

Canadian Bowler, Calgary Lawn Bowling Club, Rotary Park Lawn Bowls Club and Stanley Park Lawn Bowling Club – 2026

The Canadian Bowler Open 2026 Conditions of Play
Singles and Tag Team Pairs Event

Venue: Calgary Lawn Bowling Club, Rotary Park Lawn Bowls Club and Stanley Park Lawn Bowling Club

Dates: September 4th– September 7th, 2026

Tag Team Pairs: Qualifying rounds September 4th and Knockout rounds September 5th

Singles: Qualifying rounds September 6th and Knockout rounds September 7th

Entry Conditions

1. Entries for this event shall consist of a maximum of 95 singles entries and 60 tag team pairs entries
2. The cost for each entry will be \$125/person (\$250/tag team pairs)

Formats of Play

1. All games shall be played in accordance with the Laws of the Sport of Bowls, Crystal Mark Fourth Edition, 2022; and these Conditions of Play
2. The Singles format will consist of four bowls per player; 18 ends OR 18 points whichever comes first in qualifying stages and a race to 21 points during elimination rounds, with a time limit of 2 hours for qualifying rounds and 2 hours and 15 minutes for elimination rounds

3. The Tag Team Pairs format will consist of: three bowls per player, 14 ends, with a time limit of two hours for all rounds of play
4. Trial bowls will be allowed, but no additional time will be allotted. Players/Teams can decide prior to their scheduled rounds if they wish to roll trial bowls or bypass and start the game immediately
5. Singles players will be split into four knockout brackets based on results from the four qualifying matches
 - The top 16 of the draw with the highest point totals (and results from tie-breaking) will play in a single knockout bracket for the "Canadian Bowler Championship Belt(s)"
 - First game losers of the "Championship" bracket will drop to the "Undercard" bracket and play in further knockout play
 - Players/Teams seeded 17-32 will play single knockout in the "Treaty 7" bracket
 - Players/Teams seeded 33-48 will play single knockout in the "Corduroy" bracket
 - Players/Teams seeded 49-64 will play single knockout in the "vS Sports" bracket
 - The Championship knockout bracket will be made by the top seeds playing the bottom seeds – 1 vs 16, 2 vs 15...7 vs 10, 8 vs 9
 - The "Undercard" will have a new bracket created and sorted using team rankings from the qualifying rounds (top seed will play bottom seed)
 - The Treaty 7 knockout bracket will be made by the top seeds playing the bottom seeds – 1 vs 16, 2 vs 15...7 vs 10, 8 vs 9 from the 17-32 ranked players and teams

- The Corduroy knockout bracket will be made by the top seeds playing the bottom seeds – 1 vs 16, 2 vs 15...7 vs 10, 8 vs 9 from the 33-48 ranked players and teams
 - The vS Sports knockout bracket will be made by the top seeds playing the bottom seeds – 1 vs 16, 2 vs 15...7 vs 10, 8 vs 9 from the 49-64 ranked players and teams
 - Players 65-95 will be eliminated prior to the knockout rounds
 - Full bracket examples in Appendix A
6. Tag Teams will be split into three knockout brackets based on results from the four qualifying matches
- The top 16 of the draw with the highest point totals (and results from tie-breaking) will play in a single knockout bracket for the "Canadian Bowler Championship Belt(s)"
 - First game losers of the "Championship" bracket will drop to the "Undercard" bracket and play in further knockout play
 - Players/Teams seeded 17-32 will play single knockout in the "Treaty 7" bracket
 - Players/Teams seeded 33-48 will play single knockout in the "Village Brewery" bracket
 - The Championship knockout bracket will be made by the top seeds playing the bottom seeds – 1 vs 16, 2 vs 15...7 vs 10, 8 vs 9
 - The "Undercard" will have a new bracket created and sorted using team rankings from the qualifying rounds (top seed will play bottom seed)

