

2018-2019

BOWLS NORTH HARBOUR INC.

Bowls3Five Interclub

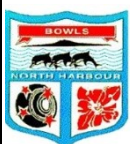
Section 1 – Riverhead, Helensville, Orewa Red, Manly

Section 2 – Milford, Mairangi Bay, Browns Bay, Takapuna Blue

Section 3 – Birkenhead, Northcote, Takapuna Gold, Orewa Blue

**The winner of this competition will represent Bowls
North Harbour in the Bowls3Five National Interclub
competition**

For any cancellations or changes -please check the Bowls North Harbour Website & Facebook Page



ALL games to start no later than 6pm

Section 1 – Riverhead, Helensville, Orewa Red, Manly

Qualifying Dates – Thu 7th Feb, Thu 14th Feb, Thu 21st Feb

Thu 7th – Riverhead

Riverhead vs Orewa Red, Helensville vs Manly

Thu 14th – Manly

Riverhead vs Manly, Orewa Red vs Helensville

Thu 21st Feb - Helensville

Riverhead vs Helensville, Orewa Red vs Manly

Section 2 – Milford, Mairangi Bay, Browns Bay, Takapuna Blue

Qualifying Dates - Thu 7th Feb, Thu 14th Feb, Thu 21st Feb

Thu 7th – Milford

Milford vs Mairangi Bay, Browns Bay vs Takapuna Blue

Thu 14th – Mairangi Bay

Milford vs Browns Bay, Mairangi Bay vs Takapuna Blue

Thu 21st Feb – Browns Bay

Milford vs Takapuna Blue, Mairangi Bay vs Browns Bay

Section 3 – Birkenhead, Northcote, Takapuna Gold, Orewa Blue

Qualifying Dates – Tue 5th Feb, Tue 12th Feb, Tue 19th Feb

Tue 5th – Birkenhead

Birkenhead vs Northcote, Takapuna Gold vs Orewa Blue

Tue 12th – Takapuna

Birkenhead vs Takapuna Gold, Northcote vs Orewa Blue

Tue 19th – Orewa

Birkenhead vs Orewa Blue, Takapuna Gold vs Northcote

Semi-Finals (Venue TBA) – Tuesday 5th Mar (Reserve Days Wed 6th and Thu 7th Mar)

Final (Venue TBA) – Tuesday 12th Mar (Reserve Days Wed 13th and Thu 14th Mar)

**PLEASE NOTE: THE WINNING TEAM ARE REQUIRED TO PLAY THEIR
FIRST REGIONAL PLAYOFF MATCH AGAINST THE WINNER OF THE
NORTHLAND AND FAR NORTH PRELIMINARY MATCH ON OR BEFORE
31ST MARCH 2019**

1. Interclub Match Format

- 1.1. A match shall consist of three games with the winner of the match being the first club to win two (2) games.

2. Side Composition

- 2.1. Each team shall have a nominated team manager who may be a playing member of the side.
- 2.2. Each match shall feature three (3) teams (the side) from the one club playing three (3) teams (the side) from the opposing club.
- 2.2.1. A random draw is to be undertaken to determine 'who plays who' from each club's three teams, immediately prior to the start of play and under the supervision of both clubs.
- 2.2.2. Each team manager to write names of players on three cards. These 3 cards, and the three cards from the opposition, are then drawn at random to determine which team plays who.
- 2.3. Each team for a game shall comprise of three (3) players.
- 2.4. Each team must contain a minimum of one female player and a minimum of one male player.
- 2.5. Playing positions between the three (3) players may not be altered at any time during the game.
- 2.6. Qualification of Players:
- 2.6.1. A team member may only play for one club in the competition, in one season.
- 2.6.2. For the avoidance of doubt, if a club has entered two sides, players may only play for one side during the competition.
- 2.6.3. For the avoidance of doubt, a club may add a new member to the side (provided they are a club member and have not played for another club) at any stage of the preliminary rounds, post section or Grand Finals.
- 2.6.4. There are no minimum games played to qualify for a club side, at any stage of the competition; provided that player is a member of the club.

