

SPECIAL CONDITIONS OF PLAY

1. These **Special Conditions of Play** need to be read in conjunction with Auckland Bowls' Centre Events General Conditions of Play.
2. **Covid-19**

Auckland Bowls prides itself on being an organisation that puts the health and safety of our community first by encouraging all those involved in Centre Events to be vaccinated against Covid-19.

 - 2.1 It is a condition of entry to this event that all players are double vaccinated against Covid-19 or can produce a valid Ministry of Health exemption certificate.
 - 2.2 All players in this event agree to provide evidence of their Covid-19 vaccination status to the Tournament Convenor of this event, on request.
 - 2.3 All players and their supporters agree to the Covid-19 policy and protocols of the host club.
3. **Scheduled dates:**
 - 3.1 **Qualifying** 27-28 December 2021
 - 3.2 **Post Section** 29 December 2021
4. **Venues:** Headquarters and playing venues will be advised when the draw is released.
5. **Play:** Will commence by 9:00am on each event day.
6. **Format:** Pairs. Each player will play four (4) bowls in each end (2-4-2).
7. **Defaults:** If a team defaults all three games, it will be treated as a Bye – refer Clause 10. If a team defaults in 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.
8. **Playing format:** Clauses 5, 6 & 7 of the General Conditions of Play do not apply to this tournament.
9. **Qualifying:** Entries will be drawn into sections of four, with a round robin of three games of 16 ends or 2½ hours.
10. **Byes in qualifying:** Should there not be an even number of players then a section(s) may contain a bye. If the next best also qualify for Post Section play, the bye will be treated as a default (refer Clause 6). 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.
11. **Tie in qualifying play:** In the event of a tie in qualifying play, no extra end(s) will be played.
12. **Time limit:** All games during qualifying are to be continued irrespective of the score until the designated time limit is over or until 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 the jack will be placed on the 2-metre mark.
13. **Dead ends:** If an end becomes dead it must be replayed in the same player sequence.
14. **Last round of section play:** If any game in the last round of section play could affect the final outcome of that section, the 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 Centre event refused.

AUCKLAND CENTRE EVENTS

Auckland Open 2-4-2 Mixed Pairs

- 15. 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.
- 16. Post Section – Open:** 32 teams will advance to post section. The 32 will be determined by the winners from each section, plus the next best qualifiers.
- 15.1 The 32 qualifying teams will be blind drawn into eight (8) sections of four (4), with a round robin of three (3) games of 16 ends or 2½ hours.
- 15.2 If, after 16 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. If playing an extra end, then play must be in same sequence as end 1.
- 15.3 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.
- 15.4 The eight section winners will qualify for the quarter finals.
- 17. Post Section – Plate:** Teams that do not qualify for Post Section Open will qualify for the Plate.
- 16.1 Teams will play a random draw of four (4) games of 10 ends.
- 16.2 A kill goes on the 2-metre mark. An incorrectly thrown jack will be placed by the opposition.
- 16.3 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 number of ends. If game points and number of ends are equal, the team with the highest net total of shots will be the winner. If the game points, ends and net total of shots are equal, the team with the lowest 'total shots against' will be the winner.
- 16.4 Eight (8) qualifiers will advance to the quarter finals. The eight will be determined by Clause 16.3; however, the Controlling Body will ensure equity based on numbers at each venue.
- 18. Quarter finals, Semi finals and Finals:**
- 17.1 The quarter finals for the Open and the Plate will be at Howick Bowling Club on Wednesday, 29 December 2021, commencing at 9:00am. Semi finals and Finals will follow.
- 17.2 The eight teams will go into a blind draw to determine who plays who.
- 17.3 Games will be straight knockout.
- 17.4 The quarter finals and semi-finals will be 16 ends or 2½ hours, whichever comes first. The final will be 16 ends or 3½ hours, whichever comes first.
- 17.5 If, after 16 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. If playing an extra end, then play must be in same sequence as end 1.
- 19. 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:
- 18.1 The player who is playing two x two bowls can visit the head following their third bowl
- 18.2 The player who is playing four bowls can visit the head following their third bowl
- 20.** The winners of the Open will receive one point towards an Auckland Bowls Gold Star, both players need to be a member of a club affiliated to Auckland Bowls.
- 21. Prize money:** Prize money will be direct credited into a nominated bank account.
- Open:** Winner – \$600 per team, plus \$100 Hunter Bowls gift card per player.
Runner-up – \$300 per team, plus \$50 Hunter Bowls gift card per player.
- Plate:** Winner – \$200 per team, plus \$100 Hunter Bowls gift card per player.
Runner-up – \$100 per team, plus \$50 Hunter Bowls gift card per player.