

## Bowls Auckland 2025-2026 Event Conditions of Play

Interclub Events – Molecheck Pathway Sevens

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

### 1. Event Dates

Qualifying	Post Section	Reserve Day
Saturday 28 February 2026 Sunday 1 March 2026	Saturday 7 March 2026	Saturday 8 March 2026

### 2. Entry Conditions

- All participants must be full-playing members of the same Bowls Auckland-affiliated club.
- Bowls New Zealand Interclub, individual participation rule applies
  - If a player is part of a club's Interclub Sevens team, that player is not eligible to represent another club in another centre's Interclub Sevens competition, that advances to the National Interclub Sevens Finals or be selected to represent another club in the National Interclub Sevens Finals.
  - Players who have played at other clubs/centres will be permitted to play in the Auckland Cup.
- All entries to be received via Bowlshub only.
- All entries must be linked to at least seven player profiles.
- Clubs are restricted to one male and one female playing side for the pathway competition.

### 3. Draw and Venues

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

### 4. Playing Format

Side composition	<ul style="list-style-type: none"> <li>Seven players per side, plus team manager, plus marker (or marker/manager) One (1) Singles, One (1) Pairs, One (1) Fours.</li> <li>Per BNZ COP - Players may not interchange between disciplines during the event, but the order of play in the pairs and fours may be changed before any game.</li> <li>Teams that do not have a marker available will default the singles discipline in any given round where they are not available.</li> </ul>
Fours	<ul style="list-style-type: none"> <li>2 bowls each, 15 ends.</li> </ul>
Pairs	<ul style="list-style-type: none"> <li>3 bowls each, 18 ends.</li> </ul>
Singles	<ul style="list-style-type: none"> <li>4 bowls each, first to 21 shots.</li> </ul>
Time Limit/s	<ul style="list-style-type: none"> <li>All games will be played with a two-and-a-half (2½) hour time limit.</li> <li>With rounds starting at 09:00 am, 12:00 pm, &amp; 3:00 pm (or earlier if possible).</li> </ul>

### 5. Restricting the movement of players during play

- As per GCOP - Appendix 1.

### 6. Inclement weather

- First, play moved from natural to artificial surfaces as applicable and available.
- Where a play is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result. Providing practical notice to all venues.

**THANK YOU TO OUR PARTNERS**

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#### **7. Defaults / Byes**

- a. If a team or player defaults, their score will be recorded as a loss. The non-offending team (or a team having a bye) will be awarded a win, and the average net total of shots scored by the winning teams in the same discipline in the same round.
- b. Any team or side that is deemed to be defaulting deliberately will be in breach of the COP and will be reported, with further consequences possible.

#### **8. Determining a winner**

- a. Two (2) game points will be awarded for each game won.  
One (1) game point for each game drawn.
  - i. For clarity, during an interclub competition, if a game ends in a draw, an extra end will not be played, except for in post-section (clause 11.c).
- b. The Side with the highest game points will receive two (2) match points, if game points are equal, both sides will score one (1) match point.
- c. Teams will be ranked:
  - i. Highest Match points.
  - ii. Highest Game points.
  - iii. Highest net total of shots.
  - iv. Lowest shots against.

#### **9. Qualifying**

- a. Each team will be drawn into a random section consisting of four teams each day.
- b. Three rounds will be played each day, six rounds total.
- c. The top four-ranked women and the top eight-ranked men's sides will advance to the post section playing in a seeded bracket, based on the qualifying rounds (1v8, 2v7 etc).
  - i. Final number of post section teams subject to total entries and may be adjusted by the controlling body at the closing of entries.
  - ii. For clarity, no more than eight teams will progress to allow three elimination rounds.

#### **10. Post-section**

- a. All matches during post-section play are single elimination.
- b. The team with the highest game points wins the match and advances to the next round.
- c. In post-section play Law 28 of the Laws of the Sport will apply. If the scores are equal when all ends have been played, then an extra end should be played to decide the winner of any game. Only the discipline with the tie will play an extra end.

#### **11. National Pathway**

- a. The winners of both the Men's and Women's events will qualify to play in the National Final, representing the Auckland region.

#### **12. Travel Allowance**

- a. The winning team shall receive a travel allowance per player from Bowls Auckland when the national event is held outside the greater Auckland Region (Counties, Auckland and North Harbour).
- b. The rate set is \$250 per player (\$1,750 per side).

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