

Bowls Auckland Event Conditions of Play

Interclub Events – Eights

The following Event Conditions of Play are to be read in conjunction with the Bowls Auckland General Conditions of Play.

1. Event Dates

Week One - Saturday 17th October

Week Two - Saturday 31st October

2. Entry Conditions

- 2.1. All participants must hold a Full Playing Membership of the same Bowls Auckland-affiliated club which they are representing.
- 2.2. Sides may use alternating players from an extended list of squad members.
- 2.3. Each side is encouraged to include reserves in addition to the 8 players.
- 2.4. Players may be promoted between sides. Players cannot switch to a new side within the same division or to a side lower than the division they have already played in.
Divisions are graded Premier, Division 2, Division 3, etc followed by Any-Combination.
- 2.5. Sides must participate in all six rounds; failure to meet entry commitment may result in judicial proceedings.
- 2.6. Team lists must be completed on the day, including what disciplines players will compete in and are to be handed to the recorder before play each day.

3. Draw and Venues

- 3.1. Draw/s will be published, with venues on Bowlshub.
- 3.2. Hosting venues will be listed on the events page of the Bowls Auckland website.

4. Schedule

- 4.1. Three rounds will be played per day, with a total of six rounds being played over two weeks.
- 4.2. The first round of play must start no later than 9:00 AM.
- 4.3. The second round of play must start no later than 12:00 PM.
- 4.4. The final round must start no later than 03:00 PM.
- 4.5. Any team not ready to start by the latest published start time will be recorded as a default.

5. Divisions

- 5.1. The competition will be split into: Men's, Women's and Any Combination grades.
- 5.2. Within each grade, it is intended that each division has eight sides, with the lowest division accommodating additional sides or byes.
- 5.3. Seeding is determined by matching entrants to last year's comparable standings.
- 5.4. Final divisions subject to secured entries.

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6. Playing Format

Format	Eight-player sides - Fours & Pairs Players alternate each round between pairs & fours. Each participant plays three games of each discipline across the six rounds.
Disciplines	Fours: 2 bowls each, 15 ends Pairs: 3 bowls each, 18 ends
Misdelivered Jacks	A Misdelivered jack is to be re-delivered by the opposing team. If both teams misdeliver the jack it is placed on the 2M mark with the team having won the previous end, placing the mat where they choose.
Killed Ends “RE-SPOT” Law 19.5	In the event an end is made dead (Law 19), the jack must be placed with the nearest point of the jack to the mat line at the appropriate re-spot position described in Law 56.5.3, (the 2-metre mark) or as close as possible as described in Law 56.5.4, and play must continue.
Time Limit	All Games will have a time limit of two hours thirty minutes (2 ½ Hours)

7. Inclement weather

- 7.1. Should play need to be abandoned or reduced, Fours - 8 Ends, Pairs - 10 Ends, completed will constitute a game. The score will be recorded from the lowest number of ends completed across the section to maintain a fair scoring opportunity.
- 7.2. Should fewer than the minimum number of ends be completed on any rink in a section, the round will be declared a draw.

8. Defaults and Byes

- 8.1. If a team, within a side, defaults, the non-offending team will be awarded a win, and the average positive shot differential scored by the winning teams in the same round of the same discipline in the same section. The offending team will receive a negative shot differential.
- 8.2. If a team within a section has an uneven bye, the above points allocation will also apply across all disciplines.
- 8.3. If a side fails to field eight players, two of the three disciplines may play, with the third being defaulted. In the afternoon round, all players must swap disciplines. I.e. You cannot play the fours and default a pair both rounds.

9. Determining a winner

- 9.1. Two (2) rink points will be awarded for each game won. One (1) rink point for each game drawn. For clarity, if a game ends in a draw, an extra end will not be played.
- 9.2. Each section will be ranked on.
 - Highest Rink points.
 - Highest net total of shots.
 - Lowest shots against.

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