



Bowls North Harbour Inc.

2019-2020

BOWLS3FIVE

OPEN

INTERCLUB

EVENT DIRECTOR – Lesley Langer 027 235 9864

For any cancellations – please check the Bowls North Harbour Website & Facebook Page

Section 1 – Birkenhead, Northcote, Riverhead, Orewa

Qualifying Dates – Tue 4 Feb, Tue 11 Feb, Tue 3 Mar

Tue 4 Feb – **Northcote**

Birkenhead Stingers vs Northcote Ninjas, Riverhead vs Orewa

Tue 11 Feb – **Riverhead**

Riverhead vs Birkenhead Stingers, Orewa vs Northcote Ninjas

Tue 3 Mar - **Orewa**

Orewa vs Birkenhead Stingers, Riverhead vs Northcote Ninjas

Section 2 – Takapuna Gold, Mairangi Bay White, Milford, Takapuna Blue

Qualifying Dates - Thu 6 Feb, Thu 13 Feb, Thu 5 Mar

Thu 6 Feb – **Takapuna**

Takapuna Gold vs Takapuna Blue, Mairangi Bay White vs Milford

Thu 13 Feb – **Mairangi Bay**

Milford vs Takapuna Blue, Mairangi Bay White vs Takapuna Gold

Thu 5 Mar – **Milford**

Milford vs Takapuna Gold, Mairangi Bay White vs Takapuna Blue

Semi-Finals (Venue TBA) – Tuesday 10 Mar (Reserve Day Thu 12 Mar)

Final (Venue TBA) – Tuesday 24 Mar (Reserve Day Thu 26 Mar)

**PLEASE NOTE: THE WINNING TEAM IS REQUIRED TO PLAY THEIR FIRST REGIONAL PLAYOFF MATCH
AGAINST THE WINNER OF THE NORTHLAND AND FAR NORTH PRELIMINARY MATCH**

27 – 28 MARCH 2020

CONDITIONS OF PLAY:

1. **Laws and Regulations:** Played under the **Laws of the Sport of Bowls** and Bowls New Zealand Associated Regulations as applicable.
2. **Controlling Body:** The Controlling Body for this event is the Bowls North Harbour Match Committee. The Controlling Body will have the right to alter, add to or delete any conditions of play and/or special conditions to enable the completion of the tournament.
3. **Code of Conduct:** All players will comply with and observe the requirements of the “Code of Conduct for players at Bowls North Harbour Event” as set down in the Bowls North Harbour Centre Handbook.
4. **Postponements:** Any postponements due to weather conditions will be on the Bowls North Harbour Website & Facebook page.
5. **Mobile phone:** Use is not permitted by players on or alongside the greens during play. It is preferred that cell phones are switched off or turned to silent.
6. **Smoking Policy:** There shall be no smoking on the greens or immediate surrounds. Smoking areas will be designated at each venue as advised by the host club duty officer. Please be advised that some clubs in North Harbour are completely smoke-free clubs.
7. **Alcohol Policy:** Alcohol shall only be consumed in areas defined by the host club liquor licence and in no event be allowed on the green or surrounds during play.
8. **Late Appearances:** When any player has failed to be in position to commence play **15 minutes** after the scheduled starting time, the game will be awarded to the opponent.
9. **Entry Fees and withdrawals:** Entry fees will be refunded to late entries and entries not accepted. No refunds will be made to teams or players who withdraw after the draw has been made. Any withdrawals must be notified to the Bowls North Harbour office by 12 noon on the day preceding the scheduled commencement of the event.
10. **Defaulters:** No team or singles player will withdraw except in the case of illness of a player or other just cause. The Controlling Body may require evidence of the illness or other just cause to be submitted.
11. **Complaints:** The Bowls North Harbour Match Committee will act on any complaints and all playing disputes, provided they are in writing, to the Bowls North Harbour Events Manager.
12. **Breach of Conditions of Play:** Where the Conditions of Play have been breached by any club, team or player then the Controlling Body for the event may take such action as to disqualify, fine or impose such other penalty against the club, team and/or player. Such action may result in the club, team or player from participating in further Centre competitions until the penalty has been discharged.

SPECIAL CONDITIONS OF PLAY:

1. **Start Time:** Play will commence as soon as all players are available on each playing day at each venue but no later than 6pm.
2. **Interclub Match Format**