3. Format of Play

- 3.1. The games will be played under *sets play* format as outlined in Law 56 of the Laws, subject to a number of variations as outlined below.
- 3.2. The format of the game will be two bowl triples.
- 3.3. Each game will be played over two (2) sets, with each set consisting of five (5) ends.
- 3.3.1. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
- 3.3.2. If the shot scores are tied after the fifth end of a set, the set will be a draw.
- 3.3.3. In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.
- 3.4. **Tie-breaker**
- 3.4.1. If a game is tied after the two sets have been completed (each team having won one set or both sets having been drawn), a one end tie-breaker should be played to decide the winner.
- 3.4.2. The winner of the tie-breaker will be awarded the game.

3.5. First to Play

- 3.5.1. First set: the opposing team managers shall toss a coin and the winner of the toss can choose whether their team places the mat, advises the length of jack (refer clause 4.2), and then delivers the first bowl or tells the opposing team to place the mat, advise the length of jack, and then deliver the first bowl (the opposing player cannot refuse). This decision applies to all three sides playing.
- 3.5.2. Second set: the winner of the first set shall place the mat and advise the length of jack (refer clause 4.2) and then deliver the first bowl. If the first set is a draw, the winner of the last scoring end in that set shall place the mat, advise the length of jack (refer clause 6.3) and then deliver the first bowl.
- 3.5.3. Tie-breaker: The opposing skips should toss a coin and the winner of the toss has the options as described in 3.5.1 above.
- 3.5.4. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, advise the length of jack (refer clause 4.2) and then deliver the first bowl.

3.6. Re-spotting the Jack

- 3.6.1. If a jack in motion passes completely outside the boundaries of the rink of play (left, right or over the face of the bank), comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 18 meters from the mat line, the end shall not be declared dead, and the jack should instead be placed with the nearest point of the jack to the mat-line at 2 meters, at a spot on the rink which is 2 meters from the front ditch and on the center line.
- 3.6.2. If the spot mentioned in 3.6.1 is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with and between that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

3.7. Scoring – Preliminary Rounds

- 3.7.1. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
- 3.7.2. One (1) set point will be awarded for each set won. A half set point (0.5) will be awarded for each set drawn. No set points are awarded for any set lost (the tie-breaker is not a set).
- 3.7.3. If a game is forfeited, the non-offending team will be awarded three points for win, two set points and a net total of 2 shots.
- 3.7.4. Ladder rankings for all sectional play (preliminary rounds) will be determined as follows:
1. Highest number of game points scored.
 2. If game points are equal, the team with the highest net total of set points (total set points for – total set points against) shall be ranked higher.
 3. If game points and net set points are equal, the team with the highest net total shots (total shots for – total shots against) over all games in the section (including tie-breaker ends) shall be ranked higher.
 4. If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.

- 3.8. **Forfeit** - If a team is unable to complete any game already commenced during the competition, then their opponents shall win on forfeit. Points shall be awarded to the winning team in accordance with clause 3.7.3.

- 3.9. **Qualifiers** – The winners of each section plus the best placed runner-up based on the ladder rankings will qualify for the semi-finals

4. Game Variations

4.1. Powerplay

- 4.1.1. A Power Play enables a team to earn double the shots scored (by that team) in any nominated end.
- 4.1.2. Teams will be allowed one Power Play end per game (not per set) as nominated by the team to the opposing team. This must occur before the commencement of the nominated end.
- 4.1.3. Both teams can nominate to use the Power Play in the same end of a set. If a Team does not nominate to use its one Power Play end in a game, that PowerPlay is lost.
- 4.1.4. There are no Power Plays available for use in a tie-break

4.2. Placing the mat and jack

- 4.2.1. The center line of the rink will be marked by three (3) fixed nominated lengths at each end of the green by different coloured markings.
 - 4.2.1.1. Spot One (long) shall be 2 meters from the front ditch.
 - 4.2.1.2. Spot Two (medium) shall be 5 meters from the front ditch.
 - 4.2.1.3. Spot Three (short) shall be 8 meters from the front ditch.
 - 4.2.1.4. The mat shall be permanently placed 23 meters from Spot Three (short), which is 31 meters from the front ditch.
- 4.2.2. The skip from the team to play first in the end will nominate the length (short, medium, long) to place the jack at the opposite end.
- 4.2.3. All fixed nominated lengths are of a legal distance of 23 meters or greater.

