

Bowls Auckland 2025-2026 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

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

2. Entry Conditions

- c) All participants must be full-playing members of the same Bowls Auckland-affiliated club.
- d) 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 6 players.
 - o Players may not change between Sides; however, they can change between teams within a side.
- e) 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 will be played per day, with a total of four rounds being played over two weeks.
- b) The first round of play must start no later than 12:30 pm.
- c) The second round of play must start no later than 2:30 pm.
- d) Any team not ready to start by the latest published start time will be recorded as a default.

5. Playing Format

Format	Pennants, 2x any combination triples At the end of each match, the two scores from both games are combined to determine the match-winner
Triples	2 bowls each, 15 ends
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 ½ hour time limit

6. 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 9th end.

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7. 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 section has a **Bye**, the following will apply:
 - a. If every team gets a Bye, then no points will be awarded.
 - b. If some teams get a Bye, then the scoring as above, will apply.

8. Determining a winner

- a) Each section will have its own winner
- b) 2 match points will be awarded for each match won. 1 match point for each game drawn.
- c) Teams are ranked on
 - a. highest match points
 - b. Highest net total of shots.
 - c. lowest shots against