



**Presented by the Lawn Bowls Section of the Hong Kong Football Club  
5<sup>th</sup> – 8<sup>th</sup> March 2026**

**Notes to Players**

**Collection of Event Merchandise and F&B Debit Card**

1. Event polo shirts, vests and hoodies can be collected on 4<sup>th</sup> March (Wed) from 5:00 p.m. to 8:00 p.m. at the Tournament Office located on 1<sup>st</sup> Floor of the Club or on any event day.
2. For Open Triples teams only, the non-refundable F&B debit cards can be collected at the same time. The debit cards will be accepted at the catering facilities of the Club from 5<sup>th</sup> to 8<sup>th</sup> March only.
3. Please return used debit cards to the Tournament Office for re-use by the Club.

**Prize Money Schedule**

1. Open Triples:
  - a. Cup section: Champion \$12,000; 2<sup>nd</sup> \$6,000; 3<sup>rd</sup> \$3,000; 4<sup>th</sup> \$2,000; and 5<sup>th</sup> – 8<sup>th</sup> \$1,000 each.
  - b. Plate section: Winner \$5,000; 2<sup>nd</sup> \$2,500; 3<sup>rd</sup> \$1,500; and 4<sup>th</sup> \$1,000.
  - c. Bottle section: Winner 3 bottles; and 2<sup>nd</sup> 2 bottles.
2. Open Fours:
  - a. Cup section: Champion \$20,000; 2<sup>nd</sup> \$10,000; 3<sup>rd</sup> \$5,000; 4<sup>th</sup> \$3,000; and 5<sup>th</sup> – 8<sup>th</sup> \$1,500 each.
  - b. Plate section: Winner \$8,000; 2<sup>nd</sup> \$4,000; 3<sup>rd</sup> \$2,000; and 4<sup>th</sup> \$1,500.
  - c. Bottle section: Winner 4 bottles; and 2<sup>nd</sup> 2 bottles.

**Prize Presentation Ceremonies**

1. For Open Triples, prize presentation will take place immediately after the Finals at the Outdoor Green on 6<sup>th</sup> March (Fri) at about 8:00 p.m. Complimentary drinks will be served after the ceremony.
2. For Open Fours, prize presentation will be conducted during the Closing Dinner on 8<sup>th</sup> March (Sun). The Closing Dinner will be held at the Sports Hall of the Club at about 7:00 p.m. after the Finals.

**Practice for Non-local Teams and Teams on Premium Package Only**

1. 3<sup>rd</sup> March (Tue) from 12:00 noon to 6:30 p.m. at Outdoor and Indoor Greens
2. 4<sup>th</sup> March (Wed) from 9:00 a.m. to 6:30 p.m. at Indoor Green

**Use of Mobile Phones in Club Premises**

1. Please refrain from using mobile phones in covered area of the Club premises, except in designated phone booths adjacent to the Indoor Green and in the 2<sup>nd</sup> Floor lounge area.



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**Conditions of Play**

**General Rules**

1. Teams can be made up of any gender combination.
2. Players are required to wear matching team uniform, including HKFC Open 2026 event merchandise and own collared tops, and approved footwear in accordance with the Bye-laws of the LBA of Hong Kong, China.
3. No designated meal breaks in the Fixtures. Players are advised to have meals during their free sessions. No outside food and drinks are permitted in Club premises. Players are encouraged to patronize the Club's catering facilities, namely Captain's Bar (adjacent to Indoor Green), Family Lounge, Sportsman's Bar (adjacent to Outdoor Green) or Coffee Shop (2<sup>nd</sup> Floor) for food and drinks. Refundable F&B debit cards can be purchased at the Club Reception.
4. All matches will commence as per Fixtures and as signalled by the Duty Official. No grace period will be allowed.
5. A match will be forfeited at the discretion of the Duty Official on grounds of late arrival at the scheduled rink, shortage of players, etc.
6. No trial end.
7. For each end, the team which won the toss of coin, the previous set (for Open Triples only) or the previous scoring end will place the jack at the two-metre point from the front ditch, commonly referred to as the "T", and place the mat at any valid position, i.e. at least 23 metres from the jack. For tie-breaks and extra ends, toss of coins is required.
8. No visit to the head. Players at the mat end will only be allowed to walk up to the head after all their bowls have been delivered. Skips are not allowed to visit the mat end before their turn to play.
9. No dead ends. If a jack is dead, it will be placed at the "T" and the match will continue.
10. The start of an end is when both the jack and mat are duly placed as per Para. 7 in this section. When the time limit is reached as signalled by the Duty Official, any end in progress will have to be completed before the match is ended.
11. Score cards will be provided by the Duty Official prior to each match. Each team is required to complete its own score card with all player names filled in, using an asterisk to indicate any substitute player not appearing on the Team List. The winning team of a match is required to return both duly signed score cards to the Duty Official immediately.
12. Transfer of players between teams is not permitted.
13. No team is allowed to play if short of players or with more than one substitute player not appearing on the Team List.
14. A substitute player not appearing on the Team List cannot play skip.
15. The Tournament Director reserves the right to amend the Fixtures and Conditions of Play at any time without prior notice and at his sole discretion.
16. In the event of any disputes, the decision of the Tournament Director shall be final.
17. Unless otherwise stated in the Conditions of Play, the Bye-laws of the LBA of HK, China and the Laws of the Sport of Bowls of World Bowls will apply.



