

AUCKLAND 1-5 YEAR PAIRS

SPECIAL CONDITIONS OF PLAY:

1. **Play will commence by:** 9.00am on each tournament day
2. **Qualifying:** Entries will be drawn into sections of 4, a round robin of 3 games of 18 ends or 2 ½ hrs.
3. **Bowls:** Each player will play 3 bowls in each end.
4. **Teams:** Are any combination. If clubs are unable to form a team, single entries will be permitted, and Auckland Bowls will form the composite teams.
5. **Defaults:** If a team defaults all three games, it will be treated as a BYE – refer Clause 6. If a team defaults any of the three games, their score will be treated as a loss. The non-offending team will be awarded a win and the average net total of shots scored by the winning teams in the same round of the same section.
6. **Byes in qualifying:** Should there not be an even number of players then a section(s) may contain a bye. If the next best are also going through to post section play, a bye will be recorded as a win and the player will be awarded the average net total of shots scored by the other winning player in the same round of the same section. If section winners only go through to post section play, all players in the section will receive a bye. Therefore no points will be awarded for the bye. In Game one the first two players will play and the third player in each section will have a bye. For the second game the loser of the first game will play the player who has not yet played a game. In the final game the players in the section who have not yet played each other will play. This will ensure that all players play two games each.
7. **Tie in qualifying play:** In the event of a Tie in qualifying play, no extra end(s) will be played.
8. **Time limit:** All games to be continued irrespective of the score until the designated time limit is over or until the game is finished, whichever comes first. If the jack has been delivered before the time signal the end will continue and if it subsequently becomes dead it will be replayed.
9. **Last round of section-play:** If any game in the last round of section play could affect the final outcome of that section, that game needs to be played. Failure to play the last round game in this situation may lead to the player or team to be fined and/or have their next entry into an Auckland event refused.
10. **Determining a winner:** In all games three points will be awarded for each game won and one point for each game drawn. Where game points are equal the winner will be the team with the highest net total of shots. If the game points and the net total of shots are equal the team with the lowest “total shots against” will be the winner.
11. **Post Section:** The winner from each section will go through to Post Section play. The next best 6 qualifiers will also go through to Post Section play. It is the Player’s responsibility to ring the Infoline (623 3551) to determine if they have qualified. A blind draw will determine who plays who. Post Section will be sudden death, 18 ends or 2 ½ hrs, except for the Final which will be sudden death, 18 ends or 3 ½ hrs. Each player will play 3 bowls in each end.
12. **Tie in Post Section play:** If, after 18 ends are completed or the time limit has expired (whichever occurs first), the scores are equal an extra end or ends will be played to decide a winner.
13. **Completion of Post Section Play:** If the tournament is not completed within the scheduled days, any uncompleted games may be played by mutual agreement, if possible.
14. **Restricting the movement of players during play:** In all games, players will only be allowed to walk up to the head under the following circumstances:
 - Leads:** after their **third** bowl.
 - Skips:** after their **second** bowl.In exceptional and limited circumstances, a skip can ask that a player walks up to the head earlier than described above. If a player does not meet the terms of this law, Law 13 will apply.
15. **Prize Money:** Prize Money will be direct credited into a nominated bank account.

Prize Money Per Team: 1st - \$400 Runner-up - \$200 Third Equal - \$100

GENERAL CONDITIONS OF PLAY:

1. **Laws and Regulations:** Played under the Laws of the Sport of Bowls and Bowls New Zealand Domestic Regulations as applicable.
2. **Controlling Body:** The Controlling Body for this event is the Auckland Bowls Operations Committee. The Controlling Body will have the right to alter, add to or delete any conditions of play and/or special conditions to enable the completion of the tournament.
3. **Entry Requirements:** In this event all players are to be full playing, financial members of the same club affiliated to Auckland Bowls to enter.
4. **Blind Draw:** All players/teams will go into a blind draw, to determine their sections. In the event of two players/teams from the same club being in the same section, the order within the section may have to change so that the players/teams from the same club play each other first.
5. **Code of Conduct:** All players will comply with and observe the requirements of the “Code of Conduct for Auckland Players at Events” as set down in the Auckland Bowls Centre Handbook.
6. **Postponements:** Any postponements owing to weather conditions will be on the Auckland Bowls Info Line (09) 623 3551.
7. **Acquired Team Member / Substitutes:** Any change in playing personnel shall be subject to the prior approval of the Controlling Body. Applications will be considered for the following reasons; sickness, bereavement, work commitments, Jury service, Bowls NZ commitments. Other individual exceptional circumstances may also be considered. The Controlling Body may require documents or evidence to support any applications. An application form is available to download from the Auckland Bowls website.
8. **Clothing:** Players in a team will be in their club uniforms. This means matching coloured pants and club shirts. Logos that conflict with the event sponsor will not be permitted. Should a person or a team continue to ‘infringe’ then action will be taken which may include non - acceptance of future entries or a fine to the club. Players in Singles events will wear authorised club shirts and pants. Appropriate footwear, as per the Laws of the Sport of Bowls – Domestic Regulations 11.1, is to be worn.
9. **Cell phone:** Use is not permitted by players on or alongside the greens during play. It is preferred that cell phones are switched off or turned to silent. The use of a cell phone by players while their game is in progress may result in a \$50 fine.
10. **No Smoking Policy:** Cigarettes, e-cigarettes and vaping are all banned anywhere in the clubhouse and on the greens. Clubs will have designated ‘smoking area(s)’ to be used by players and officials. Any breach of the no smoking policy may result in a fine of \$50.
11. **Alcohol:** The drinking of alcohol is to be confined to the club house at each venue. Drinking outside of the clubhouse during competitions will not be permitted. Any breach of the alcohol policy on may result in a \$50 fine.
12. **Catering:** Payment of any catering supplied by clubs, including morning and afternoon teas, will be at the club’s discretion.
13. **Trial Ends:** Before the scheduled start of the player’s/team’s first game, or before continuing an unfinished game on another day, one trial end may be played in each direction. Please refer to Laws of the Sport of Bowls, Law 5.1.
14. **Late Appearances:** When any player has failed to be in position to commence play 15mins after the scheduled starting time, the game will be awarded to the opponent.
15. **Score cards:** These will be completed clearly and in full for every game. The names of all players and the time the game finished is to be entered, and the score card signed by both SKIPS.
16. **Ineligible Players:** Any Club playing ineligible team members will be penalised \$100 per ineligible team member and will be immediately withdrawn from the tournament.
17. **Entry Fees and Withdrawals:** Entry fees will be refunded to late entries and entries not accepted. No refunds will be made to teams or players who withdraw less than 48 hours prior to the scheduled commencement of the event. Any withdrawals are to be notified to the Auckland Bowls office or the Convenor of the event by 12 noon on the day preceding the scheduled commencement of the event, otherwise players will be penalised \$30.00 per non-appearance and Clubs may be penalised \$100.00 for non-appearance.
18. **Defaulters:** No team entered in a team event will withdraw except in the case of illness of a player or other just cause. The Controlling Body may require evidence of the illness or other just cause to be submitted. Any offending teams or team members may be penalised up to \$100.00 per playing team member defaulting.
19. **Appeal against decisions of Umpires:** “The Umpire’s decision is final in all circumstances except those relating to the meaning or interpretation of a law, in which case there will be a right of appeal to the Controlling Body” (Law 43.2.6). Any such appeal is to be lodged with the Tournament Convenor within 10 minutes of the conclusion of the game.
20. **The Operations Committee** will act on any complaints and all playing disputes, provided they are in writing to the Auckland Bowls Events Manager.