot handicap for every 10% won. e.g. a bowler winning 61% of their games would have a handicap of -7. Any bowler not taking part in singles competitions in the previous season or a new member of Hazells Bowls Club will have their handicap determined by the Competition Secretary & Club Captains.
14. Substitutions - In Pairs, Triples and Fours, the players taking part in the first game shall constitute the team and shall normally play together throughout the Competition. One additional, and the same player, may be used as a substitute at any time provided they have not already played in the Competition. They may play in any position within the team, except as Skip. If a substitute is required during a game then the rules in the Laws of the Sport of Bowls apply, which state:
 - a. A substitute must only be introduced if, in the opinion of both skips or, if they cannot agree, in the opinion of the umpire or the Controlling Body, the substitution is necessary.
 - b. The substitute must play in any position other than skip, and the other members of the team can rearrange their positions as necessary.
 - c. The Controlling Body will decide the substitute's eligibility.
 - d. If no eligible substitute is available in a team game, the defaulting team will forfeit the game to their opponents
 - e. If a player has to leave the green during the course of a Singles game due to illness or some other reasonable cause, and they cannot return within 10 minutes, the defaulting player will forfeit the game to their opponent.
 - f. If a player or team breaks this law, they will forfeit the game to their opponent

Competition Format

Men's, Ladies & Open Singles

- Each player shall use 4 woods.
- The winner will be the 1st player to reach 21 shots

Men's & Ladies Two Wood Singles

- Each player shall use 2 woods
- Each match will be played over 21 Ends, unless the score is level after 21 ends when an extra end or ends shall be played until a positive result is reached.

Men's, Ladies & Open Handicap Singles

- Each player shall use 4 woods
- Each player will be awarded with a handicap based on the above rules
- Each bowler will start the match on their handicap score e.g. Bowler A has a handicap of minus 4 they will start the match on minus 4 and will need to get to 21 to win i.e. scoring 25 shots. Player B has a handicap of minus 1 will start the game on -1 and will also need to get to 21 to win i.e. scoring 22 shots. Players can start with the handicap net score if agreed by



both players. In the above example it would mean player A would start on minus 3 and player B on 0.

- The winner will be the 1st player to reach 21 shots

Men's & Ladies Pairs

- Each team will consist of 2 players, playing 4 woods each.
- Bowlers will be seeded by Men's & Ladies Captains & Competitions Secretary so that 1 bowler in top half of seeding will be drawn with a bowler from bottom half.
- Teams will be drawn by Club Captain & Competition Secretary.
- Each match will be played over 21 Ends, unless the score is level after 21 ends when an extra end or ends shall be played until a positive result is reached.

Men's Triples

- Each team will consist of 3 bowlers, bowling 3 woods each
- Teams will be drawn by the Men's & Ladies Captains & Competitions Secretary with bowlers put in to groups of "Leads", "Two's" and "Skips" with a player drawn from each category per team.
- Each match will be played over 18 ends, unless the scores are level after 18 ends when an extra end or ends will be played until a positive result is reached.

Mixed Triples

- Each team will consist of 3 bowlers, bowling 3 woods each
- Teams will be drawn by the Men's & Ladies Captains & Competitions Secretary with at least 1 Man & 1 Lady in each team.
- Each match will be played over 18 ends, unless the scores are level after 18 ends when an extra end or ends will be played until a positive result is reached

Novice Singles

- Open to all bowlers that haven't previously won a Hazells Competition, excluding American Tournament, Spoon Drive, Colchester Memorial Trophy, Aussie Pairs & Corners Competition
- Each player shall use 4 woods.
- The winner will be the 1st player to reach 21 shots

Mixed Singles League

- Each player shall use 4 woods
- Bowlers will be split in to 2 Groups, via a draw
- Each group match will be played over 2 sets of a maximum of 7 ends, however if a player is unable to win the set with the available shots left the set must be conceded and start the next set. If this results in a draw after the 2 sets a 3rd set of a maximum of 3 ends will be played with the winner being the bowler to win 2 ends. The shot score in each end of the tie break is not required, only the winner of the end.
- Bowlers will gain 3 points for each match they win.
- Each bowler will play each bowler in their group
- The Group winner will be the bowler with the highest number of points, if there is more than 1 bowler with the same points the result between the tied bowlers will be used to determine the winner and this is still level then a single end play off will be played by all impacted bowlers
- The 2 Group Winners will play in Final
- The Final will be played over 2 sets of 9 ends and a 3 set tie break set if required.

Ken Vincent Trophy

- Each team will consist of 2 players, playing 4 woods each



- Bowlers to select their own team, which can be 2 Men, 2 Ladies or Mixed Pairs
- Each match will be played over 21 Ends, unless the score is level after 21 ends when an extra end or ends shall be played until a positive result is reached.

