

SPECIAL CONDITIONS OF PLAY

1. **Format of team:** Each team will consist of one side made up of two teams of four players. All sides and teams can be any combination of players.
2. **Format of event:** Games will be 15 completed ends of Bonus Fours with a 2¼ hour time limit. For qualifying, Sides will be divided into sections. The number of sections, the number of teams in each section are all dependent on the number of entries. A maximum of two rounds will be played each day.
3. **Time:** Play will begin at 9:30am.
4. **Bowls:** Each player will play two (2) bowls.
5. **Improper delivery of the Jack:** If the jack is improperly delivered by the first lead, the skip of the opposing team will have the mat and jack placed where they choose, and the end will continue.
6. **Killed Jack:** If the jack is killed, it will be placed on the 2-metre mark and play will continue.
7. **Bonus Fours:** An additional column is required on each side of the scoreboard in the left-hand column. The leads and twos play their bowls in the normal manner and then the state of the head is determined with a maximum of two shots able to be awarded in any end. This result is recorded in the left hand (additional) column of whichever side scored the shots. The game then continues until the end is completed. The score, including the leads and twos bowls which may have already been scoring bowls, is recorded in the second column on the scoreboard in the normal way. The two scores are added together, and the result is recorded as a running total in the accumulating "totals" column. Therefore, the maximum shots which can be scored per end is 10, not the usual eight (8). This means that the leads and twos initial scoring bowls assume a far greater significance as they may be scoring twice.
8. **Inclement Weather:** In the event of adverse weather, if any game in a round has completed a minimum of **eight (8) ends** then that round will be deemed to have been completed. The result of individual games will be at the point that the game was stopped, whether it be after eight (8) ends, 10 ends etc. If the game was stopped before the end was completed, any bonus points gained during that end will not count. Should less than eight (8) completed ends have been played in any game, the game will be deemed a draw.
9. **Qualifying:** A round robin format over three Sundays (3, 10 & 17 July) will be held. Note: 24 July could be used as a Reserve Day for qualifying. Venues will be announced when the draw is released.
10. **Defaults:** In the event of a default the non-offending team(s) will be awarded the maximum game points and the defaulting team(s) will not be awarded any game points. The non-offending team(s) will be awarded a net total of shots that is equal to the average net total of shots scored by the winners of all other games played in the same round of the same section. The offending team(s) will be given a net total of shots that is equal to the average net total of shots scored by the losers of all other 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 draw. Where game points are equal section winners will be determined by the highest net total of shots. Where game points and the net total of shots are equal the side with the "lowest total shots against" will be the winner. Anything further to these methods will be determined by the Convenor and the Operations Committee.
12. **Post-Section:**
 - (a) Eight (8) sides will qualify for Post Section, made up of section winners and the next bests to be determined.
 - (b) Post section will be played on 24 July or the Reserve Day of 31 July. Venue to be confirmed.
 - (c) A live blind draw will take place at 8:45 am will determine who plays who.
 - (d) The winning side will be determined by the highest aggregate total of the two games
 - (e) In the event that both sides are on equal points as a result of two draws or a W & L with the same differential, then both teams will play an extra end (or ends) with the scores being added to the previous totals.

- 13. Changing of team members/teams:** Players/teams may not be interchanged during game day. The teams that play the first game must be the same teams that play the remaining games each day. Players may not interchange teams during the day, but the order of play may be changed before any game. If clubs enter more than one side, players cannot swap sides once the tournament has started. Sportsmanship is paramount.

PROCEDURES

1. **Prior to each round being played:** The Centre will deliver to clubs involved:
 - a. The results sheets for that round(s) of play (showing the rinks draw)
 - b. Team sheets
 - c. Score 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, owing to weather conditions, will be on the Auckland Bowls website or Infoline 09 623 3551.
4. **Preparation of greens:**
 - a. Greens will be prepared and made available to players half an hour before the scheduled start time. No club will cancel their greens play without consulting the Tournament Convenor.
 - 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 if possible, the centre line of each rink should be chalked.
5. **The duties of an Adjudicator are to:**
 - a. Allocate rinks of play according to the result sheet in use for that day.
 - b. Fulfil the duties of an umpire for the day to the maximum extent possible. The Adjudicator should be the only person from the venue to contact the Convenor during the day with greens, reports or enquiries of any nature whatsoever.
 - c. Ensure that all information is correct and complete on the result sheet.
 - d. Email ccbumpire@gmail.com or text a photo 027 227 5866 the completed result sheet and team sheets immediately after play.
 - e. Should a club not have appointed an adjudicator for the day, then, in week 1, the Skip of the first Club on the draw will become the adjudicator for the venue. In week 2, the Skip of the second club on the draw will become the adjudicator for the venue and, in week 3, the Skip of the third club on the draw will become the adjudicator for the venue.
6. **Specific duties of the Skip:**
 - a. To list the correct names on the team sheet prior to the start of play for the day.
 - b. To ensure that the result sheet has been signed as a true and correct record before leaving the club at which the round has been played.
 - c. To act as the adjudicator for a round if required.
7. **Prize money per team:** First place - \$400, Runner up - \$200