CONDITIONS OF PLAY

WORLD BOWLS JUNIOR INDOOR CHAMPIONSHIPS

2026

Controlling Body:

International Federation (IF):	World Bowls
Tournament Director:	Gordon Woods
Technical Delegate and CTO:	Mark Cowan

Event: **WORLD BOWLS JUNIOR INDOOR CHAMPIONSHIPS 2026**

Dates: Practice Days: Sunday November 29 and Monday November 30

Playing Days: Tuesday December 1 – Sunday December 6

Venue: **Hong Kong Football Club -** https://www.hkfc.com/facilities/lawn-bowling-green/

1. ENTRY CONDITIONS

1.1 Affiliation

- All Players are to be affiliated with their National Authority that is a member of World Bowls/IIBC.

1.2 Eligibility

As a condition of entry:

- Competitors must meet the 'Eligibility of Players' requirements as set out in World Bowls Regulations 9.8 to 9.12 (adopted 21 June 2020). These are available on the World Bowls website, www.worldbowls.com.
- Competitors must comply with all Laws applicable as per the *Laws of the Sport of Bowls Crystal Mark Fourth Edition.*

1.3 Entry Process

- All entries are to be submitted to World Bowls by August 31, 2026.
- No late entries will be accepted.

2. EVENT STRUCTURE

2.1 Event Structure

Events:

- Men's World Bowls Junior Indoor Championship
- Women's World Bowls Junior Indoor Championship
- Mixed Pairs World Bowls Junior Indoor Championship

- The World Bowls Junior Indoor Championships will be played in 3 sections for the women singles, 4 sections for the men and 6 sections for the mixed pairs – the number of players in each section is subject to the number of entries received.
- All countries entered will be randomly drawn into a section until all teams have been allocated a position in the draw.
- Section structure will be comprised as follows:
  Women Singles

Section 1	Section 2	Section 3
1	2	3
6	5	4
7	8	9
12	11	10
13	14	15
18	17	16
19	20	21

Men Singles

Section 1	Section 2	Section 3	Section 4
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21

Mixed Pairs

Section 1	Section 2	Section 3	Section 4	Section 5	Section 6
1	2	3	4	5	6
12	11	10	9	8	7
13	14	15	16	17	18
24	23	22	21	20	19

- The draw for each event will be completed following the close of entries (31/8/26).
- If any player withdraws after the draw has been completed, then the Controlling Body, by ballot, may move a drawn player from one section to another to ensure that all sections contain, as near as possible, a similar number of teams.
- Any movement of players will be advised at the managers/coaches meeting on Monday November 30 at 10am where all entries will be confirmed.
- At the completion of sectional play:

  Women Singles – the top two ranked teams in each of the three sections plus two of the third placed teams from the sections will advance to the quarter finals.

  Knockout round

  The third placed teams in each section have been randomly drawn as follows:
  One team (Section 3) will automatically advance to the quarter finals.
  The other two teams (Section 1 & 2) will play a knockout round to see who advances to the final position in the quarter final.

  Quarter Finals

  For quarter finals, the draw will be done to ensure that a player/team is not drawn to play the winner of their section.

  Semi Finals

  SF1 - Winner QF1 v Winner QF2
  SF2 - Winner QF3 v Winner QF4

  Final

  Winner SF1 v Winner SF2

  Mens Singles – the top two ranked teams in each of the four sections will automatically advance to the quarter finals.

  Quarter Finals

  QF1 – Winner Section 1 v R/U Section 2
  QF2 – Winner Section 4 v R/U Section 3
  QF3 – Winner Section 2 v R/U Section 1
  QF4 – Winner Section 3 v R/U Section 4

  Semi Finals

  SF1 - Winner QF1 v Winner QF2
  SF2 - Winner QF3 v Winner QF4

Final

Winner SF1 v Winner SF2

Mixed Pairs – the top four ranked section winners will advance straight to the quarter finals. The 5th and 6th ranked section winners will join all 6 sections runners-up in a playoff round to decide the remaining four quarter final places.

Knockout Round

The draw will be completed after sectional play, noting that the 5th and 6th ranked section winners will not play the runners-up from their respective section.

