



# **Bowls3Five**

## **1-5 Year Interclub**

**To be played: Thursdays 29th October  
and 5th, 12th, 19th November 2020**



**Auckland Bowls Info line: 623 3551**

## **SPECIAL CONDITIONS OF PLAY:**

### **1. Format of side:**

- 1.1. Each team shall be any combination triples, from the same club (no composites)
- 1.2. A club can enter as many teams as they choose
- 1.3. A random draw is to be undertaken to determine 'who plays who'
- 1.4. Playing positions between the three (3) players may not be altered at any time during the game.

### **2. Qualification of Players:**

- 2.1. In this event all players are to be full playing members of the club they are playing for, and they are to be in their first five (5) years of membership. The club is to be affiliated to Bowls New Zealand to enter a team. Players may not play for more than one club in this competition. It is the Club's responsibility to ensure all players are eligible. The use of ineligible players will be treated in the same way as a default.
- 2.2. Players cannot be interchanged during the tournament.

### **3. Format of event – Preliminary Rounds:**

- 3.1. A round robin will be played. All games will be played on the scheduled dates starting by 6pm.
- 3.2. Up to Two rounds per night will be played.
- 3.3. Teams will be drawn into sections of six (dependant on the number of entries).
- 3.4. All section winners will progress to Post Section.

### **4. Format of event – Post Section:**

- 4.1. Post Section will be played at (venue to be confirmed) on Thursday 19th November starting at (time to be confirmed).
- 4.2. Games will be played as sudden death. Semi-finals will be played, with the winners of these games to contest the Final.
- 4.3. In all post section games, if a team is unable to mathematically win or tie a set (considering any remaining Power Play situations), all remaining ends within that set need not be played.

### **5. Format of Play:**

- 5.1. The games will be played under sets play format as outlined in Law 56 of the Laws, subject to several variations as outlined below.
- 5.2. The format of the game will be two bowl triples.
- 5.3. Each game will be played over two (2) sets, with each set consisting of five (5) ends.
- 5.4. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
- 5.5. If the shot scores are tied after the fifth end of a set, the set will be a draw.
- 5.6. In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.

### **6. Tiebreaker:**

- 6.1. If a game is tied after the two sets have been completed (each team having won one set or both sets having been drawn), a one end tiebreaker is to be played to decide the winner.
- 6.2. The winner of the tiebreaker will be awarded the game.
- 6.3. To determine who goes first, the opposing skips should toss a coin and the winner of the toss has the options as described in 7.1
- 6.4. If the end results in a tie (Law 24) it shall be replayed.

## **7. First to play:**

- 7.1. First set: the opposing teams shall toss a coin and the winner of the toss can choose whether their team places the mat, advises the length of jack (refer clause 13), and then delivers the first bowl or tells the opposing team to place the mat, advise the length of jack, and then deliver the first bowl (the opposing player cannot refuse).
- 7.2. Second set: the winner of the first set shall place the mat and advise the length of jack (refer clause 13) and then deliver the first bowl. If the first set is a draw, the winner of the last scoring end in that set shall place the mat, advise the length of jack (refer clause 13) and then deliver the first bowl.
- 7.3. Tiebreaker: The opposing skips should toss a coin and the winner of the toss has the options as described in 7.1.
- 7.4. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, advise the length of jack (refer clause 13) and then deliver the first bowl.

## **8. Re-spotting the jack:**

- 8.1. If a jack in motion passes completely outside the boundaries of the rink of play (left, right or over the face of the bank), comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 metres from the mat line, the end shall not be declared dead, and the jack should instead be placed with the nearest point of the jack to the mat-line at 2 metres, at a spot on the rink which is 2 metres from the front ditch and on the centre line.
- 8.2. If the spot mentioned in Clause 8.1 is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with and between that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

## **9. Scoring:**

- 9.1. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
- 9.2. One (1) set point will be awarded for each set won. A half set point (0.5) will be awarded for each set drawn. No set points are awarded for any set lost (the tie- breaker is not a set).
- 9.3. If a game is forfeited, the non-offending team will be awarded three points for win, two set points and a net total of 2 shots.

## **10. Determining a Winner:**

- 10.1. Highest number of game points scored.
- 10.2. If game points are equal, the team with the highest net total of set points (total set points for – total set points against) shall be ranked higher.
- 10.3. If game points and net set points are equal, the team with the highest net total shots (total shots for – total shots against) over all games in the section (including tie-breaker ends) shall be ranked higher.
- 10.4. If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.

## **11. Forfeit:**

- 11.1. If a team is unable to complete any game already commenced during the competition, then their opponents shall win on forfeit. Points shall be awarded to the winning team - three points for win, two set points and a net total of 2 shots.

## **12. Powerplay:**

- 12.1. A Power Play enables a team to earn double the shots scored (by that team) in any nominated end.
- 12.2. Teams will be allowed one Power Play end per game (not per set) as nominated by the team to the opposing team.

12.3. Both teams can nominate to use the Power Play in the same end of a set. If a Team does not nominate to use its one Power Play end in a game, that Power Play is lost.

12.4. There are no Power Plays available for use in a tie-break.

### **13. Placing the mat and jack:**

13.1. The centre line of the rink will be marked by three (3) fixed nominated lengths at each end of the green by markings.

