

2026 HENSELITE VICTORIAN OPEN - CONDITIONS OF PLAY

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| Controlling Body | Bowls Victoria |
| Event | 2026 Henselite Victorian Open |
| Dates | 20 th March – 29 th March 2026 |
| Venue | Traralgon Bowls Club and other venues as determined by the Controlling Body. |

1. Entry Conditions

Open to all bowlers affiliated with a State or Territory Association that is affiliated to Bowls Australia or affiliated to an international body that is a member of World Bowls.

- 1.1 **Victorian Open** Entries will be accepted electronically only.
- 1.2 **Entries** The Controlling Body at its sole discretion may exclude entries.
- 1.3 **Late entries** The Controlling Body at its sole discretion may include late entries either before or after the draw has been published. If required, late entries will be included in the order they are received.

2. Refund Policy

A full refund will be provided for an entry withdrawn prior to the draw being released.

No refund will be provided for an entry withdrawn after the draw has been released.

3. Eligibility

As a condition of entry, all competitors must:

- 3.1 Not be currently under disqualification or suspension by their State/Territory Association or their National Authority.
- 3.2 Satisfy the eligibility criteria of their member State/Territory Association;
- 3.3 Comply with all applicable Laws of the Sport of Bowls, Crystal Mark 4th Edition, (including domestic regulations for Australia), April 2023, BA Domestic Regulations, and policies of Bowls Australia & Bowls Victoria.
- 3.4 Entries will be accepted subject to Bowls Victoria's discretion.

4. Format

- 4.1 **Singles** – Four bowls per player, 21 shots up, in excess of 21 shots shall not count, with a time limit of two and a quarter hours per match (not including trial ends).
- 4.2 **Pairs** – Three bowls per player, 15 ends, with a time limit of two and a quarter hours per match (not including trial ends).
- 4.3 **Triples** – Two bowls per player, 15 ends, with a time limit of two and a quarter hours per match (not including trial ends).

4.4 Time limits will apply to all games for all disciplines, except in the following circumstances:

- From quarter finals in men's and women's singles events
- Finals of all other events

Should a match be stopped due to extreme weather or deemed necessary by the Controlling Body, the time limit will be extended by the equivalent amount of the time that play was delayed.

4.5 Any player/team arriving after the official start time shall lose the right to play trial ends. Any player/team not ready to commence play within 15 minutes of the official starting time shall forfeit the game. This determination will be made by the Tournament Director on the recommendation of the umpire in control of the match.

4.6 Should a match not be completed, in accordance with the Format of play, except for quarter finals in men's and women's singles and the final in each discipline, the score will stand as at the completion of the end in play.

4.7 For all knockout games of each discipline, if scores are equal when the required number of ends has been played or the time limit has been reached, one additional end (or additional ends if required) will be played to determine a winner (as per Law 28).

4.8 Matches will be conducted on a combination of natural grass & synthetic surfaces.

5. Alterations to the format and length of games

5.1 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.

5.2 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 necessary to successfully carry out or finish the event.

6. Sectional Play

Game points will be awarded as follows:

6.1 Win – 3 points

6.2 Tie – 1 point.

6.3 Loss – no points

6.4 Bye – no points - note if a player/team withdraws from a section prior to commencement of play in round 1 it will be treated as a bye.

6.5 Forfeit – 3 points & net total shots equal to the average net shots scored by the winners of the other games played in all sections in the same round at the same venue, rounded to the nearest whole number.

6.6 If scores are equal when the time limit is reached, the match shall be declared a tie.

6.7 The winner of the section will be the player/team with the most game points. If game points are equal, they will be ranked by:

6.7.1 Highest net total shots (shots for minus shots against).

- 6.7.2 If net total shots are equal, then the total shots for will be divided by the total shots against to calculate a percentage. The side with the highest percentage will be ranked higher (law 27.4).
- 6.7.3 If the percentage is equal, then the player or team that won the game between the player or team that are equal will be the winner of the section.
- 6.7.4 In the event there is still a tie, then a one end playoff will be conducted to determine the winner.
- 6.8 In Singles sectional play, the non-playing member of the section will act as marker for the section game in which they are not playing.
- It is mandatory that all Singles entrants mark all games required in their section, irrespective of the outcome or round results in their section.
 - Players when marking are required to be present a minimum of 30 minutes prior to the scheduled starting time and be in attendance at the venue until the completion of Round 3 – players who do not fulfil their requirement may face disqualification and exclusion from future BV championships & events, a fine or other sanction.
- 6.9 The fixture for Singles sectional play will be:
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| Round 1: Player 1 v Player 2 | Player 3 marks the game |
| Round 2: Loser R1 v Player 3 | Winner R1 marks the game |
| Round 3: Winner R1 v Player 3 | Loser R1 marks this game |
- 6.10 The fixture for Team sectional play with 3 teams in a section:
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| Round 1: Team 1 v Team 2 | Team 3 has the bye |
| Round 2: Loser R1 v Team 3 | Winner R1 has the bye |
| Round 3: Winner R1 v Team 3 | Loser R1 has the bye |

7. Commencement times of games

All competitors must arrive at the venue at least 30 minutes prior to the start time, trial ends commence 15 minutes before the commencement time of games.