A match shall consist of three games with the winner of the match being the first club to win two (2) games.
3. **Side Composition**
 - 3.1. Each team shall have a nominated team manager who may be a playing member of the side.
 - 3.2. Each match shall feature three (3) teams (the side) from the one club playing three (3) teams (the side) from the opposing club.
 - 3.3. 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.
 - 3.4. 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.
 - 3.5. Each team for a game shall comprise of three (3) players.
 - 3.6. Each team must contain a minimum of one female player and a minimum of one male player.
 - 3.7. Playing positions between the three (3) players may not be altered at any time during that game but the order of play of the team may be altered between games.
 - 3.8. Qualification of Players:
 - 3.8.1. A team member may only play for one club in the competition, in one season.
 - 3.8.2. For the avoidance of doubt, if a club has entered two sides, players may only play for one side during the competition. However, all members of both sides shall be eligible for that Club's post section play
 - 3.8.3. 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.
 - 3.8.4. 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.
4. **Format of Play**
 - 4.1. 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.
 - 4.2. The format of the game will be two bowl triples.
 - 4.3. Each game will be played over two (2) sets, with each set consisting of five (5) ends.
 - 4.3.1. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
 - 4.3.2. If the shot scores are tied after the fifth end of a set, the set will be a draw.
 - 4.3.3. In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.
 - 4.4. **Tie-breaker**
 - 4.4.1. 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. The opposing skips should toss a coin and the winner of the toss has the options as described in 3.5.1 below
The winner of the tie-breaker will be awarded the game.
 - 4.5. **First to Play**
 - 4.5.1. 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 5.3), 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.

- 4.5.2. Second set: the winner of the first set shall place the mat and advise the length of jack (refer clause 5.3) 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 5.3) and then deliver the first bowl.
- 4.5.3. 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 5.3) and then deliver the first bowl.

4.6. Re-spotting the Jack

- 4.6.1. 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 metres 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 metres, at a spot on the rink which is 2 metres from the front ditch and on the centre line.
- 4.6.2. If the spot mentioned above 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.

4.7. Scoring – Preliminary Rounds

- 4.7.1. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
- 4.7.2. 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. Note: the tie-breaker is not a set.
- 4.7.3. 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.
- 4.7.4. Ladder rankings for all sectional play (preliminary rounds) will be determined as follows:
- 4.7.4.1. Highest number of game points scored.
 - 4.7.4.2. 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.
 - 4.7.4.3. 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.
 - 4.7.4.4. If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.

4.8. 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 the conditions above. (See 3.7.3)

5. Qualifiers

The winners plus the best placed runner-up based on the ladder rankings in each section will qualify for the semi-finals

6. Game Variations

6.1. Shot Clock

There will be no shot clock for this competition

6.2. Powerplay

- 6.2.1. A Power Play enables a team to earn double the shots scored (by that team) in any

nominated end.

6.2.2. 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.

6.2.3. 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 Power Play is lost.

6.2.4. There are no Power Plays available for use in a tie-break

6.3. Placing the mat and jack

The centre line of the rink will be marked by three (3) fixed nominated lengths at each end of the green by different coloured markings.

6.3.1. Spot One (long) shall be 2 metres from the front ditch.

6.3.2. Spot Two (medium) shall be 5 metres from the front ditch.

6.3.3. Spot Three (short) shall be 8 metres from the front ditch.

6.3.4. The mat shall be permanently placed 23 metres from Spot Three (short), which is 31 metres from the front ditch.

6.3.5. 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.

6.3.6. All fixed nominated lengths are of a legal distance of 23 metres or greater.

7. Substitutions

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

8. Movement of Players during Play

8.1. Players will be able to follow their bowls up to the head under the following circumstances:

Lead: after delivery of their second bowl.

Second: after delivery of their second bowl.

Skips: after delivery of their first bowl.

8.2. Prior to the start of an end, the skip may take a position at the mat-end of the green.

9. Weather

9.1. 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.

9.2. 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.

10. Trial ends

There will be optional trial ends before the commencement of any game.

11. Decision Making

11.1. 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.

11.2. 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 the Controlling body.

12. Uniforms

Suitable and appropriate mufti clothing may be worn during the qualifying rounds. Matching club uniforms must be worn in all semi-finals and final games.

13. Media and Communications

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Venue _____ Date _____
 Team Name _____
 Round _____
 Rink _____

Set One		End	Set One	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		
Winner Set One:				
Set Two			Set Two	
		1		
		2		
		3		
		4		
		5		
		Total		
Winner Set Two:				
Tie Break			Tie Break	
Score	Total		Score	Total
		1		
Winner Tie Break:				

Winner: _____

Loser: _____

Time: _____

Players (first and surname)

- 1 _____
- 2 _____
- 3 _____

BOWLS 3 FIVE

OPEN

Venue _____ Date _____
 Team Name _____
 Round _____
 Rink _____

Team B Set One		End	Set One	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		
Winner Set One:				
Set Two			Set Two	
		1		
		2		
		3		
		4		
		5		
		Total		
Winner Set Two:				
Tie Break			Tie Break	
Score	Total		Score	Total
		1		
Winner Tie Break:				

Winner: _____

Loser: _____

Time: _____

Players (first and surname)

- 1 _____
- 2 _____
- 3 _____

BOWLS 3 FIVE

OPEN

Venue _____ Date _____
 Team Name _____
 Round _____
 Rink _____

Set One		End	Set One	
Score	Total		Score	Total
		1		
		2		
		3		
		4		
		5		
		Total		
Winner Set One:				
Set Two			Set Two	
		1		
		2		
		3		
		4		
		5		
		Total		
Winner Set Two:				
Tie Break			Tie Break	
Score	Total		Score	Total
		1		
Winner Tie Break:				

Winner: _____

Loser: _____

Time: _____

Players (first and surname)

- 1 _____
- 2 _____
- 3 _____