

**SPECIAL CONDITIONS OF PLAY**

1. These Special Conditions of Play need to be read in conjunction with Bowls Auckland Centre Events General Conditions of Play.
2. Venues  
Headquarters and host venues will be advised when the draw is released.
3. Play  
Will commence by 6.00pm on each event day.
4. Composition of side
  - a. Each team shall be any combination Triples, from the same Club (no composites).
  - b. A Club can enter as many teams as they choose.
  - c. A random draw will be undertaken to determine who plays who.
  - d. Playing positions between the three (3) players may not be altered at any time during the game.
5. Qualification of players
  - a. In this Event all players are to be full playing members of the same club which they represent, and they are to be in their first five (5) years of membership.
    - The Club is to be affiliated to Bowls Auckland to enter.
    - It is the Club's responsibility to ensure all players are eligible.
    - The use of ineligible players will be treated in the same way as a default.
  - b. Players cannot be interchanged during the tournament.
6. Format of event
  - a. Preliminary rounds  
A round robin will be played. All games will be played on the scheduled dates:

26-Oct-23	Round 1
02-Nov-23	Round 2
09-Nov-23	Round 3
16-Nov-23	Finals
23-Nov-23	Reserve

Up to two (2) rounds per night will be played with three (3) rounds being played on Finals.
  - b. Should a date be rained out, the draw will move down to the next available date.
  - c. Entries will be drawn into four sections. The composition of each section is subject to the number and range of entries.
  - d. All games in section play are to be played out in full due to ranking of results.
  - e. Teams will be ranked: Match Points, Set Points, Sets Won, Net Shots.
  - f. The top two teams from each section will progress to Post Section.
7. Post Section
  - a. Post Section will be played on 16 November 2023 starting at 6:00pm.
  - b. Venue: to be confirmed.
  - c. Games will be played as sudden death.
  - d. Three rounds: QF, SF and Final will be played to determine the champions.
  - e. In all Post Section games, if a team is unable to mathematically win or tie a set (considering any remaining Powerplay situations), all remaining ends within that set need not be played.

8. Format of play
  - a. The games will be played under sets play format as outlined in Law 56 of the Laws, subject to several variations as outlined below.
  - b. The format of the game will be two bowl Triples. Each game will be played over two (2) sets, with each set consisting of five (5) ends.
  - c. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
  - d. If the shot scores are tied after the fifth end of a set, the set will be a draw.
  - e. In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.
9. Tie breaker
  - a. If a game is tied after the two sets and have been completed (each team having won one set or both sets having been drawn), a one end tiebreaker should be played to decide the winner.
  - b. The winner of the tie breaker will be awarded the game.
  - c. To determine who goes first, the opposing skips should toss a coin and the winner of the toss has the options as described in Clause 10(a)
  - d. If the end results in a tie (Law 24) it shall be replayed.
10. First to play
  - a. 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 16), 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).
  - b. 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.
  - c. Tie breaker: The opposing skips should toss a coin and the winner of the toss has the options as described in Clause 10a.
  - d. 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.
11. Re-spotting the jack
  - a. 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.
  - b. If the spot mentioned in Clause 11(a) 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.
12. Scoring
  - a. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.

- b. 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 tiebreaker is not a set).
  - c. If a game is forfeited or defaulted (Clause 14) the nonoffending team will be awarded three points for win, two set points and a net total of two (2) shots.
13. Determining a winner
  - a. Highest number of game points scored.
  - b. 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.
  - c. 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.
  - d. If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.
14. Forfeit and default
  - a. If a team is unable to complete any game already commenced, then their opponents shall win on forfeit.
  - b. No entered team will withdraw without just cause. The Controlling Body will require evidence to substantiate the withdrawal. Any offending team may be penalised \$100 per team per game defaulted.
  - c. Scoring of games subject to Forfeit or Default stated in Clause 12.
15. Powerplay
  - a. A Powerplay enables a team to earn double the shots scored (by that team) in any nominated end.
  - b. Teams will be allowed one Powerplay end per game (not per set) as nominated by the team to the opposing team.
  - c. Both teams can nominate to use the Powerplay in the same end of a set. If a Team does not nominate to use its one Powerplay end in a game, that Powerplay is lost.
  - d. There are no Powerplays available for use in a tiebreak.
16. Placing the mat and jack
  - a. The centre line of the rink will be marked with the following reference points in both directions
    - A mark 2m from the ditch edge.
    - A mark 4m from the ditch edge (with optional 0.5 and 1m radius target circle).
    - A mark 27m from the ditch edge.
  - b. The skip from the team to play first will place the jack while the lead will determine length based on mat position.
  - c. The mat shall be placed anywhere along the marked centre line with the front edge being between the 2m and 27m marks.
  - d. The jack shall always be placed on the 4m mark at the beginning of each end.
  - e. From these marks all ends will meet the legal jack distance of 23 metres or greater.
17. Substitutions
  - a. There shall be no player substitutions once a game has commenced.

- b. Should a team require a substitute week to week the incoming shall not have played for another team in the event previously.
18. Movement of players during play
- a. Players will be able to follow their bowls up to the head under the following circumstances:
    - i. Lead: after delivery of their second bowl.
    - ii. Second: after delivery of their second bowl.
    - iii. Skips: after delivery of their first bowl.
  - b. Prior to the start of an end, the skip may take a position at the jack-end of the green.
19. Practice
- a. No practice on the green is permitted prior to play.  
Each team may have two trail ends before the commencement of play.
20. Equipment
- a. Bowls: Teams are encouraged to use matching bowls corresponding to the colour of their teams. or club stickers if available.
  - b. Marking touchers: Chalk will be used to mark touchers.
21. Decision making
- a. 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.
  - b. Jury of appeal: In the event of an appeal during the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls and shall be directed to Bowls Auckland.
22. Media and communications
- a. Some games in this Event may be broadcast on one or more digital platforms, and some moments during the Event may be captured by photographers.
  - b. By participating in this Event, each participant acknowledges the right of Bowls Auckland to broadcast or use photographic images of any participant during the Event for the benefit of the promotion of the game at any time during or after the Event.
23. Prize money
- Prize money will be direct credited into a nominated bank account.  
Winner: \$400                      Runner up: \$200