



## GUIDANCE FOR COUNTY TEAM MANAGERS AND OFFICIALS

### ISSUED: 5 AUGUST 2025

#### SCHEDULE OF PLAY - SATURDAY 16 AUGUST

QUARTER-FINALS		SEMI-FINALS		FINAL	
GREEN	0900	GREEN	1430	GREEN	1715
A	Kent v Norfolk	D		A	
B	Devon v Lincolnshire				
C	Hertfordshire v Durham	B			
D	Worcestershire v Oxfordshire				

#### Notes:

- Each session will have a time limit of two hours and 30 minutes (including trial ends)
- Times above are the official start time (which includes trial ends)
- Teams are requested to be on their rink ready to play 15 minutes prior to their first match for the badge presentation – 0845
- Green direction on A Green will change ahead of the final

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#### DRAW/TOSS FOR JACK

Team Managers must report to the Tournament Office 30 minutes prior to the published start time to submit their selected teams and conduct the draw for rinks for all four disciplines.

The respective Team Managers shall toss a coin for the choice of jack (first end), the winner having the choice of keeping or giving the jack away. Decision will apply across all disciplines. Should an extra end be required in the Singles (see 'Match Result'), a further toss for jack will be held at that point.



## **TRIAL ENDS**

Trial ends are permitted before every Match as below:

- 4 bowls per player – Singles
- 2 bowls per player – All other disciplines

## **MATCH STRUCTURE**

Each session will have a time limit of two hours and 30 minutes (including trial ends). Five minutes prior to the end of the allocated time, the designated timekeeper will use a horn (or other agreed method) to signal the end of session. At this point teams will complete the current end they are playing. The start of an end is determined by the correct delivery of the jack by the first player in that end.

In the event of a 'dead end' the jack will be re-spotted on the T (or as near as possible to the T in line with the current Laws of the Sport).

Singles – 4 bowls per player; 21 shots

Pairs – 3 bowls per player; 18 ends

Triples – 2 bowls per player; 18 ends

Fours; 2 bowls per player; 15 ends

## **RESTRICTING MOVEMENT OF PLAYERS DURING PLAY**

Prior to the start of each end, the following players will take their position at the mat-end of the green:

- Singles game: Both players
- Pairs game: the leads
- Triples game: the leads and the seconds
- Fours game: the leads and the seconds. The thirds may elect to take their position either at the mat end or alongside the skip at the head

After delivering their first bowl, players will only be allowed to visit the head under the following circumstances:

### **Singles game**

- the opponents: after delivery of their third and fourth bowls.

### **Pairs game (each player playing three bowls)**

- the leads: after delivery of their third bowl; and
- the skips: after delivery of their second and third bowls

### **Triples game (each player playing two bowls)**

- the leads: after the second player in their team has delivered their second bowl;
- the seconds: after delivery of their second bowl; and
- the skips: after delivery of each of their bowls

### **Fours game (each player playing two bowls)**

- the leads: after the second player in their team has delivered their second bowl;
- the seconds: after delivery of their second bowl;
- the thirds: after delivery of their second bowl; and
- the skips: after delivery of each of their bowls



The third/skip not due to play first in any end in any discipline may remain at the head whilst their opponent plays their first bowl, having gone to the to the mat they may only return to the head in accordance with above.

In exceptional and limited circumstances, a skip can ask that a player walks up to the head, or a Singles Player can ask the marker for permission to walk up to the head, earlier than described above. If a player does not meet the terms of this law, Law 13 (Possession of the Rink) will apply.

### **MATCH RESULT**

The winning teams will be determined as per Regulations – copied below:

“In the final stages the winning team will be determined on shots aggregate across the four disciplines. Should shots be level at conclusion of the match, the winning team will be determined by the winner of the Singles fixture. Should this still not produce a winner, the Singles players will play a one-end tie-break to determine the winner.”

Matches at the Aviva National Bowls Finals must be conceded once the overall result is determined.

### **TICKETS**

The ticket allocation for this event is 14 tickets per county (based on 12 players, team manager and additional county official).

Each county shall supply to Bowls England the names of 14 players plus two officials – those listed shall receive passes for the day of the event. Players and officials must report to the player entrance to obtain their pass.

Counties will receive separate email with request for details from Lee Rowland.

### **ADDITIONAL INFORMATION**

Bowls England shall provide bowls stickers. The Winner and Runner-Up respectively shall receive a maximum of 12 winners medals.

### **EVENT INFORMATION**

For more information regarding the Aviva National Bowls Finals, including ticket information for families and friends, go to: <https://www.bowlsengland.com/aviva-national-bowls-finals/>