

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. **Venues:** Headquarters and host venues will be advised when the draw is released.
4. **Play:** Will commence by 12.30pm on each event day.
5. **Format of side:** Each side will comprise of six (6) players of two (2) Triples teams. The teams may be any combination.
6. **Format of event:** Sides have been drawn into two sections – Blue and Red. A random draw will determine who plays who across six rounds. Two (2) rounds per day will be played on all scheduled dates with games lasting 1 hour 30 minutes or 15 ends, whichever comes first.
7. **Bowls:** Each player will play two (2) bowls.
8. **Inclement weather:** Eight (8) completed ends will constitute a game. This will only apply to games not commenced at the time of inclement weather. Should less than the minimum number of ends be completed, the game will be continued at a later date as determined by the Tournament Convenor, and the scores will be as they were when the game was stopped. Should more than the minimum number of ends be completed, but not the total number of ends, the result will be as it was when the game was abandoned.
9. **Time limit:** All games to be continued irrespective of 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 two-metre mark and the end will continue.
10. **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. The offending team will be given a net total of shots that is equal to the average net total of shots scored by the losers of all the games in the same round of the same section.
11. **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.
12. **Change of players:** Players may not be interchanged within sides in the same section or between sides in different sections. A penalty will be imposed by the Centre if these conditions are not adhered to.
13. **Clubs:** Players may not play for more than one club in this competition.
14. **Games:** May be played by mutual agreement between the clubs concerned, but those games will need to be completed before the playing date scheduled for the next round of the competition, unless approval for any alternative is granted by the Tournament Convenor.
11. **Prize money:** Prize money will be direct credited into a nominated bank account.
Winner – \$200 Runner Up – \$100

EVENT PROCEDURE

1. **Prior to each round being played:** Auckland Bowls will send to the clubs involved:
 - a) Results sheets for that round(s) of play.
 - b) Team sheets.
 - c) Game cards.
 - 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 Auckland Bowls website aucklandbowls.co.nz and/or Infoline 09 623 3551.
4. **Preparation of greens**
 - a) Greens must be prepared and made available to players 30 minutes before the scheduled start time. It is essential that the Green Superintendent advise the Tournament Convenor on 027 227 5866 prior to 7:00am on any scheduled day of play if their greens are in doubt for the day. No club will cancel their greens play without the Tournament 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. **Inclement weather:** Every effort will be made to complete the scheduled rounds for the day, which may result in a change of venue.
6. **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.
 - 5.1 **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 Tournament Convenor during the day with greens, reports or enquires of any nature whatsoever.
 - d) Immediately after the games, please email ccbumpire@gmail.com or text 027 227 5866 the completed result sheet and the teams sign-in sheet to the Tournament Convenor.
 - e) Should a host club not appoint a recorder for the day, then the Team Manager of the host club shall automatically become the recorder for the venue and shall complete all the above duties for the evening.
7. **Team Manager:** Each side shall have a Team Manager, who may be a player in the side.
 - 6.1 **The duties of a Team 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 General Conditions of Play clause 19.
 - a. 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.