13.2. Spot One (long) shall be 2 metres from the front ditch.

13.3. Spot Two (medium) shall be 5 metres from the front ditch.

13.4. Spot Three (short) shall be 8 metres from the front ditch.

13.5. The mat shall be permanently placed 23 metres from Spot Three (short), which is 31 metres from the front ditch. A line may be drawn on the rink for the ease of reference.

13.6. The skip from the team to play first in the end will nominate the length (short, medium, long) to place the jack at the opposite end.

13.7. All fixed nominated lengths are of a legal distance of 23 metres or greater.

### **14. Substitutions:**

14.1. There shall be no player substitutions once a game has commenced.

### **15. Movement of Players during Play:**

15.1. Players will be able to follow their bowls up to the head under the following circumstances:

15.2. Lead: after delivery of their second bowl.

15.3. Second: after delivery of their second bowl.

15.4. Skips: after delivery of their first bowl.

15.5. Prior to the start of an end, the skip may take a position at the jack-end of the green.

### **16. Practice:**

16.1. No Practice on the green is permitted prior to play save for General Conditions of Play clause 12 relating to trial ends.

### **17. Equipment:**

17.1. Bowls: Teams are encouraged to use matching bowls corresponding to the colour of their teams.

17.2. Marking touchers: Chalk will be used to mark touchers.

### **18. Decision Making:**

18.1. Measuring: The players in all games will act as the measurer for deciding the number of shots. If an umpire has been appointed to the game, then the umpire will be called by the players if agreement cannot be reached as to the number of shots awarded.

18.2. Jury of appeal: In the event of an appeal during the course of the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls and shall be directed to Auckland Bowls.

### **19. Games:**

19.1. May be played by mutual agreement between the clubs concerned, but those games must be completed before the playing date scheduled for the next round of the competition, unless approval for any alternative is granted by the Interclub Convenor.

## 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. **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.
5. **Postponements:** Any postponements owing to weather conditions will be on the Auckland Bowls Info Line (09) 623 3551.
6. **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.
7. **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.
8. **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.**
9. **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.
10. **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.
11. **Catering:** Payment of any catering supplied by clubs, including morning and afternoon teas, will be at the club’s discretion.
12. **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.
13. **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.
14. **Score cards:** These will be completed **clearly and in full** for every game. The names of all players and the time the game finished must be entered, and the score card must be signed by both SKIPS.
15. **Ineligible Players:** Any Club playing ineligible team members will be penalised \$100 per ineligible team member and will be immediately withdrawn from the tournament.
16. **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.
17. **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.
18. **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.
19. **The Operations Committee will act on any complaints and all playing disputes, provided they are in writing to the Auckland Bowls Events Manager.**

## PROCEDURE:

1. **Prior to each round being played:** The Centre will mail / fax to clubs involved:
  - a. The results sheets for that round(s) of play
  - b. Team sheets
  - c. Results updates
  - d. Any other information relevant to the progress of the event
2. **Report to venues:** Unless play is cancelled all players must report to the allocated venues.
3. **Postponements:** Any postponements due to weather conditions will be on the Auckland Bowls Info Line 623 3551.
4. **Preparation of Greens:**
  - a. Greens must be prepared and made available to players half an hour before the scheduled start time. It is essential that the Green Superintendent communicate with the Auckland Bowls Office (623 3555) prior to 3pm on any scheduled day of play if their greens should be doubtful for the day. No club will cancel their greens play without the Convenor's approval. Green Superintendents are asked to make their calls promptly.
  - b. Mats, Jacks, Scoreboards, chalk and buckets of water or dusters will be set out.
  - c. The correct numbers of rinks are to be available, and the centre line of each rink should be chalked in accordance with the Special Condition of Play (refer clause 13).
5. **Recorder:** A non-playing recorder **shall** be supplied by the host club. A penalty may be imposed by the Centre if this condition is not adhered to.
6. **The duties of a Recorder are:**
  - a. Ensuring that all information is **correct and complete** on the results sheet and the team sheets.
  - b. Allocating rinks of play according to the result sheet in use for that day and providing all score cards.
  - c. The recorder shall be the only person from the venue to contact the Convenors during the day with greens, reports or enquires of any nature whatsoever.
  - d. **Please email the completed results sheet and the team sign-in sheet to [janine@aucklandbowls.co.nz](mailto:janine@aucklandbowls.co.nz) immediately after the games.**
  - e. Should a host club not appoint a recorder for the day, then the side manager of the host club side shall automatically become the recorder for the venue and shall complete all the above duties for the evening.
7. **Side Manager:** Each side shall have a side manager, who may be a player in the side.
8. **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 start of play for the evening.
  - b. To toss at the beginning of each round for all disciplines (Law 12).
  - c. To ensure that score cards are completed **in full** for each round as per Conditions of Play #12.
  - d. To sign the team sheet and the result sheet as a true and correct record before leaving the club at which the round(s) has been played. **There is no right of appeal once the result sheet has been signed.**

**PRIZE MONEY PER SIDE**

**First - \$1000**

**Runner-up - \$500**

**Third - \$300**

**Fourth - \$200**

Thank you to Mission Bay Bowling Club who had asked that the funds they donated went towards a competition for junior bowlers.