



COMMONWEALTH GAMES FORMAT OF PLAY

Following the request from World Bowls on January 6, Bowls Australia would like to put forward the following suggested format of play for the Commonwealth Games. The format has been created to ensure that:

1. Our sport is more attractive to broadcasters;
2. Bowls remains as a core sport at the Commonwealth Games.

Qualifying process

A qualifying process should occur prior to the Commonwealth Games.

Field reduced to 16 teams (countries) with qualification to come from:

- Host nation;
- Asia Pacific Championships (top 3 qualified Commonwealth nations);
- Atlantic Rim Championships (top 3 qualified Commonwealth nations);
- Top 9 Commonwealth nations at the previous World Championships.

*If the host nation does not qualify at the World Championships, Asia Pacific Championships or Atlantic Rim Championships, they still gain a place within the field.

**The qualifiers will be taken from the Asia Pacific Championships and Atlantic Rim Championships conducted immediately prior to the Commonwealth Games.

***If the host nation qualifies from one of the other Championships, then an additional position will be allocated from the World Championship i.e. 10 nations

Format of play

- Sets play - 3 sets of 7 ends;
- Singles, pairs and triples only;
- Four sections (of 4 teams) – 3 round robin matches per section then the top two in each section progress through to the quarter finals, semi finals and finals;
- Powerplay – one per match, double the score;
- Dedicated television rink, set up with surrounding grandstands, where all finals are played;
- Shot clock to be introduced from the quarter finals onwards – 30 seconds for all shots with the exception of the skips last bowl which will be 40 seconds;
- No dead ends (respotting of the jack).

Should you wish to discuss this proposed format further, please do not hesitate to contact me via ndalrymple@bowlsaustralia.com.au

Neil Dalrymple

Chief executive officer

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