Host clubs will be encouraged to progress rounds earlier if possible should all rinks/prior rounds finish earlier than the scheduled time.

8. Procedure for applying time limits

- 8.1 Start of play – play will commence with the venue manager signaling the start time by a bell, horn, etc.
- 8.2 A warning will be given by the Venue Manager when there are only 10 minutes remaining until the allocated time elapses.
- 8.3 End of play – at the completion of the allocated time, the Venue Manager will signal the end of play by a bell, horn, etc. At this time players will complete the end in progress. (the start of an end is determined by the delivery of the jack by the first to play in that end).

9. Trial ends**9.1 Team games – Sectional & Knockout play**

One trial end in each direction using the number of bowls to be used in the game, prior to each round.

9.2 Singles games – Sectional & Knockout play

One trial end of four bowls in each direction prior to the start of each game.

9.3 Trial ends must be completed prior to the official start time of each game. Any players arriving late, as per clause 3.5, shall forfeit the right to trial ends.

9.4 The venue manager will signal when trial ends may commence.

10. Delaying play

If the umpire, either by their own observation or on appeal from one of the skips, or the opponent in singles, decides that a player is deliberately delaying the delivery of the player's bowl:

10.1 On the first occasion the umpire will warn the player.

10.2 If the player commits the same offence a second time, the end will be regarded as complete and the opponents of the offending player/team will score as many shots as there are bowls in use by such opponent(s).

10.3 If the player offends a third time the game will be forfeited to the opponent(s).

11. Restricting movement of players during play

Players will only be allowed to walk up to the head under the following circumstances:

11.1 Singles games: after delivery of their third and fourth bowls.

11.2 Pairs games: (each player playing three bowls)

The leads: after delivery of their third bowl; and

The skips: after delivery of their second and third bowls.

11.3 Triples games: (each player playing two bowls)

The leads and seconds: after delivery of their second bowl;

The skips: after delivery of each of their bowls.

11.4 At the start of each end, the lead and second in Triples will be at the mat end and on changeover, the Skips (in Pairs and Triples) will move to the mat end together.

10.5 In exceptional and limited circumstances, a skip can ask that a player walks up to the head, or a player to the marker in singles, earlier than described above. If a player does not meet these requirements, then Law 13 will apply.

12. Dead ends

- 12.1 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 18 metres from the mat line, the end should be declared dead. Dead ends are to be replayed.
- 12.2 If the jack is killed when the time limit is reached, that end must be completed, therefore the jack is to be re-spotted on the 2-metre mark.
- 12.3 If the spot mentioned above is partly 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.

13. Substitute / Replacement players

- 13.1 Substitute and Replacement players may be permitted in team games in accordance with Bowls Australia Domestic Regulation, Crystal Mark 4th Edition (DR 2.4 and 2.5). Prior approval of the Controlling Body must be obtained before a substitute or replacement player is introduced.
- 13.2 A substitute or replacement player is not permitted for a singles player.

14. Leaving the venue

Players must not leave the venue without consulting with the Venue Manager and/or the controlling body. Players who do not fulfil this requirement may face disqualification and exclusion from future BV championships & events, a fine or other sanction.

15. Heat policy

Due to heat - clubs must use the official Bureau of Meteorology (BOM) App and select the relevant BOM weather station relevant to the location of the host club. This is done by selecting "current location" or entering the postcode of the club.

If the temperature at the Designated BOM weather station reaches 36 degrees Celsius or above at the any time, play will be suspended until such time as the temperature falls back below 36 degrees Celsius, every effort must be made to complete the ends in progress prior to leaving the green for the temporary suspension of play. Umpires are not required to monitor the temperature but to make a determination if an appeal is made in relation to the heat/temperature. If play is interrupted, the umpire will determine when play is to resume.

16. Lightning policy

Play should be immediately suspended if the time between seeing a lightning flash and hearing a thunderclap is less than 30 seconds, which indicates the thunderstorm is within 10km of the venue. This includes outdoor covered greens. Only venues that are completely closed in can continue play while there is lightning present. Players should go inside an enclosed building and stay inside until 30 minutes after the last sight of lightning.