Quarter Finals

QF1 - Section Winner v KO1
QF2 - Section Winner v KO2
QF3 - Section Winner v KO3
QF4 - Section Winner v KO4

The four (4) highest ranked section winners will not play the runners up from their section in the quarter finals.

Semi Finals

SF1 – Winner QF1 v Winner QF2
SF2 – Winner QF3 v Winner QF4

Final

Winner SF1 v Winner SF2

- The winners of each semi-final in all events will play off in the final for the gold and silver medals. The losers of both semi-finals will be awarded bronze medals.

2.2 Event Schedule

- The final event schedule will be confirmed and published one month prior to the start of the event.
- The Controlling Body reserves the right to amend the proposed event schedule due to entry numbers, available greens and any other relevant factors.
- If a change to the proposed schedule is to occur, the commencement date of a specific event will be moved to later in the schedule rather than earlier wherever possible, in order to minimise disruptions to inbound travel for competitors.
- The Controlling Body, in case of extreme weather and unforeseen incidents, can extend the length of the tournament if required.

2.3 Arrangements for Practice

- Law 4 of the *Laws of the Sport of Bowls Crystal Mark Fourth Edition* will apply.
- There will be two official practice day prior to the competition commencing – Sunday November 29 and Monday November 30. Any request for practice prior to these days can be made to the Tournament Director.

3. PLAYING FORMAT

3.1 Playing Format

Sets Play

- Sectional Play followed by Knockout Play.
- Four bowls of a set of bowls per player in singles.
- Three bowls of a set of bowls per player in mixed pairs.
- Games will be played consisting of 2 sets, with each set played over 7 ends in Singles and 5 ends in Mixed Pairs (MxP).

3.2 Format of Play

Sectional Play

- The winner of each set will be the player with the highest number of shots when the seventh end (singles) or fifth end (MxP) is completed.
- If the shot scores are tied after the seventh end (singles) or fifth end (MxP) has been completed, the set will be a draw.
- If the game is tied after the two sets have been completed (each player having won one set or both sets having been drawn), a three (3) end tie-breaker will be played to decide the winner in singles and a one (1) end tie-breaker in MxP.
- If the shot scores are still tied at the end of the tie-breaker, more tie-breaker ends will be played until a winner is found.
- During Sectional Play, all seven (7) ends in singles or five (5) ends in MxP of both sets must be completed.

Knockout Play

- The winner of each set will be the player with the highest number of shots when the seventh end in Singles or fifth end in MxP is completed.
- If the shot scores are tied after the seventh end in Singles or fifth end in MxP has been completed, the set will be a draw.
- If the game is tied after the two sets have been completed (each player having won one set or both sets having been drawn), a three (3) end tie-breaker will be played to decide the winner in Singles and a one (1) end tie-breaker in MxP.
- If the shot scores are still tied at the end of the tie-breaker, more tie-breaker ends will be played until a winner is found.
- During Knockout play there must be no further play in a set (or the tie-breaker) if at any point it becomes impossible for one player/team to draw or win the set given the number of ends left.

3.3 Schedule of Play

- The playing schedule shows 1.45hrs for singles and 1.30hrs for MxP (including trial ends) between matches. These times are approximate and all games will be played to completion. All games in the next round will commence at the same time. *Delaying (slow) Play* rules will apply.
- Start times shown on the playing schedule are subject to change. That is, once the green becomes vacant, the next group of matches scheduled on that green may commence earlier than the times shown on the schedule (as per any controlling body instructions).
- Therefore, players will need to be at the venue 30 mins before their scheduled start time (for each session) in case play in the next session commences prior to the scheduled start time due to previous session games finishing early.
- The Controlling Body will advise players/teams when to commence their trial ends. Once trial ends are completed, players can commence their games.

- Any player arriving after the official start time shall lose the right to play trial ends.
- Any player arriving at the green more than 15 minutes after the official starting time shall forfeit the game and the points for that game (during Sectional Play) and/or not progress through to the next round (in Knockout Play). This determination will be made by the Tournament Director in consultation with the umpire in control of the match.

