



Bowls North Harbour 2022 - 2023

Ryman Power Play Pairs League (PPL) Carnival

Sat 20th and Sun 21st August 2022

EVENT DIRECTOR – Chub Roberts Ph: 027 481 3297

HEADQUARTERS AT TAKAPUNA BOWLING CLUB

Saturday – 8.30 am Start

Section 1: Takapuna Bowling club

Section 2: Mairangi Bay Bowling club

Section 3: Manly Bowling club

Section 4: Belmont Park Bowling club

Sunday – 8:30am Start

Section 1: Takapuna Bowling club

Section 2: Mairangi Bay Bowling club

Section 3: Manly Bowling club

Section 4: Belmont Park Bowling club

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

Bowls North Harbour Inc.

Ryman Power Play Pairs League (PPL) Carnival

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. **Contact between players:** At the beginning of the game and the end of the game the Controlling body have recommended that physical contact between players is no longer encouraged.
6. **Postponements:** Any postponements due to weather conditions will be on the Bowls North Harbour Website & Facebook page.
7. **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.
8. **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.
9. **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.
10. **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.
11. **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.
12. **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.
13. **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.
14. **Trial Ends:** Before the scheduled start of play for the first game of the day or before continuing an unfinished game on another day, or on changing to another green during the day, one trial end may be played in each direction.
15. **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.
16. **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.
17. **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:** Players to arrive by 8.00 am and have completed trial ends for an 8.30 am start on Saturday 20th and Sunday 21st August 2022.
2. **Order of Play and Lunch:** All rounds are played back to back. Sides that have a bye in any round should use this time to have lunch or refreshments.
3. **Format of Play**
 - a. A match will consist of three (3) games of pairs between two (2) sides;
 - b. Managers of the two sides toss at the beginning of the round (one toss for all three games in the same round);
 - c. The winning side manager shall decide whether the side takes the mat or gives the mat away, applicable to all three games. If the mat is given away the opposing side cannot refuse;
 - d. The winner of the last end of the first set shall place the mat, deliver the jack and deliver the first bowl of the second set;
 - e. In the event of a one-end tie-break having to be played, the two teams will toss with the winning team deciding whether to take the mat or give it away. The opposing team cannot refuse if the mat is offered to them.
 - f. Should a tie-break end be required in more than one of the three games between the two sides, then each game will involve a separate toss.
4. **Killed End:** The jack is to be spotted on the 2-metre mark.
5. **Incorrect Jack Delivery:** An incorrectly delivered jack will not be returned but will be placed by the opposing skip.
6. **Defaults:** If a side/team defaults, their score will be recorded as a loss. The non-offending side/team will be awarded a win and no shot differential.
7. **Power Play:**
 - a. Each team can nominate one end per game as a power play end whereby they score double points for any shots scored.
 - b. This must be nominated before the delivery of the jack for the end in question.
 - c. Both teams may nominate the same end as a power play end in the game.
8. **Determining a Winner:**
 - a. A game is won if a team wins both sets or wins one set and draws another set.
 - b. If each team wins one set each, or if both sets are drawn, a one-end tie-break will be played to decide the winner of the game.
 - c. Game Points – Three (3) game points will be awarded for a game win, and zero for a loss.
 - d. Set Points – One (1) set point will be awarded for each set won. A half-set point will be awarded for each set drawn. No set points are awarded for any set lost. (The Tie-Breaker is not a set).
 - e. Game points will be added to set points for a combined total of competition points per round.
9. **Determination Section Placings:**

Placings within the section will be decided by total competition points, then by shots differential. If competition points, and shots differential are all equal then two teams, one from each side, shall play a one-end tie-break to decide who is regarded as the higher placed side.

10. Finalists:

- a. All sides will progress to Day 2;
- b. At the end of Day 1 all the results will be received at headquarters and sections allocated for day 2. The draw will be posted on the website as soon as it has been done.
- c. The process will be:
 - i. Entrants are split into 4 sections of 7 teams based on Saturdays results
 - ii. Section 1 – Winners of Section 1,2,3,4 + Next best 3 teams from all sections (Not necessarily the 2nd place from each section as in theory someone in third place in section 3 could have more total points than 2nd place in Section 1)
 - iii. Section 2 – The next best 7 teams across all sections (After Section 1 has been decided)
 - iv. Section 3 – the next best 7 teams across all sections (After Section 1 & 2 has been decided)
 - v. Section 4 – The next best 7 teams across all sections (After Sections 1,2,3 has been decided)
 - vi. Each Section plays 6 games
 - vii. 4 Sides play per round with 3 side's having a bye
 - viii. Each section has its own venue (6 rinks per green) – total 4 venues.
 - ix. Section placings are based on Total competition points (Game Points + Set Points won across the 3 pairs teams)

11. **Inclement Weather:** Should inclement weather or any other circumstance prevent a round being completed fully then the winners will be determined from the results of games already completed.

12. Side Manager:

- a. Each side is to have a manager who may be a player in the side.
- b. The manager of the side must advise the Event Director of any change of teams within the side before each round is played.
- c. At the end of the round check the score cards for each team, that it has been signed by the Skip, as a true and correct record before handing them to the chart person at the venue. Ensure the names of the players are written on the card
There is no right of appeal once the score card has been signed.

13. **Umpires:** As umpires are not appointed for PPL competition, Side Managers are required to adjudicate to resolve disputes. Measuring will be done by the team. There is an option to use a bye player to measure if the shot cannot be decided by the team.

14. **Prize Money:** Prize money for winner and runner up in each section on day 2 will be paid to the clubs at the conclusion of the finals. The trophy to the winner of Section 1 on day 2 will be presented at the conclusion of play.