17. Other inclement weather

- 17.1 Each club will appoint a Greens Director who will be present to act in the event of other (non-heat or lightning related) inclement weather issues.
- 17.2 The Greens Director in consultation with the umpire(s) may call a suspension of play if the circumstances require it, in the interest of the players' safety (e.g. Lateral water on the green, danger of slipping etc).

18. Arrangement for practice

Practice may be permitted in accordance with Law 4. Practice is not allowed at the venue on day of play without discussion with the Venue Manager or Controlling Body.

19. Drug testing

Bowls Australia's anti-doping policy shall apply. See bowls.com.au for details.

20. Player conduct & behaviour

- 20.1 All players are required to conduct themselves in a polite and sportsmanlike manner when participating in the Henselite Victorian Open and not display any of the following behaviours:
- 20.1.1 act in an abusive, threatening, or intimidating manner;
 - 20.1.2 use obscene, offensive, abusive, threatening, or intimidating language;
 - 20.1.3 act in an unsportsmanlike manner;
 - 20.1.4 threaten any person with physical violence or assault;
 - 20.1.5 assault any person;
 - 20.1.6 act in a manner likely to bring the sport of bowls into disrepute; or
 - 20.1.7 act in a manner likely to bring Bowls Victoria into disrepute.
- 20.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty (See Clause 21 below for more information).

21. Instantaneous penalties

- 21.1 If an Umpire, by observation or on an appeal by the Controlling Body, a Skip or an opponent in singles decides that a player is non-compliant, then the end shall be immediately regarded as completed and the opponent of the offender shall be awarded as many shots as there are bowls in use by the opponent(s).
- 21.2 If the Umpire forms the opinion on a second occasion that the same player is non-compliant, the player will be excluded from taking any further part in the game. A substitute will not be permitted, and the defaulting player/team will forfeit the game.
- 21.3 An instantaneous penalty applied to one player in a Team shall be considered as an instantaneous penalty to all players in that Team.
- 21.4 Any of the above Umpire imposed sanctions are final and cannot be contested, disregarded or appealed.

21.5 The Umpire shall also forward a written report about the incident to the Controlling Body within seven (7) days of the incident.

22. Smoking

22.1 Smoking on the green (defined as having a lit cigarette, pipe, cigar, electronic nicotine delivery system (ENDS) including e-cigs, e-cigarettes and vapes or any other form of smoking device) by a player on the green is not permitted.

22.2 Smoking is only permitted in the designated area as determined by the Club.

22.3 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

23. Personal electronic/communication devices

23.1 The use of Mobile Phones/MP3 Players/iPods/iPads/Pagers/Communication Devices and/or other similar sound/communication devices on the green by a player is not permitted.

23.2 Should a player have a legitimate reason (personal emergency or medical or emergency services personnel) to answer a mobile phone they must have permission from the Controlling Body and notify the Umpire of the day prior to playing. If approved, the phone can be carried on the player but must be on silent / vibrating (only) and responded to on the bank away from play.

23.3 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

23.4 Exemptions will be provided for scoreboard control devices/applications and/or approved BV electronic scorecard devices/applications, requiring the use of an electronic device/application.

24. Consumption of alcohol

24.1 The consumption of alcohol on the green by a player whilst a match is in progress is not permitted.

24.2 A failure to comply can result in the Umpire applying an Instantaneous Penalty.

25. Footwear and attire

25.1 Players must wear flat soled rubber heelless soles footwear. Thongs are not permitted (excluding the "OOFOS OOriginal Thong" - specifically by make/model).

25.2 All attire must comply with Bowls Australia National Merchandise Program (NMP) Logo Policy as it relates to upper and lower body attire. The NMP Logo must appear on the front or side of all headwear, except on hats with a hat band, where a logo is not required.

25.3 Failure to adhere to the BA logo policy will result in the offending player being given a verbal warning by the convening umpire which will be lodged and recorded with the tournament director. The offending player will then be provided up until the forfeit time of their subsequent game to comply with the BA logo policy. Failure to comply will result in the offending player being disqualified and the game forfeited to their opponent.

26. The Barb Gilbert Medal (formerly the Vic Medal)**Winner to be calculated as per the following:**

1 bonus point for each player in the last 16 of each discipline (4 events)

Reaching Last 16 – 2 points in each discipline

Winner Last 16 – 2 points in each discipline

Winner Last 8 - 2 points in each discipline

Winning Last 4 –2 points in each discipline

Winner Last 2 – 2 points in each discipline

Winner calculated by:

Total points;

If total points equal then shots up;

If total shots equal then ends won;

If ends won are equal, prize money shared equally.

27. Club Participation awards

A prize will be awarded to the two clubs, one large club and one small club, who have the highest number of members participating in VO2026.

Each participating club member will receive one entry per person, per event that they play in.

28. Prize Money

Distribution of the prize money will be published on the Victorian Open website – vicopen.com.au.

