

31st MARCH - 1st APRIL 2020



NATIONAL SECONDARY SCHOOLS BOWLS CHAMPIONSHIPS



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NATIONAL SECONDARY SCHOOLS BOWLS CHAMPIONSHIPS

Auckland Bowls with endorsement from Bowls New Zealand will host the National Secondary School Bowls Championships in 31st MARCH - 1st APRIL 2020.

There are many students from throughout New Zealand that play Lawn Bowls and this tournament will give them the opportunity to show their talents on the national stage.

Bowls NZ have recently introduced a new short and fast format called Bowls3Five. This will form the basis of the National Secondary Schools Event for both singles and triples. Games will last no more than an hour, with triples teams comprising three players who each play two bowls per end, while the singles players will play four bowls per end. The game is made up of two five-end sets. In the event the sets are tied, a one end tie-breaker will be the decider. Adding to the thrill of the short format of the game, a Power Play will be available to each player / team once per game with double points for the nominated Power Play end. Astute followers of the format know this is where games can be won or lost depending on the strategy deployed.

The event will be held in Auckland 31st MARCH - 1st APRIL 2020

Headquarters: Carlton Cornwall Bowls, 126 Market Road, Epsom. Ph: 524 4150

Remuera Bowling Club, 6 Market Road, Remuera. Ph: 520 2335

Mt Eden Bowling Club, 17 Stokes Road, Mt Eden. Ph: 630 0427

Balmoral Bowling Club, 14 Mont Le Grand Rd, Mt Eden. Ph: 630 0937

Schedule of Play

TUESDAY 31st MARCH 2020

10.00am	Welcome
10.15am	Round One
11.30pm	Lunch
12.30pm	Round Two
1.45pm	Round Three
3.00pm	Round Four

WEDNESDAY 1st APRIL 2020

10.00am	Quarterfinals & Plate
11.15pm	Semifinals
12.15pm	Lunch
1.00pm	Finals
2.30pm	Presentations

Conditions of Play

1. Entry conditions and Eligibility

- 1.1 Auckland Bowls is the controlling body for this event.
- 1.2 All players must attend a New Zealand Secondary School.
- 1.3 Players within teams must attend the same Secondary School. Schools/participants must adhere to the all School Sport NZ eligibility regulations for this event.
- 1.4 As a condition of entry to compete in the National Secondary Schools Championship, all competitors must comply with Laws of the Sport of Bowls (Crystal Mark Edition 3) and applicable Bowls New Zealand Domestic Regulations.
- 1.5 The Official Entry Form must be submitted by Friday 28th February through the Auckland Bowls online entry system.

2. Competition Format

- 2.1 Concurrent events - As the Singles and Triples will be played at the same time players can only enter one discipline.
- 2.2 Preliminary Rounds – Singles: Players will be drawn into sections and play a round robin to determine the required number of qualifiers for post section play. Post Section will be knockout until a winner is found. Separate competitions will be held for boys and girls.
- 2.3 Preliminary Rounds – Bowls3Five: Teams will be drawn into sections and play four games of two sets determine the required number of qualifiers for post section play. Post Section will be knockout until a winner is found. Teams can be “any combination” with one competition being held – teams can therefore be all boys, all girls or a combination of boys and girls.
- 2.4 Teams Trophy: For Schools that enter both the singles and triples competition, the combined results from both will be used to determine the overall best performing school and be named National Secondary Schools Team Champions.
 - 2.4.1 Where schools have entered multiple teams into both boys and girls singles competitions as well as the triples, the results from only the best performing boys or girls singles player and the best performing triples team will be used in determining the overall result.
- 2.5 Trophies: Trophies will be awarded for the following:
 - 2.5.1 Boys Singles Champion
 - 2.5.2 Girls Singles Champion
 - 2.5.3 Bowls3Five Champion
 - 2.5.4 Schools Team Champion

3. Side Composition – Singles

- 3.1 Each school can enter more than one or more boys and / or one or more girls into the singles competition. Once the competition has started this player(s) cannot be changed.

4. Side Composition – Bowls3Five

- 4.1 Each school can enter one or more teams into the triples competition.
- 4.2 Each team shall comprise of three (3) players, plus a named bench player (optional).
 - 4.2.1 The bench player can only be used to replace a player between matches. I.e. players cannot be changed once a game has commenced.
- 4.3 Playing positions between the three (3) players may not be altered at any time during the game.

5. Coach / Manager – School

- 5.1 Each School is required to supply a coach and / or manager to support the school team.

6. Format of Play – Singles and Bowls3Five

- 6.1 The games will be played under sets play format as outlined in Law 56 of the Laws, subject to several variations as outlined below.
- 6.2 The format of the game will be four bowl singles and two bowl triples.
- 6.3 Each game will be played over two (2) sets, with each set consisting of five (5) ends.
 - 6.3.1 The winner of a set will be the player/team with the highest number of shots when the fifth end is completed.
 - 6.3.2 If the shot scores are tied after the fifth end of a set, the set will be a draw.
 - 6.3.3 In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.
 - 6.3.4 In all post section games, if a player / team is unable to mathematically win or tie a set (taking into account any remaining Power Play situations), all remaining ends within that set need not be played.

