



2018-2019

Bowls3Five

1-5 Year Interclub

**To be played: Thursdays 1st, 8th, 15th, 22nd, 29th
November and 6th December 2018**

Auckland Bowls Info line: 623 3551

www.aucklandbowls.co.nz

SPECIAL CONDITIONS OF PLAY:

1. Format of side:

- I. Each match shall feature two (2) teams (the side) from the one club playing two (2) teams (the side) from the opposing club.
- II. A random draw is to be undertaken to determine 'who plays who' from each clubs' two teams, immediately prior to the start of play and under the supervision of both clubs.
- III. A random draw is to be undertaken to determine the rink each game is played on, immediately prior to the start of play and under the supervision of both clubs.
- IV. Each team for a game shall comprise of three (3) players.
- VI. Playing positions between the three (3) players may not be altered at any time during the game.

2. Qualification of Players:

- I. In this event all players must be full playing members of the club they are playing for, and they must be in their first five (5) years of membership. An exemption will be given to any Secondary School students not currently full playing members of a club but wishing to play for a club. The club must be affiliated to Bowls New Zealand to enter a Side. Players may not play for more than one club in this competition. It is the Clubs responsibility to ensure all players are eligible. The use of ineligible players will be treated in the same way as a default.
- II. For the avoidance of doubt, if a club has entered multiple sides in the preliminary rounds, all members of all sides shall be eligible for that club's post section play.
- III. For the avoidance of doubt, a club may add new members to the side (provided they are a club member and have not played for another club) at any stage of the preliminary rounds, post section or Grand Finals.
- IV. There are no minimum games played to qualify for a club side, at any stage of the competition; provided that player is a member of the club.
- V. **Composite Teams:** These are permissible, but a club must do all they can to get a player from their own club first. If there are no available players from your own club your next option must be to go to a club within your club group. Your last option is to apply to Auckland Bowls if you are unable to get a player from either of the 2 options mentioned. In all cases a written request must be submitted to Auckland Bowls for approval prior to the first day of play.

3. Format of event – Preliminary Rounds:

- I. A round robin will be played. All games will be played on the scheduled dates starting at 6pm.
- II. Sides have been drawn into four sections. Sections A and B have six sides and will play a full round robin of five games. Sections C and D have five sides and will play the other four sides in their section plus one side from the other section to make five games. For the avoidance of doubt these cross over games count in determining the winner of the section.
- III. The four section winners will progress to Post Section (refer to Clause 10).

4. Format of event – Post Section:

- I. Post Section will be played at St Heliers Bowling Club on Thursday 6th December starting at 6.00pm.
- II. Games will be played as sudden death. The four section winners will contest the semi-finals at 6.00pm, with the winners of these games to contest the final at 7.00pm. The losing semi-finalists will playoff for third and fourth at 7.00pm.
- III. 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.

5. **Format of Play:**

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

6. **Tie-breaker:**

- I. 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 tie-breaker should be played to decide the winner.
- II. The winner of the tie-breaker will be awarded the game.
- III. Clause 8 shall apply in a tie breaker end.
- IV. If the end results in a tie (Law 24) it shall be replayed.

7. **First to play:**

- I. 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 13), 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).
- II. Second set: the winner of the first set shall place the mat and advise the length of jack (refer clause 13) 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 13) and then deliver the first bowl.
- III. Tie-breaker: The opposing skips should toss a coin and the winner of the toss has the options as described in 7.1.
- IV. 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 13) and then deliver the first bowl.

8. **Re-spotting the jack:**

- I. 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.
- II. If the spot mentioned in Clause 8.1 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.

9. **Scoring:**

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

10. **Determining a Winner:**

- I. Highest number of game points scored.
- II. 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.
- III. 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.
- IV. If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.

11. **Forfeit:** If a team is unable to complete any game already commenced during the competition, then their opponents shall win on forfeit. Points shall be awarded to the winning team - three points for win, two set points and a net total of 2 shots.

12. **Powerplay**

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

13. **Placing the mat and jack**

- I. The centre line of the rink will be marked by three (3) fixed nominated lengths at each end of the green by markings.
- II. Spot One (long) shall be 2 metres from the front ditch.
- III. Spot Two (medium) shall be 5 metres from the front ditch.
- IV. Spot Three (short) shall be 8 metres from the front ditch.
- V. 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.
- VI. 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.
- VII. All fixed nominated lengths are of a legal distance of 23 metres or greater.

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

15. **Movement of Players during Play:**

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

16. **Practice:** No Practice on the green is permitted prior to play save for general condition 10 relating to trial ends.

17. Equipment:

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

18. Decision Making

- I. 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.
- II. 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.

