

Bowls Auckland Event Conditions of Play

Interclub Events – Half day sixes

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 be members (of any type) of the same Bowls Auckland-affiliated club that they are representing.
- 2.2. Sides may use alternating players from an extended squad list.
- 2.3. Each side is encouraged to include reserves in addition to the 6 players.
- 2.4. Players may not change between Sides; however, they can change between teams within a side.
- 2.5. Sides must participate in all four rounds; failure to meet entry commitment may result in judicial proceedings.
- 2.6. Team lists must be completed on the day and are to be handed to the recorder prior to play each day.

3. Draw and Venues

- 3.1. Draw/s will be published, with venues on Bowlshub.

4. Schedule

- 4.1. Two rounds will be played per day, with a total of four rounds being played.
- 4.2. The first round of play must start no later than 12:30 pm.
- 4.3. The second round of play must start no later than 2:30 pm.
- 4.4. Any team not ready at the published start time will be recorded as a default.

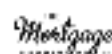
5. Playing Format

Format	Six-player sides: 2x3 any combination triples Pennants Scoring, both teams' scores added together to create total score Triples: 2 Bowls per player, 15 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/s	All games will be played with a 1-hour & 45-minute time limit

6. Sections

- 6.1. Entrants will be split into evenly sized sections.
Sections will consist of up to eight teams, or part thereof.

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7. Inclement weather

- 7.1. Should play be abandoned, eight (8) ends constitute a game.
- 7.2. Should less than the minimum number of ends be completed on any rink in a section, the round will be declared a draw.
- 7.3. Should play need to be abandoned or cut short, the score will be recorded from the lowest number of ends completed across the section to maintain fair scoring opportunity.

8. Defaults and Byes

- 8.1. If a side defaults, the non-offending side will be awarded a win, and the average positive shot differential scored by the winning teams in the same section in the same round. The offending team will receive a loss and a negative shot differential.
- 8.2. A team receiving an uneven bye will score points as above.

9. Determining a winner

- 9.1. Each section will have its own winner
 - Two (2) match points will be awarded for each match won.
 - One (1) match point for each game drawn.
- 9.2. Sections are ranked by:
 - Highest match points
 - Highest net total of shots
 - Lowest shots against

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