

Bowls Auckland Event Conditions of Play

Winter Coaching Events – ABCA Cup

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

1. Event Dates

- 1.1. Saturday 22nd August, 2026

2. Entry Conditions

- 2.1. Teams are selected from Bowls Auckland's winter coaching program participants.
- 2.2. Mixed Fours, (Must contain at least 1 member of opposite gender) 2 bowls per player
- 2.3. Combined playing experience must not exceed **13 years**, noting that player anniversary is recognised as September 1st.
J0 = New player, J1 = 1 year, J2 = 2 years, J3 = 3 years,
J4 = 4 years, J5 = 5 years
- 2.4. Team entry is via Zone convenors, which will be input into Bowlshub

3. Draw and Venues

- 3.1. The event is to be held at: Howick Bowling Club, plus additional clubs TBC if required
- 3.2. Draws and timing will be published via Bowlshub

4. Schedule / Results

Schedule	Four Games – 1 hour and 20 minutes, bell to bell • Trial Ends: 8:30 AM • Round 1: 9:00 AM • Round 2: 10:40 AM • Lunch Break: 12:05 PM • Round 3: 12:35 PM • Round 4: 2:05 PM
Results	Teams will be ranked based on: • Highest Match points • Highest ends won • Highest Net total of shots Each game won will be worth three (3) match points Each game drawn will be worth one (1) match point The team with the highest ranking will awarded the ABCA Cup

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5. Event Format

Improper delivery of the jack – Law 10	10.2 - If a player improperly delivers the jack, the opposing player must place the mat as described in law 6.1.1 and re-deliver the jack, making sure that it is centred, but the opposing player must not play first. 10.3 - If the jack is improperly delivered once by each player in any end, it must not be delivered again in that end. Instead, it must be centred with the nearest point of the jack to the mat line being 2 metres from the front ditch, and the mat must be placed as described in law 6.1.1 by the first player to play.
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.
Player Movement Restrictions	Players may not visit the head at any stage during their period of play. Players may follow their second bowl; however, they must be past jack high before their bowl comes to rest.

6. Inclement weather

- 6.1. Should play need to be abandoned or cut short, 51% time completed will constitute a game. The score will be recorded from the lowest number of ends completed across the section to maintain fair scoring opportunity.
- 6.2. Should fewer than the minimum number of ends be completed on any rink, in a section, the round will be declared a draw.

7. Defaults and Byes

- 7.1. If a team defaults, the non-offending team will be awarded a win, and the average positive shot differential scored by the winning teams in the same round in the same section. The offending team will receive a negative shot differential.
- 7.2. If a team within a section has a Bye, the above points allocation will also apply across all disciplines.
- 7.3. In post-section games, a defaulting team will be recorded as a loss, the winner advancing to the following round

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