4.3. Substitutions

- 4.3.1. There shall be no player substitutions once a game has commenced.

4.4. Movement of Players during Play

- 4.4.1. Players will be able to follow their bowls up to the head under the following circumstances:
 - 4.4.1.1. Lead: after delivery of their second bowl.
 - 4.4.1.2. Second: after delivery of their second bowl.
 - 4.4.1.3. Skips: after delivery of their first bowl.
- 4.4.2. Prior to the start of an end, the skip may take a position at the mat- end of the green.

5. Weather

5.5.1 All venues will be treated the same in qualifying play. If play is abandoned at any one venue, then no points will be awarded to any team for that round of play.

5.5.2 Due to the nature of the competition requiring a winner by a set date, 1 completed qualifying round will be deemed sufficient to determine qualifiers for the semi-finals.

6. Practice

- 6.1. Trial ends: There will be trial ends before the commencement of any game.

7. Decision Making

- 7.1. Measuring: The players in all games will act as the measurer for deciding the number of shots. As there are no umpires in use during this competition, please use an independent player from another rink to adjudicate any measures as required.
- 7.2. Jury of Appeal: In the event of an appeal during the course of the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls and shall be directed to Bowls New Zealand.

8. Uniforms

8.1. Club shirts must be worn in all games.

9. Media and Communications

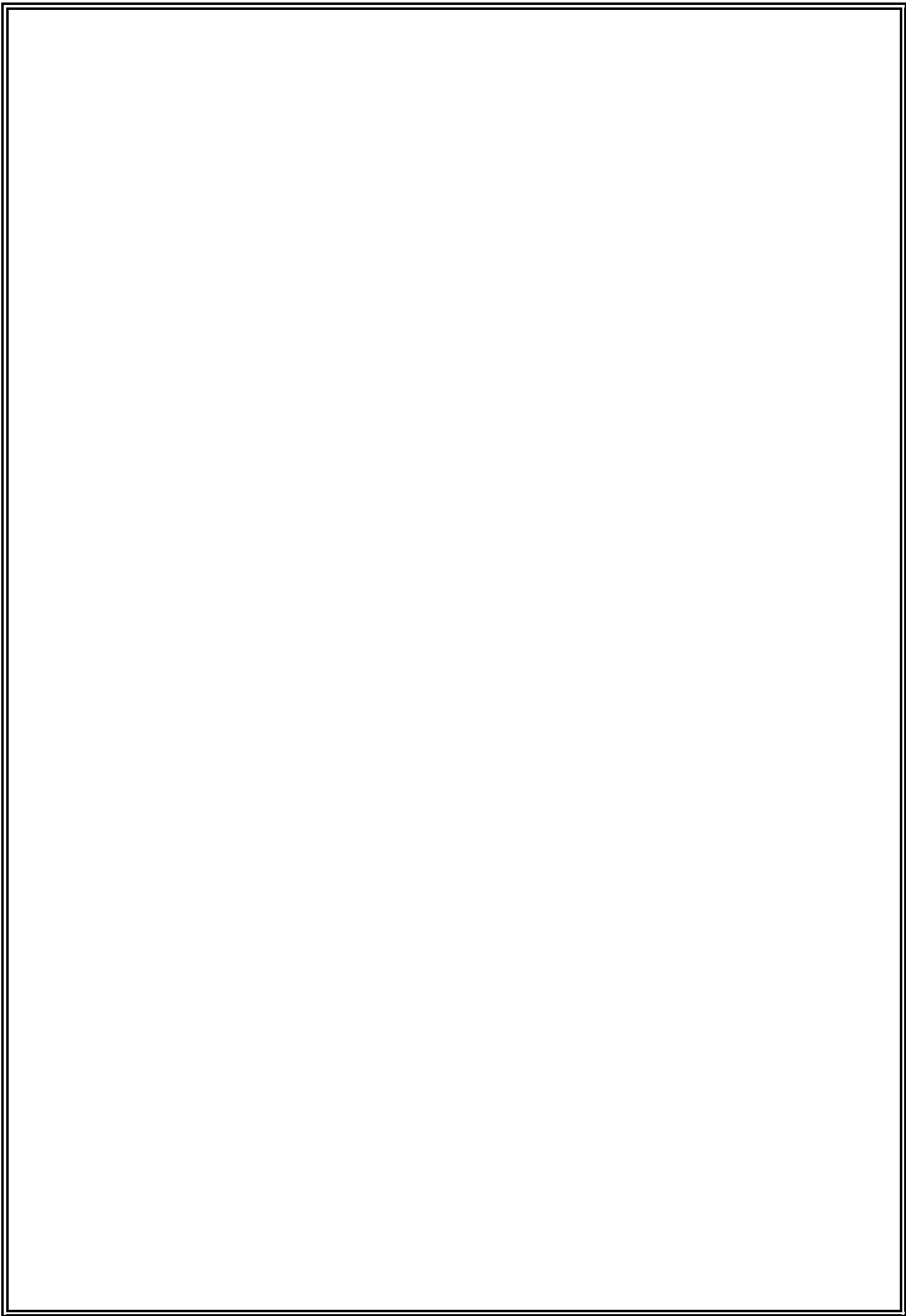
9.1. Bowls New Zealand and Centres reserve the right to use any video and photographs taken during this event for further promotional requirements.