3.4 Alterations to the Format and Length of Games

- 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. The preferred method of contact in these circumstances will be via email.
- Where an event is interrupted or cannot be completed due to unforeseen circumstances or other unsuitable conditions, the Controlling Body may alter any of the conditions of its programme if it decides it is essential to successfully carry out or finish the Championship. (Law 55.3.4)

3.5 Determination of Winners

Points will be awarded as follows:

- Three (3) game points for each game won.
- One (1) set point will be awarded for each set won.
- A half (0.5) set point will be awarded for each drawn set.
- No set points are awarded for any set lost. (The tie-breaker is not a set).
- If a game is forfeited, the non-offending player/team will be awarded three game points, two set points and a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round in the same section.

Section winners will be decided as follows:

- Highest number of game points scored.
- If game points are equal, the player/team with the highest number of sets won.
- If game points are equal and sets won are equal, the player/team with the highest number of set points. (Note: This will include sets won and drawn).
- If game points, sets won and set points are equal, then the player/team with the highest net total of shots over all games in the section (not including tie breaker ends).
- If game points, sets won, set points and net total of shots are equal, then the player/team that won the match between the players will be declared the winner.

4. GAME FORMAT

4.1 Trial Ends

- One trial end in each direction will be allowed for all games in accordance with Law 5.1.
- In trial ends players can use any combination of bowls taken from different sets of bowls so long as all bowls carry a registered 'World Bowls Stamp' of either the current or future year.
- The Controlling Body reserves the right to amend the number of trial ends played in the case of unforeseen circumstances (as per Law 5.1.2).

4.2 Re-spotting the jack

- 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 less than 20 metres from the mat line, the end should not be declared dead. Instead, the jack should be placed with the nearest point of the jack to the mat line at a spot on the rink which is two metres from the front ditch and on the centre line, and play must continue.

- If the spot is partly covered or completely covered by a bowl, the jack must be placed as close as possible to the covered spot, between and in line with that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

4.3 Sets Play – First to Play

- First set: the opponents must toss a coin and the winner of the toss has the option to either place the mat and then deliver the jack and the first bowl or tell the opposing player to place the mat and deliver the jack and the first bowl (the opposing player cannot refuse).
- Second set: the winner of the previous set must place the mat and then deliver the jack and the first bowl. If the first set is a draw, the winner of the last scoring end in that set must place the mat and then deliver the jack and the first bowl.
- Tie-breaker: In the first end (fourth and any further ends of a tie-breaker) the opponents should toss a coin and the winner of the toss has the options as described above (see first set).
- In all ends after the first in each set (including the tie-breaker), the winner of the previous scoring end must place the mat and then deliver the jack and the first bowl. If however, the first end of the first set or the first end of a tie-breaker is a tied end, the first to play in that end must also play first in the second end of the first set or the second end of the tie-breaker.

4.4 Leaving the Rink of Play

- If a player wishes to leave the rink of play, Law 32.1 will apply. However, if on more than one occasion, then on each occasion after the first they can do so only with their opponent's and the umpire's permission.
- The Umpires' permission will be granted in consultation with the player's coach when they are present.

4.5 Restricting the Movement of Players

Singles

- Players may only visit the head after delivery of their third and fourth bowls.
- In exceptional and limited circumstances, 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 (*Laws of the Sport of Bowls*) will apply.

Mixed Pairs

- The lead in Mixed Pairs may not visit the head (but may follow their final bowl to the head).
- The skip may visit the head after their second bowl.

4.6 Delaying Play

- If the umpire, either by their own observation or on appeal from one of the players, decides that a player is deliberately delaying the delivery of their opponent's bowl:
- On the first occasion, the umpire will warn the offending player.
- If the offending player commits the same offence a second time the end will be regarded as complete, and the opponent of the offender will score as many shots as there are bowls in use by such opponent.
- If the player offends a third time the game will be forfeited to the opponent.
- If the Controlling Body, by their own observation or on appeal from an umpire or opposition player/coach, decides that a player/coach through their constant interaction during the game is delaying the game unnecessary, the Controlling Body reserves the right to remove the coach from coaching any further games in the event.

4.7 Scorecards

- Final scorecards must be checked and signed by the players, and the umpire in charge of that match prior to submission to the tournament office.

- All signed scorecards will be taken as final. Exceptions will only be made if the players concerned can prove to the Tournament Director that a genuine error has occurred.

