

## Bowls Auckland 2025-2026 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

- a) Week One - Saturday 1st November
- b) Week Two - Saturday 8th November

#### 2. Entry Conditions

- a) All participants must be full-playing members of the same Bowls Auckland affiliated club.
- b) Sides may use alternating players between weeks from an extended list of squad members.
  - o Each side is encouraged to include a minimum of two reserves in addition to the 8 players.
  - o Players may change between teams and sides, however, not within the same division or to a lower grade than they have previously played. See 6b
- c) All entries are received via Bowlshub only, all entries must be linked to at least one player who will serve as the side captain.
  - o Entries via phone, text or email will not be accepted.

#### 3. Draw and Venues

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

#### 4. Schedule

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

#### 5. Playing Format

<b>Format</b>	Eight-player sides - Fours & Pairs Players will alternate each round between playing pairs or fours so that each participant plays three games of each discipline across the six rounds.
<b>Fours</b>	Fours: 2 bowls each, 15 ends
<b>Pairs</b>	Pairs: 3 bowls each, 18 ends
<b>Killed Ends "RE-SPOT" Law 19.5</b>	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.
<b>Time Limit/s</b>	There will be no time limits for this event, however, player movement restrictions, pace of play, and good spirit should be maintained to ensure play is continuous.

#### 6. Sections

- a) The competition will be split into: Men's, Women's and Any Combination.
  - i. Men's and Women's sections will be graded based on the finishing rank from the previous year's version of the event.
  - ii. Sections will consist of Eight Teams.

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- i. Section allocation will be subject to team entries compared to previous years' standings.
- iii. Sections for Any Combination event will be randomly drawn with no grading.
- b) Players may move between divisions; however, a player, having played three (3) rounds in a division will not then be able to play a lower division (for the avoidance of doubt Premier, 1<sup>st</sup>, 2<sup>nd</sup>, etc. and then Any-combination is the descending order of tournaments for this clause).

#### 7. Inclement weather

- a) First, play moved from natural to Carpet as applicable and available.
- b) Should play need to be reduced...
  - a. Pairs – 10 ends completed ends constitute a game.
  - b. Fours – 7 ends completed ends constitute a game.
- c) Should fewer than the minimum number of ends be completed on any rink, in a section, the round will be declared a draw. Should the minimum number of ends be completed across all rinks, the result will be as it was when the game was abandoned. (last completed end)

#### 8. Defaults and Byes

- a) If a team **defaults**, their score will be recorded as a Loss. The non-offending team will be awarded a win, and the average total of shots scored by/against the winning teams in the same round of the same section. The offending team will be given the reverse score of the non-offending team.
- b) If a team within a section has a **Bye**, the above points allocation will also apply.
- c) A side fails to have a full 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

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

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