

SPECIAL CONDITIONS OF PLAY

1. These **Special Conditions of Play** need to be read in conjunction with Bowls Auckland's Centre Events General Conditions of Play.
2. **Scheduled dates**
 - a) **Qualifying** 28 December 2023
 - b) **Post Section** 29 December 2023
 - c) **Consolation 2-4-2 Pairs** 29 December 2023 (Optional non-qualifiers event)
3. **Entry Condition**
 - a) This tournament is open to all players affiliated to Bowls New Zealand
 - b) Composite pairings are allowed*
**See clause 18 regarding Centre title eligibility.*
4. **Venues**

Howick Bowling Club (HQ)	33 Selwyn Road, Cockle Bay, Auckland 2145
Carlton Cornwall Bowling Club	126 Market Road, Epsom, Auckland 1051
East Tamaki Bowling Club	242 East Tamaki Road, East Tāmaki, Auckland 2157
5. **Play**

Will commence by 8:30 a.m. on each event day.
6. **Format**

2-4-2 Pairs

 - a) Each player will play four (4) bowls each end using the 2-4-2 format.
 - b) Games will be **14 ends** or a time limit of **two hours and 30 minutes**, whichever occurs first.
 - c) **Three (3) games** will be played in section play.
 - i. winners of sections 1-16 playing a fourth-round knockout playoff
1 v 2, 3 v 4, 5 v 6, etc.
 - ii. winners in sections 17-24 will automatically advance to the final 16
7. **Defaults**
 - a) If a team defaults all games, it will be treated as a Bye.
 - b) If a team defaults in any one of the games, their score will be treated as a loss. The non-offending team will be awarded a win and the average net total of shots scored by the winning teams in the same round of the same section.
8. **Byes in qualifying**
 - a) Should there not be an even number of players then a section(s) may contain a bye.
 - b) A bye will be awarded Two match points, and a differential equal to the average of their section for that round.
9. **Tie-in-qualifying play**

In the event of a tie-in qualifying play, no extra end(s) will be played. **(draws count)**
10. **Game completion**

All games during qualifying are to be completed in full, irrespective of the score due to potential standings within a section.
11. **Dead ends**
 - a) If an end becomes dead, it must be replayed in the same player sequence.
 - b) If a replayed end, (or extra end in post-section) commences after the time limit the end shall not be killed and the Jack replaced on the 2m mark, its nearest point on the centre line if covered by a bowl.

For clarity:

 - i. You may kill the end after the time limit has expired and replay the end.
The next replayed end will be re-spotted.
 - ii. You may continue to kill an extra end in post-section games repeatedly until the time limit expires.
At this point, the immediate above rule applies.
12. **Last round of section play**
 - a) If any game in the last round of section play could affect the outcome of that section's qualifier, the game must be played. Failure to play the last round game in this situation may lead to the player or team being fined and/or refusing their next entry into an Auckland Centre event.
 - b) For a game not to be played, it must be approved by the umpire on duty.
 - c) No team may leave the venue until both teams sign a card with the umpire and the umpire dismisses them.
13. **Determining a qualifier**

Two (2) match points will be awarded for each game won.
One (1) match point for each game drawn.

Where match points are equal the winner will be the team with the highest net total of shots.

If the game points and the net total of shots are equal the team with the highest shot percentage shall qualify.

14. Post Section – Championship

16 teams will advance to the post section:

- a) The 16 qualifying teams will be blind-drawn into a four-round knockout final draw.
 - i. Live draw will commence at 8:10 am, (report 8:00 am) immediately preceding the trial ends.
- b) Conditions of play remain the same, except for:
 - i. If any game finishes in a tie, teams shall toss a coin, and an extra end shall be played. Teams may adjust their order of play for a tiebreaker.
 - ii. If a scoreline becomes mathematically impossible to draw/win the game shall finish and no further ends be played.
 - iii. The final only will have an extended time limit of 3 hours.

15. Post Section – Flight

- a) Following the round of 16, match losers will be placed into the ‘Second Chance’ knockout flight.
 - i. Teams will be placed into the draw in the same order as the corresponding championship event.
 - ii. Three rounds will be played, with games shortened to **12 ends** or a **2-hour time limit**.
 - iii. This means each team will play a minimum of two rounds.

16. Consolation 2-4-2 Pairs

Teams that do not qualify for Post Section – Championship, will have the **option** of entering a Consolation event (at no extra cost).

- a) All teams wishing to play the Consolation, must submit their entry with the Umpire on Day One green umpire before the completion of the play-off round (4th round).
- b) All teams will be randomly drawn to a venue, published online at 7:30 pm via socials and website.
- c) Report to drawn venue 8:15 am, Blind draw on pre-populated draw chart.
- d) *Conditions of Play:*
 - i. Four (4) games of 12 ends, with a time limit of two hours.
 - ii. A kill goes on the 2-metre mark. An incorrectly thrown jack will be placed by the opposition.
- e) Prizes will be paid to green winner(s) using the ranking method from clause 12.

17. Restricting the movement of players during play

In all games, players will only be allowed to walk up to the head under the following circumstances:

- a) The player who is playing two x two bowls can remain at the head before or visit the head following their third bowl.
- b) The player who is playing four bowls may not visit the head.

18. Centre title

The winners of this event will receive one point towards a Bowls Auckland Gold Star, subject to both players being financial and representing, the same club affiliated with Bowls Auckland.

19. Prize money

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

Championship:	Winner	\$600 per team
	Runner-up	\$200 per team
	Third Equal	\$50 per team
Championship Flight:	Winner	\$50
Consolation:	Winner	\$90 per team / per green
	Runner-up	\$50 per team / per green