6.4 Tie-breaker

6.4.1 If a game is tied after the two sets have been completed (each player/team having won one set or both sets having been drawn), a one end tie-breaker should be played to decide the winner. (see clause 7)

6.4.2 The winner of the tie-breaker will be awarded the game. Points scored during the tie-breaker are not counted when determining the overall placings.

6.5. First to play

6.5.1 First set: the opposing players/teams shall toss a coin and the winner of the toss can choose whether their player/team advises the length of jack (refer clause 7.2), and then delivers the first bowl or tells the opposing player/team to place the mat, advise the length of jack, and then deliver the first bowl (the opposing player cannot refuse).

6.5.2 Second set: the winner of the first set shall advise the length of jack (refer clause 7.2) 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 7.2) and then deliver the first bowl.

6.5.3 Tie-breaker: The opposing skips should toss a coin and the winner of the toss has the options as described in 6.5.1 above.

6.5.4 In all ends after the first end of each set, the winner of the previous scoring end shall advise the length of jack and then deliver the first bowl.

6.6 Re-spotting the jack

6.6.1 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.

6.6.2 If the spot mentioned in 6.6.1 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.

6.7 Scoring – Preliminary Rounds

6.7.1 Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.

6.7.2 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).

6.7.3 If a game is forfeited, the non-offending player / team will be awarded three points for win, two set points and a net total of 2 shots.

6.7.4 Ladder rankings for all sectional play (preliminary rounds) will be determined as follows:

a. Highest number of game points scored.

b. If game points are equal, the player / team with the highest net total of set points (total set points for – total set points against) shall be ranked higher.

c. If game points and net set points are equal, the player / team with the highest net total shots (total shots for – total shots against) over all games in the section (excluding tie-breaker ends) shall be ranked higher.

d. If game points, net set points, and net total shots are all equal, the player / team with the lowest shots against over all games in the section shall be ranked higher.

e. If all else is equal then the final determination will be done by the controlling body.

6.8 Forfeit - If a player / 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 player / team in accordance with clause 6.7.3.

7. Game Variations

7.1 Powerplay

7.1.1 A Power Play enables a player / team to earn double the shots scored (by that player / team) in any nominated end.

7.1.2 Players / Teams will be allowed one Power Play end per game (not per set) as nominated by the player / team to the opposing player / team.

7.1.3 Both players / teams can nominate to use the Power Play in the same end of a set. If a player / team does not nominate to use its one Power Play end in a game, that Power Play is lost.

7.1.4 There are no Power Plays available for use in a tie-break (section 6.4).

7.2. Placing the mat and jack

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

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

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

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

7.2.1.4 The mat shall be permanently placed 23 metres from Spot Three (short), which is 31 metres from the front ditch.

7.2.2 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.

7.2.3 All fixed nominated lengths must be of a legal distance of 23 metres or greater.

7.3 Movement of Players during Play - Singles

7.3.1 In all games, players will only be allowed to walk up to the head after delivery of their third and fourth bowls.

7.4 Movement of Players during Play – Bowls3Five

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

7.4.1.1 Lead: after delivery of their second bowl.

7.4.1.2 Second: after delivery of their second bowl.

7.4.1.3 Skips: after delivery of their first bowl.

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

8. Practice

8.1 Trial ends: There will be trial ends before the commencement of the first game of the day or when changing greens.

9. Equipment

9.1 Stamp on bowls: All bowls used during the event shall bear a 1982 or subsequent Bowls New Zealand International Bowling Board or World Bowls Stamp. All players are required to bring their own bowls.

10. Decision Making

10.1 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.

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

11. Uniforms

11.1 It is compulsory for players to wear matching school sports uniforms.

12. Media and Communications

12.1 Bowls New Zealand and Auckland Bowls reserves the right to use any video and photographs taken during this event for further promotional requirements.

13. General

13.1 Auckland Bowls reserves the right to alter the format, times of play and allocated rinks and greens to suit local unforeseen circumstances, giving as much notice as practical.

13.2 A Jury of Appeal shall be appointed by Auckland Bowls for the purpose of deciding upon any points not provided in the conditions of play and/or for dealing with any referrals or appeals from decisions made by Technical Officials (Law 43.2.6 of the Laws of the Sport and Rule 14.4 of Bowls New Zealand Regulation 10).

13.3 Where a program is interrupted or cannot be completed due to inclement weather or local conditions, Auckland Bowls may amend the format and length of games in its sole discretion to achieve a result or postpone the event where an outcome cannot be achieved. Such a decision by Auckland Bowls may not be appealed.