- The Treaty 7 knockout bracket will be made by the top seeds playing the bottom seeds – 1 vs 16, 2 vs 15...7 vs 10, 8 vs 9 from the 17-32 ranked players and teams
 - The Village Brewery knockout bracket will be made by the top seeds playing the bottom seeds – 1 vs 16, 2 vs 15...7 vs 10, 8 vs 9 from the 33-48 ranked players and teams
 - Teams 49-60 will be eliminated prior to knockout rounds
 - Full bracket examples in Appendix A
- 7. Tag Team Pairs will be played as a “tag” event where players are allowed to switch positions mid-game up to a maximum of 3 times. Players are only allowed to switch positions between ends and not during an end being played. The team making a “tag” must make the opposition aware they are using 1 of the 3 tags and switching position before the next end begins
- 8. Singles will be played using the respot (single 2-metre). Tag Team Pairs will be played where a killed end is an end played and neither team scores a point. For tag team pairs the final end will be open and must be scored by either team to finish the game
- 9. An official signal shall be sounded to signal the scheduled starting time for each game. If any player is not ready to play within 20 minutes after the official start time of their game, their team shall forfeit the game to their opponent
 - If the rink you are scheduled to play on is available, and both players agree, you may commence your game ahead of the scheduled time. All games must still be finished by the official signal time of that round.

Qualifying Scoring and Tie-Breaking Procedure

1. Scoring for qualifying matches will be as follows:
 - Wins-Losses-Ties
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss
2. No extra ends shall be played in qualifying rounds. No games shall be conceded before the completion of all ends
3. If a game is forfeited, the non-offending team will be awarded two match 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 of the same event. Possibly add "X" amount of points
4. Ties shall not be broken in qualifying matches
5. In the event of a ranking tie after qualifying rounds, the following procedure will be implemented:
 - Points for and against (point differential)
 - Ends won
 - Total Points For

Knockout stage

1. Players and Teams will be split into four and three sections respectively based on results from the four qualifying matches
2. During the knockout stages and final the game may be conceded if, at any point, it becomes impossible for one team to draw or win the game, given the number of ends left

Players of the Event

1. At the conclusion of the singles and tag team pairs events a “King of the Green” and “Queen of the Green” award will be given to the highest-ranking male and female players.
 - Points will be awarded for both tag team pairs and singles
 - Championship bracket points
 - 25 = 1st place, 20 = 2nd place, 15 = 3rd place, 12 = 4th place, 8 = Quarterfinalist
 - Undercard bracket points
 - 12 = 1st place, 8 = 2nd place, 0 = remaining players in the Undercard
 - Treaty 7 bracket points
 - 15 = 1st place, 12 = 2nd place, 8 = 3rd place, 0 = remaining players in consolation\
 - Corduroy bracket points (singles only)
 - 7 = 1st place, 5 = 2nd place, 0 = remaining players in consolation
 - vS Sports and Village bracket points
 - 5 = 1st place
 - Points will be totalled across both events and the highest total female and male players will win the title of “King of the Green” and “Queen of the Green”
 - Aggregate of differentials across all knockout games will be used as the tie-breaker if totals are equal

Movement of players

1. Both skips must change ends at the same time
2. After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances

- Tag Team Pairs game
 - the leads: cannot visit the head until all of their bowls have been played
 - the skips: after delivery of their second and third bowls
- Singles game
 - Players will only be allowed to walk up to the head after delivery of their third and fourth bowls
 - In exceptional and limited circumstances, a Singles player can ask the Marker or spotter for permission to walk up to the head earlier than in clause “a”

Code of Conduct

1. It is expected that all participants act in a manner that is courteous and respectful when on and off the greens at the Canadian Bowler Open
2. Any conduct such as harassment (physical, sexual or verbal), bullying, intimidation and poor sportsmanship will not be tolerated
3. The Canadian Bowler Open will follow the Universal Code of Conduct to Prevent and Address Maltreatment in Sport (UCCMS)
 1. <https://bowlscanada.com/wp-content/uploads/2023/02/UCCMS-6.0-FINAL-20220531.pdf>
4. The CB Open Organizing Committee will review any complaints related to the violation of the Code of Conduct
 - Based on the severity of the complaint and violation of the COC, the CB Open Organizing Committee will reserve the right to remove the offending party for the remainder of the tournament

- No refunds will be provided for players/teams removed from the tournament for violation of the COC
- 5. Event organizers reserve the right to remove any player or team from the event if their behaviour is deemed disruptive, unsafe, or detrimental to the experience of other participants

Procedure for Applying Time Limits

1. Start of Play – an Official signal (bell, horn, etc.) shall be sounded to signal the scheduled starting time for each game. Any player arriving at the green more than twenty minutes after the official signal has been sounded shall cause that team to forfeit such game to the opposition
2. End of Play – At the completion of the allocated time, the appointed official will signal the end time of play by a bell, horn, etc. At this time, players will complete the current end they are playing. (The start of an end is determined by the delivery of the jack by the first player in that end)
3. Time limits will be imposed during all rounds of play.
4. An informal shot clock or 1 minute to deliver a bowl will be used in qualifying rounds where we ask all players to use the honour system and keep their play moving. Time can be taken by a skip if there is a complex head. Each team will have a maximum of 3 time calls a match