**Open Triples Playing Format & Rules (5<sup>th</sup> & 6<sup>th</sup> March)**

1. Two-bowl triples.
2. 2 sets of 5 ends per match with a time limit of 65 minutes. In Knock-out stage only, a one-end tie-break will be played if necessary to decide the winner of a match.
3. 56 teams are drawn into 7 groups. Each team will play 7 matches in the Group stage.
4. A total of 6 game points will be awarded for each match, namely 2 points for each set won, 2 points for higher shots aggregate of both sets, and 1 point for a tie in each case.
5. If a team forfeits a match, the opposing team will be awarded the match with a score of 2-0, 2-0.
6. At the completion of the Group stage, teams in each group will be ranked in the order of:
  - a. Higher game points earned,
  - b. Higher number of sets won,
  - c. Higher number of sets tied,
  - d. Larger shots difference (total shots for minus total shots against),
  - e. Less shots against, and
  - f. Toss of coin
7. Teams will advance to the Knock-out stage of the Cup, Plate and consolation Bottle sections as follows:
  - a. 1<sup>st</sup> ranked team of each Group and the best 2<sup>nd</sup> ranked team, totalling 8 teams, will advance to the Pre-QF round directly. Allocation to specific matches will be as per Fixtures.
  - b. The remaining six 2<sup>nd</sup> ranked teams, all 3<sup>rd</sup> ranked teams and the best three 4<sup>th</sup> ranked teams, totalling 16 teams, will advance to the Play-off round. Allocation of 3<sup>rd</sup> ranked teams to specific matches will be as per Fixtures. Allocation of these 2<sup>nd</sup> ranked teams and 4<sup>th</sup> ranked teams to specific matches will be done sequentially in Group name alphabetical order. Winners of the Play-offs will advance to the Pre-QF round.
  - c. The remaining four 4<sup>th</sup> ranked teams will advance to the Quarter-final of the Bottle section directly. Allocation of these teams to specific matches will be done sequentially in Group name alphabetical order.
  - d. The 5<sup>th</sup> ranked team of each Group and the best 6<sup>th</sup> ranked team will proceed to the Pre-QF round of the Bottle section. Allocation of these teams to specific matches will be as per Fixtures.
  - e. Ranking method in Para. 6 above will apply in the determination of the best similarly ranked teams across groups.

<i>Open Triples Qualifying Table</i>							
Group							
Ranking	1	2	3	4	5	6	7
1	8 Teams to Cup Pre-QF						
2							
3	16 Teams to Play-off for Cup/Plate						
4							4 Teams to Bottle QF
5	8 Teams to Bottle Pre-QF						
6							
7							
8							



### **Open Fours Playing Format & Rules (7<sup>th</sup> & 8<sup>th</sup> March)**

1. Two-bowl fours.
2. 8 ends per match with a time limit of 65 minutes. In Knock-out stage only, an extra end will be played if necessary to decide the winner of a match.
3. 56 teams are drawn into 8 groups. Each team will play 7 matches in the Group stage, including one match with another group.
4. Two game points will be awarded for each match won; and 1 point for a tie.
5. If a team forfeits a match, the opposing team will be awarded the match with a score of 4-0.
6. At the completion of the Group stage, teams in each group will be ranked in the order of:
  - a. Higher game points earned,
  - b. Larger shots difference (total shots for minus total shots against),
  - c. Less shots against, and
  - d. Toss of coin
7. Teams will advance to the Knock-out stage of the Cup, Plate and consolation Bottle sections as follows.

Allocation to specific matches will be as per Fixtures.

  - a. 1<sup>st</sup> and 2<sup>nd</sup> ranked teams of each Group, totalling 16 teams, will advance to the Play-off round. Winners of the Playoffs will advance to the Quarter-final of the Cup section; and the losing teams will proceed to the Quarter-final of the Plate section.
  - b. The 3<sup>rd</sup> ranked team of each Group, totalling 8 teams, will proceed to the Quarter-final of the Bottle section.