

Bowls Auckland 2025-2026 Event Conditions of Play

Interclub Events – Winterclub (Bonus Fours)

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

1. Event Dates

- a) Qualifying: Sundays 19 July, 26 July, 2 August
- b) Finals: 9 August

2. Entry Conditions / Side Composition

- a) All participants must be full-playing members of the same Bowls Auckland-affiliated club.
- b) Each side will consist of two teams of four. Total Eight (8) players.
- c) Players and teams may be any combination.
- d) All entries are received via Bowlshub only, all entries must be linked to player profiles.
 - 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) Two Rounds per day of qualifying,
 - a. AM Round - 09:30 am
 - b. PM Round – 12:15 pm*
- b) Total of six games qualifying
- c) Finals day – Semi-final and Final across divisions
- d) Confirmed timings and venues will be published in Bowlshub

5. Inclement weather

- a) In the first instance, play should be delayed, allowing the weather to clear. A total delay of one hour is permitted before play is abandoned. Should the forecast suggest play cannot continue, this call could be made before the hour.
- b) Should play be abandoned, eight (8) 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
- d) Should the minimum number of ends be completed across all rinks, the result will be recorded from the lowest completed number of ends on a single rink.
 - a. For example, if 9 is the least number of ends completed, all results will be recorded from the completion of the 9th end.
 - b. If the game was stopped during an end in progress, any bonus points gained during that end will not count.
 - c. Each of the four sections is treated in isolation to determine ranking.

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6. Playing Format

Format	a) Bonus Fours – Sides Competition b) Sides comprising 2x Fours teams c) Games of 15 ends d) Drawn rinks will be recorded as a draw e) All entries are drawn into four sections
Time Limit	f) All games, including finals, will have a time limit of 2 ¼ hours.
Qualifying	g) During qualifying, teams will be competing for the highest rink points, followed by the highest net total of shots. h) Qualifying Points 2 points for each rink won 1 point for each rink drawn i) Those ranked first in their section will advance to the Championship (4 Teams) j) Those ranked second advance to Division Two (4 Teams) k) Those ranked third advance to Division Three (4 Teams) l) Those ranked fourth advance to Division Four (4 Teams) m) Each Section is ranked individually
Post Section	n) Post-section matches will be played (in each division) using a knockout, stepladder format: Semi-final and Final o) Post-Section rounds are played under a “pennant” scoring format p) That means the “shots for” from both rinks are combined The side with the highest combined “shots for” will advance to the next round q) In the event a match ends in a draw, both games within the match will continue to play extra ends until the draw is broken
Killed Ends “RE-SPOT” Law 19.5	r) 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
Bonus Fours	s) An additional scoring column exists. The leads and twos play their bowls in the normal manner and then the state of the head is determined with a maximum of two shots able to be awarded to the team holding t) This is recorded in the first scoring column, play continues as normal u) After all, 16 bowls have been played the score is determined again, Bowls having previously scored that end are to be counted again v) The two scores are added together, and the result is recorded as a running total in the accumulating 'totals' column. Therefore, the maximum number of shots that can be scored per end is 10, not the usual eight (8) and both teams could score during the same end.