STATE CHAMPION OF CLUB CHAMPIONS

SINGLES, PAIRS, MIXED PAIRS, FOURS

14 – 21 November 2026

GENERAL INFORMATION

1. ALLOCATION OF EVENT AND COMMITTEE COMPOSITION

(a) The Match Committee shall call for Expressions of Interest from Clubs to host the State Finals of the Event.

(b) The Champion of Club Champions Committee shall comprise the Match Committee Members who may co-opt others as required.

2. CONTROL AND CONDUCT OF STATE FINAL

(a) The State Match Committee as the Controlling Body for the State Finals shall control the Event and reserve the right to alter the format, times of play and greens to suit unforeseen circumstances, giving as much notice as practical, to achieve a result.

(b) A Disputes Committee shall comprise the Match Co-ordinator or nominee, and State Umpire Co-ordinator.

3. DIVISION OF STATE FOR GROUP PLAY-OFFS

(a) The State shall be divided into eight (8) Groups as follows:

Group 1: Gateway, Gold Coast/Tweed
Group 2: Cunningham, Downs
Group 3: Condamine, Maranoa/Warrego, Southern Downs
Group 4: Brisbane, Moreton Bay, Sunshine Coast
Group 5: Burnett, Fraser Coast
Group 6: Bundaberg, Central Qld, Port Curtis
Group 7: Leichhardt, Mackay
Group 8: North Qld, North-West Qld, Tropical Far North Qld

(b) Play-offs by mutual agreement between the competing districts, however the host club for the playoffs should be in a reasonably central location and where possible this club should be a neutral venue.

(c) The Competition will commence at Club level.

4. ELIGIBILITY

(a) Members of Clubs affiliated with the District within its Group shall be eligible to play. **Note: This means that all members of a team must belong to the same Club.** To be eligible to play in these events, all players **must** have **COMPETITION/PRIMARY CLUB STATUS** bowling membership of the club at the time entries close and must retain Primary Club Status at that club until such time as their participation in the event ends. **NOTE:** "Subject to a written application submitted to the State Body, a temporary transfer of Primary Membership may be approved at its discretion on a case-by-case basis." Any substitutes or replacement players **must** also meet these criteria to be eligible to act as a substitute or a replacement player. Players under suspension or expulsion are ineligible to play. At a club's discretion they **may** commence this competition at any time after the 1st of November in the preceding year.

(b) These Competitions are restricted to the player/teams who have won the current year's Champion of Club Champion's events. However, if a player/team is forfeited against at Club, District or Group level then that player/team may progress to the next round. If a Club fails to complete its current year's Champion of Club Champion's Events in any particular category by the date set down for the commencement of its Champion of Club Champion's Group play-offs, then that Club is ineligible to compete in that particular category in that year's Champion of Club Champion's Event.

(c) No member can play in any Bowls Queensland event for more than one Club or District in any one year. This is a requirement of Bowls Queensland Bylaw 9.1. Any member who has played in any Club Champion of Club Champion event is not eligible to substitute in this competition and in the event of a member so acting as a substitute they, and the Club which they played for as a substitute for will be disqualified. Any dual member who fails to lodge a declaration with their District and with Bowls Queensland will be declared for the club at which they pay their affiliation fees.

(d) Players who resign from the club they have declared for under the provisions of (d) above cannot then continue to represent another club. Any player so doing will be forfeited as per Clause 6 of these General Conditions of Play.

(e) At Club and District level these events are knockout. However, if a club/District wishes to conduct a round robin or sectional event they need to apply to BQ Match on the 'Approval Form to Run Champion of Club Champions at Club/District Level'.

(f) At Club level, players / teams nominate to form a team in the competition (Singles, Pairs, Fours, Mixed Pairs) and all events at club level must be an open draw and self-selected**.**

5. NOMINATIONS

It is a condition of entry for this event that all players are familiar with and accept these Conditions of Play. Entries close as per the State events calendar HERE
NOTE: All relevant umpires, club and District officials must also be fully familiar with these Conditions of Play.

6. TRANSFERS

(a) Where a member transfers to another Club/District they are only eligible to represent that Club/District if they have not participated in any competition leading to Champion of Club Champion's qualifications in their previous Club.

(b) If a member has won a Championship in the current season in a Club and decides to transfer to another Club in the same District, then, provided they retain membership of the first Club, they are eligible to play in the Champion of Club Champion's event/s if applicable. However, if they resign from their Championship Club, they then forfeit their right to participate in the event and cannot be substituted. If a player resigns from their championship club for a valid reason that is acceptable to the controlling body, then that player may be replaced subject to the eligibility requirements in clause 4(a).

