

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 6.00pm on each event day.
5. The winner of this event will represent the Auckland region going straight to the National Bowls NZ Finals held on 6-8 May 2022 in Wellington.
6. **Format of side**
 - 6.1 Each club team for a game shall comprise of three (3) players.
 - 6.2 Each club team must contain a minimum of one female player and a minimum of one male player.
 - 6.3 Playing positions between the three (3) players may not be altered at any time during the game.
7. **Qualification of players**
 - 7.1 A team member may only play for one club AND one team in the competition, in one season.
 - 7.2 For the avoidance of doubt, if a club has entered more than one team, players may only play for one team during the preliminary rounds. However, all members of all teams shall be eligible for that club's Post Section play.
 - 7.3 For the avoidance of doubt, a club may add a new member to the team (provided they are a club member and have not played for another team or club in that season) at any stage of the centre rounds, post centre rounds or grand finals. There are no minimum games played to qualify for a club team, at any stage of the competition, provided that player is a playing member of the club.
 - 7.4 A bowler that has played in the prior years' Bowls3Five on Sky Sport League may only play for the club that they played for in the Bowls3Five on Sky Sport League
 - 7.5 A bowler selected to play for the NZ Parajacks in the Interclub finals is permitted to have played for a Bowls3Five club side during the current season.
8. **Format of event**
 - 8.1 **Preliminary rounds**
 - a) The number of entries will determine the number of sections and the number of teams in each section.

- b) Qualifying games will be played on a round robin basis. Two games will be played each night. All qualifying games will be played on the scheduled dates of Tuesday 25 January, 1 & 8 February and if necessary, the Reserve qualifying day of 15 February.
- c) Subject to clause 13; the number of qualifiers per section will be stated on the Auckland Bowls website prior to the commencement of the first games.

8.2 Post Section

- a) Post Section will be played at Auckland Bowling Club on Tuesday 15 February 2022, or the Reserve Day of 8 March 2022. If Post Section play is affected by rain, the venue will be moved to Remuera Bowling Club.
- b) Eight teams will qualify for Post Section. Games will be played as sudden death. Quarter-finals, Semi-finals and the Final will be played.
- c) 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.

9. Format of play

- 9.1 The games will be played under sets play format as outlined in Law 56 of the Laws, subject to several variations as outlined below.
- 9.2 The format of the game will be two bowl triples.
- 9.3 Each game will be played over two (2) sets, with each set consisting of five (5) ends.
- 9.4 The winner of a set will be the team with the highest number of shots when the fifth end is completed.
- 9.5 If the shot scores are tied after the fifth end of a set, the set will be a draw.

10. Tie breaker

- 10.1 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 should be played to decide the winner.
- 10.2 The winner of the tie breaker will be awarded the game.
- 10.3 If the end results in a tie (Law 24) it shall be replayed.

11. First to play

- 11.1 **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 16), 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).
- 11.2 **Second set:** The winner of the first set shall place the mat and advise the length of jack (refer Clause 16) 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 16) and then deliver the first bowl.
- 11.3 **Tie breaker:** The opposing skips should toss a coin and the winner of the toss has the options as described in Clause 10.1.
- 11.4 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 16) and then deliver the first bowl.

12. Re-spotting the jack

- 12.1 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 two metres, at a spot on the rink which is two metres from the front ditch and on the centre line.
- 12.2 If the spot mentioned in Clause 11.1 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.

13. Scoring

- 13.1 Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
- 13.2 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).
- 13.3 If a game is forfeited or defaulted (Clause 14) the non-offending team will be awarded a score of 2 – 0 per set (i.e. three points for win, two set points and a net total of four (4) shots).

14. Determining a winner

- 14.1 Highest number of game points scored.
- 14.2 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.
- 14.3 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 (excluding tie breaker ends) shall be ranked higher.
- 14.4 If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.

15. Forfeit and default

- 15.1 If a team is unable to complete any game already commenced, then their opponents shall win on forfeit.
- 15.2 No entered team will withdraw without just cause. The Controlling Body will require evidence to substantiate the withdrawal. Any offending team may be penalised \$100 per team per game defaulted.
- 15.3 Scoring of games subject to Forfeit or Default stated in Clause 12.3.

16. Power play

- 16.1 A Power Play enables a team to earn double the shots scored (by that team) in any nominated end.
- 16.2 Teams will be allowed one Power Play end per game (not per set) as nominated by the team to the opposing team.
- 16.3 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.
- 16.4 There are no Power Plays available for use in a tie-break.

17. Placing the mat and jack

- 17.1 The centre line of the rink will be marked by three (3) fixed nominated lengths at each end of the green by markings.
- 17.2 Spot One: (long) shall be two (2) metres from the front ditch.
- 17.3 Spot Two: (medium) shall be five (5) metres from the front ditch.
- 17.4 Spot Three: (short) shall be eight (8) metres from the front ditch.
- 17.5 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.
- 17.6 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.
- 17.7 All fixed nominated lengths are of a legal distance of 23metres or greater.

18. Substitutions: There shall be no player substitutions once a game has commenced.

19. Movement of players during play

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

- a) **Lead:** after delivery of their second bowl.
- b) **Second:** after delivery of their second bowl.
- c) **Skips:** after delivery of their first bowl.
- d) Prior to the start of an end, the skip may take a position at the jack-end of the green.

20. Trial ends: There will be trial ends before the commencement of any games.

21. Equipment

- 21.1 **Bowls:** Teams are encouraged to use matching bowls corresponding to the colour of their teams.
- 21.2 **Marking touchers:** Chalk will be used to mark touchers.

22. Decision making

- 22.1 **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.
- 22.2 **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.

23. Games

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 Tournament Convenor.

24. Uniforms: It is compulsory for players to wear matching club uniforms.

25. Prize money: Prize money will be direct credited into a nominated bank account.

Winner: \$600

Runner Up: \$300

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) 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 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 3:00pm 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. **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 cbumpire@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.
6. **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.
 - 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.