Colchester Memorial Trophy

- This is a Fixed Jack Competition played in teams of 2.
- Team's will be drawn by the Men's & Ladies Captains & Competitions Secretary
- Competition will be played with Preliminary Round with teams split in to 2 groups followed by a Final to be played during Finals weekend.
- Group games will be played over 6 ends with 2 "Short" Jacks, 2 "Mid Length" Jacks & 2 "Long" Jacks per game
- At the start of each end the Jack is placed in a cradle at the appropriate marker and in the event that the jack is moved by a wood it must immediately be replaced back in the cradle at the original position.
- For every end the mat is placed at "minimum" distance from ditch.
- Points are awarded for the 4 closest woods to the jack, 4 for closest, 3 for 2nd wood, 2 for 3rd wood and 1 for 4th wood.
- The team whose wood finishes closest to the jack will bowl the 1st wood on the next end.
- Each team to retain their own score per game and the team with the highest points score after 3 games will be declared the winner of their group and will progress to the final. In the event of a tie after the 3 games there will be a 1 wood/bowler "nearest the jack" play off between all tied teams
- The Final will be played during Finals weekend and will be played over 18 ends

Jubilee Shield

- Format of the competition will be either Triples, Rinks or both Triples & Rinks, dependant on number of entrants.
- Team's will be drawn by the Men's & Ladies Captains & Competitions Secretary
- Teams will be split in to 2 groups.
- Each match will be played over 7 ends.
- Points will be awarded with 1 point for each end won and 3 points for the match winner or 1 point for each team for a draw.
- Group winner will be the team with the highest number of points.
- If a group is tied once all games have been completed then 1st place will be decided by the team that has won the most ends, followed shot difference.
- 2 group winners will then play in a 9 game final to be played on the same day
- No 2's/3's up and no visiting the head
- A killed end will result in 2 shots being awarded to the opponent and the loss of the end

American Tournament

- Games will be played in teams of Triples, Rinks or Triples & Rinks, dependant on the number of entries
- Bowlers will retain their own score card for each game and will ensure that a member of the opposing team signs their scorecard at the end of the game
- The competition will consist of 5 games of 5 ends each.
- Before each game starts each player will draw a disc from the competition secretary that will give the rink number, team and the position to be played in that team. The player must play in the position drawn.



- There will be NO Trial Ends
- A killed end will result in 2 shots being awarded to the opposition team and the end is NOT replayed
- The player with the highest score after the 25 ends shall be declared the winner.
- In the event of a tie then shot difference will be used to determine the winner and if still a tie then the number of ends won will be used to decide the winner. If this is still a tie then a single end play off will be played between all tied bowlers.

Silver Stars – Over 70's Mixed Pairs

- Each team will consist of 2 players, drawn by the competition secretary
- Each game will be played over 15 ends
- Each bowler will play 4 bowls
- Each game should be scheduled for a weekday afternoon
- This will be a knockout competition with the final played over finals weekend

Aussie Pairs

- Each team will consist of 2 players, playing 4 woods each.
- Teams will be drawn by Men's & Ladies Captains & Competitions Secretary.
- Teams will be split into 2 groups.
- Each team will play 3 group games.
- Each match will be played over 7 ends.
- Bowls played as follows:
 - 1st End Lead plays 2 woods, Partner plays their 4 woods and then lead plays their final 2 woods
 - 2nd End – order switches so if you led first end you will bowl 2nd this end.
- Teams will score 1 point for each end won, 3 points for the match winner or 1 point each for a draw.
- A killed end will result in 2 shots & the end being awarded to the opponent
- If a group is tied once all 3 games have been completed then 1st place will be decided by the team that has won the most ends, followed by shot difference.
- 2 Group Winners will then play in a 7 end final
- 2 Group Runners Up will then play in a 7 end play off for 3rd place

Corner Competition

- This is a Singles competition
- Each player will use 2 woods
- Players will draw a number which will dictate their playing number.
- The competition will be played over a minimum of 8 corners but could be more depending on the number of entrants
- The bowler with the lowest playing number will bowl their first wood to the specified corner and this wood will remain on the green until the next bowler has delivered their wood. The closest wood to the corner will be left on the green with the 2nd wood being removed.
- Once all bowlers have delivered their first wood play will continue in the same order until all bowlers have delivered their 2nd wood.
- The closest wood to the corner, without going in the ditch, will be declared the winner of that corner.
- The winner of the previous corner will then bowl the first wood to the 2nd corner and play will continue in playing number order as described above.
- The winner of each end will receive a cash prize which will be based on the number of entrants

