

## **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) Should play be abandoned, eight (8) completed ends constitute a game.
- b) Should less than the minimum number of ends be completed on any rink, in a section, the round will be declared a draw.
- c) 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 9<sup>th</sup> end.
  - b. If the game was stopped during an end in progress, any bonus points gained during that end will not count.

## Bowls Auckland 2025-2026 Event Conditions of Play

### Interclub Events – Winterclub (Bonus Fours)

#### 6. Playing Format

Format	<ul style="list-style-type: none"> <li>a) Bonus Fours – Sides Competition</li> <li>b) Sides comprising 2x Fours teams</li> <li>c) Games of 15 ends</li> <li>d) All entries are drawn into four sections</li> </ul>
Time Limit	<ul style="list-style-type: none"> <li>e) All games, including finals, will have a time limit of 2 ¼ hours.</li> </ul>
Qualifying	<ul style="list-style-type: none"> <li>f) During qualifying, teams will be competing for rink/Game points, followed by the highest net total of shots.</li> <li>g) Those ranked first in their section will advance to the Championship (4 Teams)</li> <li>h) Those ranked second advance to Division Two (4 Teams)</li> <li>i) Those ranked third advance to Division Three (4 Teams)</li> <li>j) Those ranked fourth advance to Division Four (4 Teams)</li> <li>k) Each Section is ranked individually</li> </ul>
Post Section	<ul style="list-style-type: none"> <li>l) Post-section matches will be played (in each division) using a knockout, stepladder format: Semi-final and Final</li> <li>m) Post-Section rounds are played under a “pennant” scoring format</li> <li>n) That means the “shots for” from both fours are combined The side with the highest combined “shots for” will advance to the next round</li> <li>o) 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</li> </ul>
Killed Ends “RE-SPOT” Law 19.5	<ul style="list-style-type: none"> <li>p) 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</li> </ul>
Bonus Fours	<ul style="list-style-type: none"> <li>q) 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</li> <li>r) This is recorded in the first scoring column, play continues as normal</li> <li>s) After all 16 bowls have been played the score is determined again, Bowls having previously scored that end are to be counted again</li> <li>t) 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)</li> </ul>