(c) If a member has won a Championship in the current season in a District and decides to transfer to another District, then, provided they retain membership of the first District, they are eligible to play in the Champion of Club Champion's event/s if applicable. However, if they resign from their Championship District, then they forfeit their right to participate. See preceding clause 6(b).

7. PENALTY

Any contravention of these conditions shall result in disqualification from the Event.

8. FEES

District and Group Level. As per host club ruling rate.
State Finals: : $20.00 per player per discipline is to be forwarded to Bowls Queensland with the notification of the group winners. (Singles - $20.00 per person; Pairs - $40.00 per team; Fours - $80.00 per team). The winner of the Group play-offs is responsible to place their entry into BowlsLink for the State Champion of Club Championships Finals, before the due date as displayed in the Bowls Queensland Major Event Calendar. Here
NOTE: If these fees are not paid then the player/team will not be eligible to play in these events.

9. RINKS

(a) For Pairs and Fours matches, all venue Clubs are requested to play the morning matches in an east-west direction, and the afternoon matches in a north-south direction. This may be altered to allow for live streaming.

(b) In Singles matches, it is preferred that the direction remains unchanged throughout the day as non-time limit matches can delay play unnecessarily should the direction of the green be changed.

(c) In unforeseen circumstances the Match Committee may require players/teams to play on the same rink more than once on the same day.

(d) It is preferred that all rinks at venue Clubs shall be as per Laws 49.1, however all rinks should be a minimum of 4.5 metres in width.

(e) For some events, the Match Committees will allocate the rinks for play. In these cases, the venue Clubs will be advised.

(f) The Match Committee retains the right to conduct the event on synthetic, natural, or covered greens or any combination thereof. It is preferable for greens to be running at between 15-17 secs where possible.

10. PLAY-OFFS

(a) **District and Group Play-offs:** This will be a knockout or round robin for groups with three (3) or more Districts. **(No extra ends for round robin format).**

(b) Matches will be Singles – twenty-five (25) shots up, 4 Bowl Pairs - Mixed Pairs and Fours – twenty-one (21) ends. (No Time Limit)

(c) The Host District for Group play-offs to conduct play and notify the Bowls Queensland Match Committee of the Group winner/s on or before the published date in the Bowls Queensland Annual Events Calendar. here

(d) Each Group/District conducting these play-off matches is required to notify the BQ Match Committee of the proposed dates and the venue Club hosting these matches on their behalf.

11. STATE FINALS

(a) The program for Singles, Pairs, Mixed Pairs and Fours will be advised as soon as players and teams names become available and when the draw is completed.

(b) Meals will be at players' expense and lunches are to be ordered prior to play commencing each day.

12. PRIZE MONEY / MEDALLIONS FOR FINALS

Prize money as decided by the board.
Gold, Silver and Bronze suitably inscribed medallions shall be awarded to the respective winning players.

NOTE: All players who are in a presentation **must** be dressed in their playing attire or risk forfeiting any prize money or trophy.

13. BADGES

Group winners will receive suitably inscribed badges.

STATE CHAMPION OF CLUB CHAMPIONS

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14 – 21 November 2026

CONDITIONS OF PLAY

1. THE COMPETITION

(a) The Competition shall be known as the Bowls Queensland State Champion of Club Champions.

(b) All matches shall be conducted strictly in accordance with the "Laws of the Sport of Bowls" – Crystal Mark 4 Edition with Domestic Regulations for Australia, Bowls Australia Policies, Bowls Queensland By-laws, and these Conditions of Play.

(c) The disciplines shall be Singles, Four Bowl Pairs, Fours and Four Bowl Mixed Pairs.

(d) All events shall be subject to an Open Draw.

(e) A match shall be between two (2) players/teams. All players/teams shall contest Rounds 1 – 3 inclusive as set out in the Draw and Playing Timetable, conditions permitting.

(f) The eight (8) Group winners of each discipline will be divided into two (2) sections (1 & 2) of four (4) players/teams by Open Draw, with a round robin to be played in each section. The section winners will then play each other in the Final.

2. TRIAL ENDS

(a) Trial ends shall be under the control of the State Controlling Body. Trial ends may be allowed as per Law 5.1 if time permits.

(b) In the event of a player or team receiving a bye and not playing in the first match of the day, then they may be entitled to practice as per Law 4, and at the discretion of the controlling body may be allowed trial ends in accordance with Law 5.1.