19. **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 Interclub Convenor.

GENERAL CONDITIONS OF PLAY:

1. **Laws and Regulations:** Played under the **Laws of the Sport of Bowls** and Bowls New Zealand Associated Regulations as applicable.
2. Appeal against decisions of Umpires: The Umpire's decision is final in all circumstances except those relating to the meaning or interpretation of a law, in which case there will be a right of appeal to the Controlling Body" (Law 43.2.6). Any such appeal must be lodged with the Tournament Chief Umpire within 10 minutes of the conclusion of the game.
3. **Controlling Body:** The Controlling Body for this event is the Auckland Bowls Operations Committee. The Controlling Body will have the right to alter, add to or delete any conditions of play and/or special conditions to enable the completion of the tournament.
4. **Code of Conduct:** All players will comply with and observe the requirements of the "Code of Conduct for Players at Auckland Event" as set down in the Auckland Bowls Centre Handbook.
5. **Clothing:** Players in a team will be in their club uniforms. This means the same coloured pants and club shirts. Logos that conflict with the event sponsor will not be permitted. Should a person or a team continue to 'infringe' then action will be taken which may include non-acceptance of future entries or a fine to the club.
6. **Cell phone:** Use is not permitted by players on or alongside the greens during play. It is preferred that cell phones are switched off or turned to silent. **The use of a cell phone by players while their game is in progress may result in a \$50 fine.**
7. **No Smoking Policy:** Cigarettes, e-cigarettes and vaping are all banned anywhere in the **club house and on the greens**. Clubs have designated "smoking areas" which must be used by players and officials. **Any breach of the no smoking policy on and around the greens may result in a fine of \$50.**
8. **Alcohol:** The drinking of alcohol is to be confined to the club house at each venue. Drinking of alcohol outside of the clubhouse during competitions will not be permitted. **Any breach of the alcohol policy on and around the greens may result in a fine of \$50.**
9. **Catering:** Payment for any catering supplied by clubs, will be at the club's discretion.
10. **Trial Ends:** Before the scheduled start of play in any game, or before continuing an unfinished game on another day, one trial end may be played in each direction. Please refer to Laws of the Sport of Bowls, Law 5.1.
11. **Late Appearances:** Please refer to Laws of the Sport of Bowls, Law 39.1.2
12. **Scorecards:** These must be completed **clearly and in full** for every game. The names of all players in the team and the time the game finished must be entered, and the score card must be signed by **BOTH skips**.

13. **Entry Fees and withdrawals:** Entry fees will be refunded to late entries and entries not accepted. No refunds will be made to teams or players who withdraw after the draw has been published. Any withdrawals must be notified to the Auckland Bowls office or the Convenor of the event by 12 noon on the day preceding the scheduled commencement of the event, otherwise players may be penalised \$50.00 per non-appearance and Clubs may be penalised \$100.00 for non-appearance.
14. **Defaulters/Ineligible Players:** No team entered in a team event will withdraw except in the case of illness of a player or other just cause. The Controlling Body may require evidence of the illness or other just cause to be submitted. Any offending teams or team members may be penalised up to \$100.00 per playing team member for defaulting this includes fielding ineligible players
15. Except for the express timeframes set out in the laws; the operations committee will act on any complaints and playing disputes provided they are made in writing and submitted to the Events Manager within 5 working days of the conclusion of the day's play

PROCEDURE:

1. **Prior to each round being played:** The Centre will mail / fax to clubs involved:
 - a. The 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 the Auckland Bowls Info Line 623 3551.
4. **Preparation of Greens:**
 - a. Greens must be prepared and made available to players half an hour before the scheduled start time. It is essential that the Green Superintendent communicate with the Auckland Bowls Office (623 3555) prior to 3pm on any scheduled day of play if their greens should be doubtful for the day. No club will cancel their greens play without the 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.
6. **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 Convenors during the day with greens, reports or enquires of any nature whatsoever.
 - d. **PLEASE FAX THE COMPLETED RESULT SHEET AND TEAM SHEETS TO AUCKLAND BOWLS 623 3552 IMMEDIATELY AFTER THE EVENT.**
 - e. Should a host club not appoint a recorder for the day, then the side manager of the host club side shall automatically become the recorder for the venue and shall complete all the above duties for the evening.
7. **Side Manager:** Each side shall have a side manager, who may be a player in the side.

8. The duties of a Side 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 Conditions of Play #12.
- 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.**

PRIZE MONEY PER SIDE

1st - \$2000

Runner-up - \$1000

3rd - \$600

4th - \$400

Thank you to Mission Bay Bowling Club who had asked that the funds they donated went towards a competition for junior bowlers.