Deliberate Delay of Play

1. Players are required to play without undue delay and in a manner which does not prevent their opponents from being able to complete the requisite number of ends within the prescribed time limit. If an appeal is made by a Skip, a Singles player that

their team or player is being prevented from playing all their bowls within the time decided for the game, the Official will warn the offending team, in the presence of the Skip, that they are deliberately delaying play. Deliberate delay of play may include a player leaving the green multiple times, delaying the delivery of a player's bowl, or the Skip acting or issuing instructions designed to delay play.

2. If, in the opinion of the Official, as a result of their own observation or on appeal by one of the Skips or a Singles player, the team or player has committed the same offence again, further action may be taken in consultation with the Drawmaster/Official (or designate), such as the following:
 - If a player is leaving the green more than once, on each occasion after the first, they can leave the green only with their opponent's and the Umpire's permission.
 - If a player is leaving the green to smoke, this will not be permitted for the remainder of the game.
 - The end in progress will be regarded as completed and the opponents of the offender will be awarded as many shots as there are bowls in use for the game (for example, in the case of tag team pairs, this would be 6 shots).
 - If, during the end which is in progress immediately before the end time of play is signalled or on completion of that end and before the start of any subsequent end, it has been determined that a team or player is being prevented from playing a further end due to the actions of their opponents, they will notify the teams that they must play one more end, even though the end time of play may have been signalled when such notification is given.

- The offending team may be put on the stopwatch on completion of any end in progress. The offending team will be required to deliver all their bowls in each of the remaining ends within a time period specified by the Umpire. Timing will be undertaken by a technical official specifically allocated for that purpose.
 - The offending team may be put on the stopwatch from the start of their succeeding game.
3. Any stoppage of play due to time spent in discussion with the offending team or player in regard to the application of these conditions will be added to the time limit of the game.

Weather Delay Policy

The Club and/or Officials are responsible for monitoring weather conditions, including electrical storms, hot weather and air quality.

1. Electrical storms
 - At the first sound of thunder or observation of lightning, play shall be suspended immediately, and all participants shall be ordered off the greens to find appropriate shelter. Play will not resume until at least 30 minutes have passed since the last sight of lightning or the sound of thunder.
2. Hot weather
 - When the temperature reaches 35C, the Official should interrupt play at 20-minute intervals for a period of five minutes so that players may cool down and take on fluids. When the temperature reaches 38C, play is to be suspended.

3. Air quality

- When air quality may be an issue, the Drawmaster will check the Alberta Air Quality Health Index (AQHI) for the location prior to the start of a match. The Drawmaster will communicate any decisions at the skips briefing prior to play.
- Reference: Alberta's guideline: https://weather.gc.ca/airquality/pages/provincial_summary/ab_e.html
 - AQHI levels 4 to 6
 - If any player experiences symptoms due to poor air quality, play for their specific game may be stopped for 20 minutes.
 - After the first 10 minutes, the symptomatic player will be assessed to see if they are able to continue playing.
 - If they are able to continue playing, play will recommence after the 20-minute break
 - If they are not able to continue playing, a substitute will be permitted
 - If there is no substitute available, and the symptomatic player remains unable to play after the 20-minute break, the game will be forfeited by the defaulting team.
 - AQHI level 7
 - All play/competition will be suspended for at least 1 hour, during which time players will be encouraged to rest and/or find shelter indoors,

provided that the shelter has better air quality than outdoors.

- It will be at the discretion of the Hosting Committee to determine when to resume play. Factors to consider in addition to the AQHI level include near-term forecast of air quality, ambient temperature, humidity and the number of at-risk participants in the event.

** Substitutions will only be permitted with players who had not competed or are competing in the respective Canadian Bowler Open event

In all instances where play is stopped or suspended, any end that has commenced must be completed before the stoppage takes effect, unless stopped by the Official or Drawmaster mid-end.

Registration and refund policy

1. Registration may be pulled, and a refund requested for 100% of the registration fee up to July 15th, 2026
2. Any refund requested after July 15th, 2026, will be returned for 50% of the registration fee
3. Any refund request after August 15th, 2026, will not be returned
4. Extenuating circumstances will be reviewed on a case-by-case basis by the hosting committee

APPENDIX A – BRACKET EXAMPLES

16 Team Single Elimination



8 Team Single Elimination