5. COACHES

- Only coaches appointed by their National Authority to act in this capacity for this event will be accredited and they must be registered with World Bowls and the Tournament Director prior to the commencement of the event.
- Team Managers wishing to act as a coach during play, must also register with World Bowls and the Tournament Director prior to the commencement of the event

6. FOOTWEAR and ATTIRE

6.1 Footwear

As per the 'Laws of the Sport of Bowls'.

6.2 Attire

As per the Laws of the Sport of Bowls. Players to wear their National shirts/uniform.

7. EQUIPMENT

7.1 Bowls

Stamps on Bowls

- All bowls used during the event must carry a registered World Bowls stamp of either the current year (2026) or of a future year. Random checking of bowls may occur prior to the commencement of games.

Marking Touchers

- Spray chalk will be used to mark touchers in all Singles games.

Bowls Stickers (stick on markings)

- Players must use any bowls stickers supplied by the Controlling Body if requested, including during the latter rounds of the event and for television/streaming matches.
- Any bowls stickers that are used on bowls must not obscure the serial number or the World Bowls Stamp (Law 52.1.8.3).
- First drawn teams will play with red stickers, second drawn team with blue stickers.
- Officials or the Controlling Body have the right to instruct players to remove, replace or apply alternate bowls stickers due to discolouration, damage, inappropriate placement or colour clashes.

7.2 Electronic Devices

- The use of mobile phones and other electronic/communication devices on the green and surrounds during play by a player is not permitted.
- Players mobile phones must be on silent, on vibrate or switched off during play.
- Mobile phones maybe used by volunteers to update live scoring during play.
- Arrangements for the use of electronic/communication devices by a player with a hearing disability, and for any other necessary communication requirement, will be made at the discretion of the Controlling Body.

8. PROHIBITIONS

8.1 Anti-Doping

- Doping control may take place in accordance with *World Bowls Anti-Doping Regulations*.

8.2 Smoke Free Policy

- Smoking is only permitted in the designated smoking areas at the host venue. These areas will always be signposted throughout the Championships.
- The following policy will apply at the venue Club and the following areas shall always be smoke-free:
    - the green
    - the bank
    - all indoor areas
    - all enclosed outdoor areas
    - all outdoor dining areas
    - all al-fresco dining areas
    - within seven (7) metres of any building entrance, or in accordance with Federal, State or Local Government Legislation.

8.3 Alcohol Policy

- At the venue, alcohol must be served in accordance with the relevant Federal, State/Territory or Local Government Legislation
- All playing areas will be alcohol free.
- All other areas will be subject to the venue's licence conditions.
- While any match is in progress, participating players and coaches should refrain from drinking alcohol.

8.4 Match-Fixing Policy

- The World Bowls Match Fixing Policy shall apply throughout the event. All of those directly involved with the event, including but not limited to players, officials and event staff, must comply with this policy, which can be found on the World Bowls website: www.worldbowls.com

9. JURY OF APPEAL

9.1 A jury of appeal of three people has been appointed for the purpose of deciding upon any points not provided in the Conditions of Play and/or for dealing with any referrals or appeals from decisions made by Umpires and/or the Controlling Body. In the event of a referral or appeal such referrals or appeals shall be made in accordance with the *Laws of the Sport of Bowls, Crystal Mark Fourth Edition* and any World Bowls Regulations.

9.2 The Jury of Appeal comprises:

- Claudius Lam, World Bowls Director
- Gordon Woods, Tournament Director.
- Mark Cowan, Chief Technical Official.

9.3 If a Member of the Jury of Appeal resigns or otherwise becomes unable to complete their role on the Jury of Appeal, the World Bowls Board shall have the power to immediately appoint another person in his place.

9.4 The functions of the Jury of Appeal shall be to:

- Hear and determine any allegation of misconduct properly made under the Conditions of Play, *Laws of the Sport of Bowls* or the World Bowls Articles of Association and Regulations.
- Hear and determine any disputes.
- Hear and determine any appeals.

10. OTHER LAWS, REGULATIONS AND POLICIES

10.1 All other Laws, Regulations & Policies other than stated above shall conform to World Bowls Articles of Association, Regulations and the *Laws of the Sport of Bowls Crystal Mark Fourth Edition* as approved by World Bowls.

10.2 Photography

World Bowls reserves the right to use any photographs taken during this event for further promotional requirements.

11. CONTACT INFORMATION

For any event enquiries, please contact World Bowls:

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