Any player or team that is disqualified or forfeits a prize money round is ineligible to receive their prize money.

29. Jury of appeal

29.1 A jury of appeal shall be appointed for the purpose of deciding upon any matters not provided for in the Conditions of Play or dealing with appeals resulting from decisions made by umpires.

29.2 Any appeal against a decision made by an official relating to a Law, Domestic Regulation or Conditions of Play may be referred to the Tournament Director in the first instance, before being referred to the Jury of Appeal. The Jury of Appeal shall consist of:

- BV Chief Executive or their nominee;
- BV Events Manager or their nominee;
- BV Officiating & Laws Committee Chair or their nominee;

30. Other laws, regulations & policies

All laws, regulations & policies other than stated above shall conform to the Laws of the Sport of Bowls, Crystal Mark 4th Edition, (including domestic regulations for Australia), April 2023 and BA Domestic Regulations (located at bowls.com.au)

31. Media, Photography, Video and Live Streaming

Bowls Victoria reserves the right to use any photographs or video taken during this event for promotional requirements. Some matches will be broadcasted through Bowls Victoria's various communication channels and at the discretion of the Controlling Body. All media requests are to be directed to Bowls Victoria's Communications & Marketing Manager in the first instance.

32. Scorecards

Scoring is to be electronic for all team games (pairs & triples sectional and post-sectional) and post-sectional singles games.

Vic Open Integrated Pairs

Entry Conditions

Open to bowlers with a disability and bowlers affiliated with a State/Territory Association that is affiliated to Bowls Australia or affiliated to an international body that is a member of World Bowls.

Bowlers with a disability must be classified by:

- Australian Blind Bowlers Association - Vision Impaired
- Sport Inclusion Australia - Intellectual/Developmental
- State/Territory Association (As per rules by International Bowls for the Disabled) - Physical

Please note: late entries may be accepted if a BYE can be filled.

Use of Director

All bowlers with a disability will have the option of having a director to assist during the match. The bowler must provide their own director.

The director must:

- Wear bowls attire if on the green.
- Only assist the bowler at the mat end or when accompanying the bowler to/at the head. The director or both may visit the head, not the bowler on their own.

The director may:

- Assist with scoring and the scorecard
- Offer other support for bowlers during the course of the match

Artificial Devices Policy – Wheelchairs & Bowlers Arms

Artificial devices including wheelchairs and bowlers arms are permitted as per Bowls Australia Artificial Devices Policy published December 2020. The Policy can be found on the Bowls Australia website www.bowlsaustralia.com.au.

Format

- 1.0 The matches will be played in a sectional play format consisting of 4 sections. The numbers in each section will be determined by the number of entries received. This will also dictate the length of each match.
 - 1.1 **Pairs** – Three bowls per player, the bowler with the disability must skip.
- 2.0 Each section winner will play off in a semi-final, with the two winners playing off for the overall winner and runner up.
- 3.0 Section winners:
 - 3.1 The winner of the section will be the player/team with the most game points. If game points are equal, they will be ranked by:
 - 3.2 Highest net total shots (shots for minus shots against).
 - 3.3 If net total shots are equal, then the total shots for will be divided by the total shots against to calculate a percentage. The side with the highest percentage will be ranked higher (law 27.4).
 - 3.4 If the percentage is equal, then the player or team that won the game between the player or team that are equal will be the winner of the section.
 - 3.5 In the event there is still a tie, then a one end playoff will be conducted to determine the winner.

Vic Open U-18 Singles and Pairs**Entry conditions**

The Under 18 Singles are open to all BV affiliated girl and boy bowlers who are under 18 years of age on the final day of the Championship (29th March 2026).

The Under 18 Open Pairs is open to any combination of boys or girls who are under 18 years of age on the final day of the Championship (29th March 2026).

Format

- 1.0 The matches will be played in a sectional play format consisting of 4 sections. The numbers in each section will be determined by the number of entries received. This will also dictate the length of each match.
 - 1.1 **Singles** – Four bowls per player,
 - 1.2 **Pairs** – Three bowls per player,
- 2.0 Each section winner will play off in a semi-final, with the two winners playing off for the overall winner and runner up.
- 3.0 Section winners:
 - 3.1 The winner of the section will be the player/team with the most game points. If game points are equal, they will be ranked by:

- 3.2 Highest net total shots (shots for minus shots against).
- 3.3 If net total shots are equal, then the total shots for will be divided by the total shots against to calculate a percentage. The side with the highest percentage will be ranked higher (law 27.4).
- 3.4 If the percentage is equal, then the player or team that won the game between the player or team that are equal will be the winner of the section.
- 3.5 In the event there is still a tie, then a one end playoff will be conducted to determine the winner.