(c) Practice shall not be allowed at the venue Club after one (1) hour prior to the scheduled starting time on the day of play.

(d) Trial Ends before Finals play will be at the discretion of the Match Committee.

3. PLAYING SCHEDULE – SECTIONAL PLAY

(a)

Fours:	Saturday:	Round 1 at 8.30am	Round 2 at 1.00pm or earlier if possible
	Sunday:	Round 3 at 8.30am	Final at 12:45pm (approx.)
Mixed Pairs	Monday	Round 1 at 8.30am	Round 2 at 1.00pm or earlier if possible
	Tuesday	Round 3 at 8.30am	Final at 12:45pm (approx.)
Pairs:	Wednesday	Round 1 at 8.30am	Round 2 at 1.00pm or earlier if possible
	Thursday:	Round 3 at 8.30am	Final at 12:45pm (approx.)
Singles	Friday	Round 1 at 8.30am	3 rounds to be played
	Saturday	1st final at 8.30am	2nd final at completion of 1st final

Please note: This schedule may be amended to allow for the live streaming of events

(b) Order of Play (For each Section)

(i) Round 1: 1 v 2 , 3 v 4 Round 2: 1 v 3 , 2 v 4 Round 3: 1 v 4, 2 v 3

(ii) A bye shall be played as drawn.

(iii) Should there be a tie in Game 1 then the Match Committee shall decide the order of play in Games 2 and 3. At its discretion the controlling body may use the number of ends won by a team as a guide.

4. DEAD ENDS

If the end is made dead, then Law 20 applies. If the end is made dead after the bell, the jack will be re-spotted on the tee as per Law 56.5.3.

5. DURATION OF PLAY

Sectional and Finals:

(a) Singles matches shall be twenty-five (25) shots up with no time limit.

(b) Four bowl Pairs, Fours and four bowl Mixed Pairs shall play twenty-one (21) ends with no time limit.

6. UNCOMPLETED MATCH / COMPETITION

(a) If a team match is not completed because of inclement weather, bad light or any other justifiable cause, **AT CLUB and DISTRICT it is to be completed at the next available date/time.**

(b) If a player/team is unable to complete any game already commenced, their opponent/s shall be awarded the maximum match points for that game. As at the time the game was stopped, each team will be allocated the shots scored as of the last end completed.

(c) For Singles, sixteen (16) shots up, for Pairs, Mixed Pairs and Fours 14 ends constitute a match in **GROUP and STATE** sectional play and the finals.

(d) The completion of two (2) Rounds in sectional play shall constitute the completion of the competition.
(Note: Any end not completed when the bell is rung to cease play due to inclement or hazardous weather, SHALL NOT be completed but should be declared dead. However, if all bowls in the end have been played, then the number of shots scored should be decided before the game stops as per Law 33.3).

7. SCORING IN SECTIONAL PLAY

(a) The player/team scoring the highest number of shots in each match at the end of play, shall be the winner.

(b) Two (2) match points shall be awarded for each such win.

(c) In the event of a tied score, each player/team shall be awarded one (1) match point.

(d) Match points shall be recorded together with shots for and against and also the margin.

8. DETERMINING SECTION/FINAL WINNERS

(a) The player/team scoring the highest number of **match points** shall be declared the winner.

(b) In the event of two (2) or more players/teams scoring an equal number of match points, the players/teams with the highest difference between “total shots for” and “total shots against” **(margin)** shall be declared the winner.

(c) If there is still equality, the “total shots against” each player/team shall be divided into the “total shots for” each player/team. The team with the **highest result** shall be declared the winner.

(d) **In finals,** (a) and (b) apply but if at the time limit or number of ends there is an equality an extra end will be played

9. BYES IN SECTIONAL PLAY

These affect all team in a section equally and no score need be recorded when a player/team/side receives a bye.

10. PLAYER MOVEMENTS DURING PLAY

Note: Players will only be allowed to walk up to the head as follows:

(a) Singles

The opponents: after delivery of their third and fourth bowls.

(b) Pairs

- The Leads: after delivery of their third and fourth bowls.
- The Skips: after delivery of their second, third and fourth bowls.

(c) Fours

- The Leads and Seconds: after both the Seconds have delivered their second bowl.
- The Thirds: after both, the Thirds have delivered their second bowl.
- The Skips: may go to the head after either Skip's first bowl but **must return to the mat as soon as their opponent's bowl has come to rest.**

Restricting the movement of players, during pairs and fours, does not prohibit a player from being called to the head by the skip. During a singles match, the players may request the marker's permission to visit the head. This action may be conducted at a crucial stage of the game. However, care should be taken not to delay play.

