



# Bowls North Harbour Inc.

## 2020-2021

### BOWLS3FIVE

### INTERCLUB

**EVENT DIRECTOR – CHUB ROBERTS 027 481 3297**

#### **VENUES**

**Headquarters: Mairangi Bay 09 478 6033**

**Section 1& 2: Mairangi Bay**

**Section 3 & 4: Milford 09 410 7043**

**Section 5 & 6: Orewa 09 426 5937**

**Section 7 & 8: Birkenhead 09 480 7493**

**Post Section: Mairangi Bay**

**PLEASE NOTE: THE WINNING TEAM IS REQUIRED TO PLAY THEIR FIRST REGIONAL PLAYOFF  
MATCH AGAINST THE COUNTIES MANUKAU QUALIFIER BY 15 APRIL 2021**

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

## CONDITIONS OF PLAY:

1. **Laws and Regulations:** Played under the **Laws of the Sport of Bowls** and Bowls New Zealand Domestic 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. **Clothing:** All players in a team event, or singles players in a singles event, shall wear their club uniforms or other matching sports clothing which is suitable for playing the game of bowls. This means the same shirts and coloured pants (long or short is acceptable) or skirts. Logos that conflict with the event or Bowls North Harbour sponsors will not be permitted. In inclement weather jackets or other suitable outer clothing is acceptable.
5. **Postponements:** Any postponements due to weather conditions will be on the Bowls North Harbour Website & Facebook page.
6. **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.
7. **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.
8. **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.
9. **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.
10. **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.
11. **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.
12. **Use of greens** – Bowls North Harbour acknowledges that clubs provide their greens for use in the organisation of centre and national events. At times there may be particular requests by clubs/greenkeepers for play to be in a certain direction and this may well be changed during the course of the event and in some cases during the day. Any such requests are approved as a condition of play for the event.
13. **Trial Ends:** Before the scheduled start of play for the first game of the day or before continuing an unfinished game on another day, one trial end may be played in each direction. Refer to Laws of the Sport of Bowls Law 5.1.
14. **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.
15. **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.
16. **Media and Communications:** Bowls New Zealand and Centres reserve the right to use any video and photographs taken during this event for further promotional requirements.

## **SPECIAL CONDITIONS OF PLAY:**

1. **Start Time:** Play will commence at 8.30 am. Players to report by 8.15 am. Trial ends to be completed by 8.30 am
2. **Side Composition**
  - 2.1. Each club team for a game shall comprise of three (3) players
  - 2.2. Each team must contain a minimum of one female player and a minimum of one male player.
  - 2.3. The names of the team members to be filled in on the team sheet provided and handed into the event director or official at the venue
  - 2.4. Playing positions between the three (3) players may not be altered at any time during a game but the order of play of the team may be altered between games.
  - 2.5. Qualification of Players:
    - 2.5.1. A team member may only play for one club AND one team in the competition, in one season.
    - 2.5.2. If a club has entered more than one team, players may NOT swap between teams at any point during the competition in the season
    - 2.5.3. A club may add a new member to the team (provided they are a club member and have not played for another team or club in the season) at any stage of the centre rounds, Post Centre rounds or Grand Finals.
    - 2.5.4. 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.
    - 2.5.5. A bowler that has played in the prior year's Bowls3Five on Sky Sport League may only play for the club that they played for in the Bowls3Five on Sky Sport League
    - 2.5.6. A bowler selected to play for the NZ Parajacks in the interclub finals is permitted to have played for a Bowls3Five club side during the current season
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 tiebreaker 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
    - 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 teams 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 team cannot refuse).
    - 3.5.2. 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.
    - 3.5.3. 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.
  - 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 20 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.

3.6.2. 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.

### 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. Note: 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:

3.7.4.1. Highest number of game points scored.

3.7.4.2. If game points are equal, the team with the highest total of set points shall be ranked higher.

3.7.4.3. If game points and set points are equal, the team with the highest net total shots (total shots for – total shots against, not including the tie breaker end) over all games in the section shall be ranked higher.

3.7.4.4. If game points, net set points, and net total shots are all equal, the winning team of the game when they played 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 the conditions above. (See 3.7.3)

### 4. Qualifiers

The winners plus the runner-up in each section will qualify for the Post section

4.1. **Post Section:** There will be 16 teams in the post section. Winners of the first post section game will continue to the championship division and losers to a flight division.

Losers of the second round and each subsequent round, in each post section division will be eliminated.

### 5. Game Variations

#### 5.1. Shot Clock

There will be no shot clock for this competition

#### 5.2. Powerplay

5.2.1. A Power Play enables a team to earn double the shots scored (by that team) in any nominated end.

5.2.2. 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.

5.2.3. 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.

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

#### 5.3. 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.

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

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

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

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

5.3.5. 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.

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

## **6. Substitutions**

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

## **7. Movement of Players during Play**

7.1. 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. Weather**

8.1. 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.

8.2. 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 post section

## **9. Decision Making**

9.1. Umpires: There will be Umpires on duty at each venue

9.2. 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.

# BOWLS NORTH HARBOUR

## 2020/21 BOWLS3FIVE TEAM SHEETS



CLUB		
TEAM NAME		
TEAM NAMES	SKIP	
	TWO	
	LEAD	
TEAM NAME		
TEAM NAMES	SKIP	
	TWO	
	LEAD	
TEAM NAME		
PLAYERS NAMES	SKIP	
	TWO	
	LEAD	
TEAM NAME		
PLAYERS NAMES	SKIP	
	TWO	
	LEAD	
TEAM NAME		
PLAYERS NAMES	SKIP	
	TWO	
	LEAD	









