

# AUCKLAND 1-5 YEAR INTERCLUB

## SPECIAL CONDITIONS OF PLAY:

1. **Format of side:** Each side will comprise of 6 players – a Singles Player, a Pairs team and a Triples team.
2. **Teams:** Are any combination. If clubs are unable to form a full side, contact Auckland Bowls and they will endeavour to form a full side from composite entries.
3. **Play will commence by:** 9.00am on each tournament day
4. **Qualifying:** Entries will be drawn into sections of 4, with a round robin of 3 games, with the Singles player playing to 21 shots or 2 ½ hrs, Pairs teams playing 15 ends or 2 ½ hrs, and the Triples team playing 15 ends or 2 ½ hrs.
5. **Bowls:** Singles- 4 bowls, Pairs - 3 bowls, Triples – 2 bowls.
6. **Defaults:** If a team defaults their score will be recorded 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.
7. **Markers: Each side is required to provide a non-playing marker for all games**
8. **Tie in qualifying play:** In the event of a Tie in any game, no extra end(s) will be played.
9. **Time limit:** All games to be completed irrespective of score within the designated time limit. If the **jack has been delivered before the time signal** the end will continue and if it subsequently becomes dead it will be replayed.
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:** Section winners will proceed to post-section play. Further details will follow.
12. **Tie in Post Section play:** If, after 15 ends (for the Pairs and the Triples) are completed, or at the end of the time limit, the scores are equal, an extra end or ends will be played to decide a winner.
13. **Movement of Players:** A player may not interchange between Sections or Sides, without prior approval from the Controlling Body. Sportsmanship is paramount.
14. **Order of Play:** Players may not interchange between the pairs and triples disciplines but the order of play within the disciplines may be changed before any game.
15. **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:
  - a. **Singles:** After delivery of their **third** and **fourth** bowls
  - b. **Pairs:** **Leads:** After the delivery of their **third** bowl  
**Skips:** After the delivery of their **second** and **third** bowls
  - c. **Triples:** **Leads:** After delivery of their **second** bowl.  
**Seconds:** After delivery of their **second** bowl and  
**Skips:** After delivery of **each** of their bowls.

In exceptional and limited circumstances, a skip can ask that a player walks up to the head earlier than described above or, in Singles, a 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 will apply.

16. **Advice:** It is permissible for any Accredited Coach or Manager to advise a Player(s) in their side during the course of this competition as permitted in accordance with Law 44 of the Laws of the Sport.
17. **Side Manager:** It is essential that each side have a manager appointed for each game. This manager may be a player in the side. The duties of a Side Manager are:
- a) To list the correct names of the members of their side on the team sheet prior to the
  - b) start of play for each tournament day.
  - c) To toss at the beginning of each round for all disciplines (Law 5.2).
  - d) To ensure that score cards are completed in full for each round as per Conditions of Play #13
18. **Regional finals:** This event is a preliminary event for the Region One 1-5 Year Interclub Competition. The winners will qualify for the Regional Finals to be held in Hikurangi on Saturday 2<sup>nd</sup> May 2020.

### **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. If the team is composite, they can wear whites/creams or matching shirts and pants. 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.**

<b>Prize Money Per Team:</b>	<b>1<sup>st</sup> -</b>	<b>\$200.00</b>	<b>Runner-up -</b>	<b>\$100.00</b>
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