(d) Player Position

Players, excluding skips, are not permitted to remain at the head whilst their opposite number is delivering their bowl. Any skip remaining at the head end shall retire behind the head. Skips must return to the mat as soon as their opponent's bowl has come to rest.

(e) Delaying play

If the umpire, either by their own observation or on appeal from one of the skips or the opponents in singles, decides that a player/team is playing in an unsportsmanlike manner by deliberately delaying play:

- On the first occasion the umpire will warn the player/team.
- If the player commits the same offence a second time the end will be regarded as completed and the opponents of the offender/s will score as many shots as there are bowls in use by such opponent; and
- If the player offends the third time the game will be forfeited to the opponent/s.

11. POSITION OF PLAYERS WHEN NOT PLAYING

(a) Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.

(b) Players at the head end of the rink and who are not controlling play must stand behind the jack if they are members of the team which is in possession of the rink

(c) Players at the head end of the rink should stand behind the jack if they are members of the team which is not in possession of the rink, or

(d) On the surrounds of the green if the jack is in the ditch, or

(e) Well clear of the head if it is not possible to stand on the surrounds.

(f) At the start of each end only the Skip or Deputy will be at the head.

12. WITHDRAWALS AND FORFEITS

(a) Withdrawals

(i) If a player/team withdraws before the start of play, this will be treated as a bye and no score need be recorded as all teams will be equally affected.

(ii) Any player/team intending to withdraw, must notify the respective Controlling Body and venue Club not later than the scheduled commencement time on the day of play. No player/team may withdraw without permission of the Match Committee.

(b) Forfeits/Withdrawals

(i) Should a forfeit occur during sectional play, the remaining players/teams shall be credited with, two points, and the following shot allocation for each discipline, for a win by forfeit in a section (based on average sectional scores from past events).

(ii) Singles: (shot margin of plus 9)

(iii) Pairs, Mixed Pairs: (shot margin of plus 7)

(iv) Fours: (shot margin of plus 7)

(v) Should a player or team forfeit a match that has begun and in which a player has not reached 16 shots in Singles or 14 ends in Pairs, Mixed Pairs and Fours (as per 6c). The player/team receiving the win by forfeit will receive the shot allocation listed Above. Or the score at the time of the forfeit, whichever shot margin is greater.

(vi) Players/teams that withdraw/forfeit the last round of sectional play up to the Group play-off in any discipline, shall be disqualified from winning the section if a player/team has scored equal highest points with any other team in that section. **NB. In the State Finals, last round withdrawal is not permitted.**

(vii) Should any player in any match fail to arrive within fifteen (15) minutes of the scheduled starting time the opponent/s shall be awarded the match.

(viii) Should both Singles players, or both teams, fail to arrive within fifteen (15) minutes of the scheduled starting time, then both players/teams shall forfeit the right to continue.

(ix) **Any player/team that withdraws/forfeits a match is required to give BQ Match a satisfactory explanation for their non-appearance to avoid any penalty.**

13. SUBSTITUTES

Eligible substitutes are permitted throughout the competition.

Note: If a substitute is required at District level and above, the Controlling Body and Bowls Queensland must be advised in writing including a valid reason, the name of the substitute and who the player is substituting for in each and every circumstance. Owing to some abuse of the substitute Law the BQ Match Committee will have very strict guidelines regarding what will be allowed for the granting of a substitute for these events. The Umpire of the day must also be notified of any substitutes. Substitutes/Replacements in Singles are not permitted under any circumstances.

Note: There will be no substitutes allowed for ineligible players **ie: those not declared for the same club**. Should any club or District allow a substitute for an ineligible player the offending club or District will be forfeited from all State events for the current year. See General Conditions of Play clause 4(a). A team may be allowed a replacement player on request subject to clause 6(b) of the General Conditions of Play.

PLEASE NOTE. Requests for substitutes/replacement players at the club and District level are to be determined by the club or District as appropriate. Requests for substitutes/replacement players at the group and State level are to be sent to Bowls Queensland for adjudication.

14. DISQUALIFICATION

Should there be a Challenge to Bowls under Law 52.4 during Sectional or Post Sectional or Knockout play a player may play with another set of Legal bowls until the result of the test is known.

(a) If there is a Challenge to Bowls in the final the result of that final shall not be declared until the outcome of the Bowls challenge is known.

(b) If a team or player is disqualified for any reason, the team or player LAST DEFEATED by the disqualified team or player shall take their place.