HOST CLUB AND TEAM MANAGER RESPONSIBILITIES

- Ensure green is marked with 6 rinks and that the 3 spots are marked on the centre line at each end of each rink
- Print 12 cards for each round that is being hosted (3 sheets)
- All Team managers to write names of players on cards on arrival
- Team managers together to draw cards in an appropriate manner to see 'who plays who'
- Host club team manager to photograph ALL completed cards and email them to bows@bowlsnorthharbour.co.nz at the conclusion of each nights play

QUICK RULES AND REGULATIONS TO BE AWARE OF

- Only one powerplay end per game, not one per set
- Jack is not delivered – it is placed on one of the three spots by the team that won the previous end
- No kills – jack is respotted on two meter mark
- Start time 6pm



BOWLS 3 FIVE

Venue
Bowls3Five National Interclub
Round
Rink

Date

Set One		End	Set One	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		

Winner Set One:

Set Two			Set Two	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		

Winner Set Two:

Tie Break		Tie Break	
Score	Total	Score	Total
	1		
Winner Tie Break:			

Winner:

Loser:

Time:

BOWLS 3 FIVE

Venue
Bowls3Five National Interclub
Round
Rink

Date

Set One		End	Set One	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		

Winner Set One:

Set Two			Set Two	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		

Winner Set Two:

Tie Break		Tie Break	
Score	Total	Score	Total
	1		
Winner Tie Break:			

Winner:

Loser:

Time:

BOWLS 3 FIVE

Venue
Bowls3Five National Interclub
Round
Rink

Date

Set One		End	Set One	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		

Winner Set One:

Set Two			Set Two	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		

Winner Set Two:

Tie Break		Tie Break	
Score	Total	Score	Total
	1		
Winner Tie Break:			

Winner:

Loser:

Time:

BOWLS 3 FIVE

Venue
Bowls3Five National Interclub
Round
Rink

Date

Set One		End	Set One	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		

Winner Set One:

Set Two			Set Two	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		

Winner Set Two:

Tie Break		Tie Break	
Score	Total	Score	Total
	1		
Winner Tie Break:			

Winner:

Loser:

Time: