



Auckland Social Bowls Final – Conditions of Play

Date: Sunday, 10 April 2022

Time: 9:30 am start

Host: Bridge Park Bowling Club

- We play Twilight Bowls3Five rules:
- Two bowl triples – three players each deliver two bowls, per end.
- Two sets of five ends.
- A one end tie-breaker end to decide winner (if both sets are drawn or one team wins one set each).
- The Jack is placed by the team that won the toss or won the previous end on either the far, middle or near mark on each rink. The mat is always positioned behind the mat mark (marked with an arrowhead).
- If a bowl touches the Jack, the bowl is marked with chalk. If the Jack or marked bowl gets knocked into the ditch, if they are within the rink boundary, they are both live.
- If the Jack is knocked outside the rink (left or right) it is placed on the 2m mark.
- Closest bowl to the Jack wins one point and additional closest bowls from the same team score additional points.
- Each team gets to have one Powerplay per game (not per set). The team that calls the Powerplay scores double on a Powerplay for that end if they win the end. The Powerplay is to be nominated before the first bowl of that end. No Powerplay permitted in the tie-breaker end.
- **First to play**
 - *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, 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).
 - *Second set:* the winner of the first set shall place the mat and advise the length of Jack 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 and then deliver the first bowl.
 - *Tiebreaker:* The opposing skips should toss a coin and the winner of the toss has the options as described above.
 - 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 and then deliver the first bowl.
- **Scoring**
 - Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
 - 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).

- If a game is forfeited, the non-offending team will be awarded three points for win, two set points and a net total of 2 shots

- **Determining a winner**

- Highest number of game points scored.
 - 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.
 - 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.
 - If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.
- Only one full club member per team. That person must not play as Skip.