

BOWLS AUCKLAND INTERCLUB EVENTS

EVENT CONDITIONS OF PLAY

1. Composition of Sides

- 1.1. Each side will consist of two teams of four. Total Eight (8) players.
- 1.2. Players and teams may be any combination.

2. Event Structure

- 2.1. Two Rounds per Day. 2x Fours games of 15 ends or 2 ¼ hour time limit, whichever occurs first.
- 2.2. For qualifying, Sides will be divided into four (4) sections, playing six (6) rounds total, two (2) per week.
- 2.3. For Post Section, Qualifying sides will play two(2) rounds in a knockout format (see section 9)

3. Play Schedule

- 3.1. Play will begin at 9:30 AM, round two beginning no later than 12:15 PM.
- 3.2. Dates and Venues as determined in draw, found in Bowlshub

4. Improper delivery of the Jack

- 4.1. If the jack is improperly delivered, the opposing team will have the mat and jack placed where they choose.

5. Killed Jack

- 5.1. If the jack is killed, it will be placed on the 2-metre mark and play will continue.

6. Scoring- Bonus Fours

- 6.1. 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.
- 6.2. This is recorded in the first scoring column, play continues as normal
- 6.3. After all 16 bowls have been played the score is determined again, Bowls having previously scored that end are to be counted again.
- 6.4. 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).

7. Inclement Weather

7.1. In the event of adverse weather, where play is abandoned, if all games within a section have completed a minimum of eight (8) ends, the round will be considered complete.

7.1.1. Should fewer than eight (8) ends be completed, from any game within a section, all games will be deemed a draw “un-played” (0-0).

7.2. The result will be recorded from the last completed end, regardless of the number of ends completed.

7.2.1. If the game was stopped during an end in progress, any bonus points gained during that end will not count.

8. Qualifying

8.1. During qualifying, teams will be competing for rink/Game points, followed by highest net total of shots.

8.2. Those ranked first in their section will advance to the Championship (4 Teams)

8.2.1. Those ranked second advance to Division Two (4 Teams)

8.2.2. Those ranked third advance to Division Three (4 Teams)

8.2.3. Those ranked fourth advance to Division Four (4 Teams)

8.3. Each Section is ranked individually

9. Post Section

9.1. Post-section matches will be played (in each division) using a knockout, stepladder format: Semi-final and Final.

9.2. Post-Section rounds are played under “pennant” scoring format.

9.2.1. That means the “shots for” from both fours are combined.
The side with the highest combined “shots for” will advance to the next round.

9.2.2. 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.