15. ARTIFICIAL DEVICES

Any player using an Artificial Device (Bowling Arm) for the delivery of a bowl must, once a player has commenced using the device in a game, use the device for the remainder of the game. The jack may be rolled at any time either by hand or using the device. A challenge on appeal to an umpire regarding a bowler's arm could occur before trial ends or up to 10 minutes after a game as similar to Laws 52.4.3 and 52.4.4.2. Any player found using a non-approved Bowling Arm will be listed as a defaulting player under Law C2 and will lose the game as per Law C10.

16. SCORECARDS

After having completed the front and back of both cards, the cards must be signed and the time recorded immediately the match is completed, by the skips in pairs and by the seconds in fours (DR3.2). This signifies agreement of score and completion of the match. Once the cards are signed the cards shall not be altered and shall be handed to a Bowls Queensland Match Committee member or a representative. If during the game, or at the conclusion before the cards are signed, a mistake is discovered and the opponents cannot agree, then the umpire is called and if no resolution is found, the end where the mistake occurred shall be declared a nil score end (tied end), and the cards adjusted accordingly.

In a Singles match, there is only one official scorecard and that is the one kept by the marker. The front, back and total is to be completed on both sides of the card and after checking it must be signed and the finish time recorded immediately the match is completed by the opponents and the marker. Once the card is signed the scores shall not be altered and the cards shall be handed to the Match official as above.

17. TEMPORARY MARKINGS (DECALS)

Clubs should provide all players/teams with identical coloured discs (decals) for each side of their bowls, as per Law 51.2.8 and DR 4.7 however if any club does not have decals and wish to use them then Bowls Queensland shall supply them. **However, decals may be required for all finals. <u>When decals are used all bowls in a team event shall be similarly marked.</u>**

18. COACHING DURING MATCH

Players who intend to receive coaching during a match, must inform the Match Committee and the Umpire of the Coach's name as soon as practicable before the start of play but not less than 30 minutes prior to the commencement of the competition and the Coach cannot be changed for each match. Any person who is nominated as a Coach shall strictly adhere to the conditions in Law 44. There shall be only one coach per team.

Please Note: Any person wishing to coach in this event must hold Bowls Australia coaching accreditation and must show it when registering.

19. ELECTRONIC COMMUNICATION DEVICES

<u>All</u> electronic communication devices located within six (6) metres of the green whilst a match is in progress **SHALL BE SWITCHED OFF**. These include mobile phones, ipads, ipods, pagers, radios etc. Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

20. SOCIAL MEDIA

To assist in ensuring that interactions between players and officials are harmonious the following will be included in the Conditions of Play as permitted by Appendix A.1.4.15. Code of Conduct and Disciplinary Procedures.

"No player shall use Social Media to make derogatory comments about Bowls Queensland, any official, the event or any other player for the duration of the competition. Any infringement of this Condition shall render the offender liable to disqualification from the event".

21. LIGHTS

Games may be played or completed under lights if required.

22. SMOKING REGULATIONS

All players must adhere to the Qld Government Smoking Regulations along with the Smoking Regulations that are applicable in each host club.

See https://www.health.qld.gov.au/public-health/topics/atod/tobacco-laws/default.asp

Please note: Acting on advice received the foregoing also includes vaping.

23. EXTREME WEATHER POLICY

All Bowls Queensland events are conducted under the Bowls Queensland Extreme Weather Policy. All players and officials should make themselves aware of the requirements of this Policy.

24. PROVISION OF UMPIRES / MARKERS

(a) In all matches, the provision of non-playing National Accredited Umpires and/or assistants (whose names shall be announced before play commences) is obligatory.
(b) In semi-finals and finals, the District Umpire's Committee shall oversee.
(c) In Singles finals, Markers may be appointed by the Match Committee.

25. ATTIRE

(a) Attire will be as per Bowls Queensland By-law 12. All Players shall wear their Primary club attire as per BQ By-laws 12.1(e) and 12.3(a). (Composite side/team ref: By-Law 12.5)
(b) Lower body attire: All players in a side/team have the same-coloured attire ie: State, District or Club approved uniform. (Composite side/team refer By-Law 12.5)
(c) Attire at this level must carry the BA logo as outlined in the BA National logo policy.
(d) All players and officials playing and officiating at this event shall wear flat soled footwear.
(e) In this event no player shall wear any National or State Representative uniform or any part thereof whether current or obsolete. Any player who contravenes this requirement will be asked to immediately change their attire or be disqualified from the event.

Note: Coaches shall be attired as per the requirements for umpires and markers.

BQ Match Committee