

### 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. **Format of side**
  - 5.1 Each team shall be any combination triples, from the same club (no composites)
  - 5.2 A club can enter as many teams as they choose
  - 5.3 A random draw is to be undertaken to determine 'who plays who'
  - 5.4 Playing positions between the three (3) players may not be altered at any time during the game.
6. **Qualification of players**
  - 6.1 In this event all players are to be full playing members of the club they are playing for, and they are to be in their first five (5) years of membership. The club is to be affiliated to Bowls New Zealand to enter a team. Players may not play for more than one club in this competition. It is the Club's responsibility to ensure all players are eligible. The use of ineligible players will be treated in the same way as a default.
  - 6.2 Players cannot be interchanged during the tournament.
7. **Format of event**
  - 7.1 **Preliminary rounds**
    - a) A round robin will be played. All games will be played on the scheduled dates of 7, 9 and 14 December 2021.
    - b) Up to two rounds per night will be played.
    - c) Entries will be drawn into Four Sections. The composition of each section is subject to the number and range of entries.
    - d) The top two teams from each section will progress to Post Section.
  - 7.2 **Post section**
    - a) Post Section will be played at Remuera Bowls on Thursday 16 December 2021, starting at 6:00pm.
    - b) Games will be played as sudden death. Semi-finals will be played, with the winners of these games to contest the Final.
    - c) Three rounds; QF, SF and Final will be played to determine the champions.
    - d) In all Post Section games, if a team is unable to mathematically win or tie a set (considering any remaining Powerplay situations), all remaining ends within that set need not be played.

**8. Format of play**

- 8.1 The games will be played under sets play format as outlined in Law 56 of the Laws, subject to several variations as outlined below.
- 8.2 The format of the game will be two bowl triples.
- 8.3 Each game will be played over two (2) sets, with each set consisting of five (5) ends.
- 8.4 The winner of a set will be the team with the highest number of shots when the fifth end is completed.
- 8.5 If the shot scores are tied after the fifth end of a set, the set will be a draw.
- 8.6 In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.

**9. Tie breaker**

- 9.1 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.
- 9.2 The winner of the tie breaker will be awarded the game.
- 9.3 To determine who goes first, the opposing skips should toss a coin and the winner of the toss has the options as described in Clause 8.1.
- 9.4 If the end results in a tie (Law 24) it shall be replayed.

**10. First to play**

- 10.1 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 14), 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).
- 10.2 Second set: The winner of the first set shall place the mat and advise the length of jack (refer Clause 14) 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 14) and then deliver the first bowl.
- 10.3 Tie breaker: The opposing skips should toss a coin and the winner of the toss has the options as described in Clause 8.1.
- 10.4 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 14) and then deliver the first bowl.

**11. Re-spotting the jack**

- 11.1 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.
- 11.2 If the spot mentioned in Clause 9.1 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.

**12. Scoring**

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

- 12.2 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 tiebreaker is not a set).
- 12.3 If a game is forfeited or defaulted (Clause 12) the nonoffending team will be awarded three points for win, two set points and a net total of two (2) shots.
- 13. Determining a winner**
- 13.1 Highest number of game points scored.
- 13.2 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.
- 13.3 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 (including tie breaker ends) shall be ranked higher.
- 13.4 If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.
- 14. Forfeit and default**
- 14.1 If a team is unable to complete any game already commenced, then their opponents shall win on forfeit.
- 14.2 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.
- 14.3 Scoring of games subject to Forfeit or Default stated in Clause 10.3.
- 15. Powerplay**
- 15.1 A Powerplay enables a team to earn double the shots scored (by that team) in any nominated end.
- 15.2 Teams will be allowed one Powerplay end per game (not per set) as nominated by the team to the opposing team.
- 15.3 Both teams can nominate to use the Powerplay in the same end of a set. If a Team does not nominate to use its one Powerplay end in a game, that Powerplay is lost.
- 15.4 There are no Powerplays available for use in a tiebreak.
- 16. Placing the mat and jack**
- 16.1 The centre line of the rink will be marked by three (3) fixed nominated lengths at each end of the green by markings.
- 16.2 **Spot One:** (long) shall be 2 metres from the front ditch.
- 16.3 **Spot Two:** (medium) shall be 5 metres from the front ditch.
- 16.4 **Spot Three:** (short) shall be 8 metres from the front ditch.
- 16.5 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.
- 16.6 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.
- 16.7 All fixed nominated lengths are of a legal distance of 23 metres or greater.
- 17. Substitutions:** There shall be no player substitutions once a game has commenced.
- 18. Movement of players during play**
- Players will be able to follow their bowls up to the head under the following circumstances:
- 18.1 **Lead:** after delivery of their second bowl.
- 18.2 **Second:** after delivery of their second bowl.
- 18.3 **Skips:** after delivery of their first bowl.

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

**19. Practice**

No practice on the green is permitted prior to play save for General Conditions of Play Clause 17 relating to trial ends.

**20. Equipment**

20.1 **Bowls:** Teams are encouraged to use matching bowls corresponding to the colour of their teams.

20.2 **Marking touchers:** Chalk will be used to mark touchers.

**21. Decision making**

21.1 **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.

21.2 **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.

**22. 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.

**23. Prize money**

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

**Winner:** \$400

**Runner Up:** \$200