



Bowls North Harbour Inc.

2023-2024

INTERCLUB 7'S Men – Division 2

2nd, 3rd & 9th MARCH 2024

(Reserve day 10th March)

Day 1

Section 1 – Birkenhead Bowling Club,

Section 2 – Takapuna Bowling Club,

Day 2

Section 1 – Takapuna Bowling Club,

Section 2 – Birkenhead Bowling Club,

Final Day at Birkenhead Bowling Club

EVENT DIRECTOR – David Lewis Ph: 022 1020 943

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

Conditions of Play – Interclub 7's Men Division 2

1 General Conditions: The "General Conditions of Play" as they are available on the Bowls North Harbour website will apply to this event, to the extent they are applicable.

2 Format of side: Each club side will comprise seven players – a singles player, a pairs team and a fours team. An 8th person may be named as a reserve and can play in any position.

3 Eligibility of Players: All players in a side must be a full playing member of the same club. Where a club has more than one side in a division movement of players between the sides in the division is not permitted.

4 Substitutes: Substitutes and changes to original team members will be allowed in terms of Bowls New Zealand Domestic Regulation 1 Clause 2 and subject to approval by the umpire/Event Director on the day. A substitute player who has played in a Division One team in this competition is not permissible.

5 Greens: This event may be played on artificial surface greens or natural grass greens as are available.

6 Play will commence by: 9.00am on each playing date. Trial ends must be completed before this time.

7 Bowls: Play will be for –

Singles- 21 shots up

Pairs – 18 ends with 3 bowls per player

Fours – 15 ends with 2 bowls per player.

8 Time limit: The time limit for all games will be 2¼ hours. All games are to be completed irrespective of the score within the designated time limit. If the jack has been delivered before the time allotted ends, the end will continue and if it subsequently becomes dead it will be replayed until it is completed.

9 Restricting movement of players during play: In all games players will only be allowed to walk up to the head under the following circumstances –

Singles games – after delivery of their third and fourth bowls;

Pairs games – the leads after delivery of their third bowl;

The skips after delivery of their second and third bowls;

Fours games – the leads after the second player in their team has delivered their second bowl;

The seconds – after delivery of their second bowl;

The thirds – after delivery of their second bowl;

The skips – after delivery of each of their bowls.

10 Order of Play: Players may not interchange between the singles, pairs and fours during a game but the teams within the side may be changed before a game has commenced, including the named reserve if required.

11 Delivery of jack: In the event of an incorrect delivery of the jack it shall be returned and the opposing lead may then shift the mat and deliver the jack. If it subsequently becomes dead then the jack shall be placed on the two metre mark and the first lead may place the mat.

12 Ties in qualifying play: In the event of a tie in qualifying play, no extra end(s) will be played.

13 Byes in qualifying play: Should there not be an even number of teams in a section, the section may contain a bye. The bye will be treated as a win and no shot differential will be applied.

14 Defaults: If a team or singles player defaults their score will be recorded as a loss. The non-offending team or singles player will be awarded a win and the average winning and losing shots scored by the winning teams or singles players in the same discipline in the same round of the same section.

15 Markers: Each side must provide a marker, which can be the 8th player. The marker must make themselves known to the Event Director at the venue of play.

16 Advice: It shall be permissible for any coach to advise their player(s) during the course of the event in accordance with Law 44 of the Laws of Sport from outside the boundaries of the green.

17 Side Manager: Each side must have a side manager appointed for each game. This manager may be a player in the side. The duties of the side manager are:

- a. To list the correct names of the members of their side on the team sheet prior to the start of play for each tournament day.
- b. To ensure a toss is completed at the beginning of each round for all disciplines.
- c. To ensure that the score cards are completed in full for all games in each round of competition.
- d. To sign the team sheet and the result sheet as a true and correct record before leaving the venue at which the round(s) have been played. There is no right of appeal once the result sheet has been signed.

18 Qualifying Play: Entries will be drawn into two sections of six teams in each section. A round robin of five games will be played in each section. The first day will have three rounds and the second day will have two rounds. The first two teams in each section will then be blind drawn and play a round robin of three rounds on the final day. All games in qualifying must be completed in full if the result has any bearing on the potential qualification of any team within the sections.

19 Determining a winning side: The finishing position of each side in each section shall be determined as follows:

- a. Highest match points (a match meaning the three games of each discipline played between two sides) where two points will be awarded for each match won and one point for each match drawn.
- b. Where match points are equal the side with the highest game points (with one game point being awarded for each game won within a match and half a game point awarded for each game tied) shall be the superior side.
- c. If match points and game points are tied at the end of the qualifying rounds, the side which has the highest total of net shots (shots gained less shots conceded equals total net shots) shall be the superior side.
- d. If at the end of the qualifying rounds, match points, game points and total net shots are unable to separate two or more sides, the side with the highest total of shots gained across all games in all matches shall be the superior side.
- e. If two or more sides remain equal after this calculation the side with the least number of shots conceded across all games in all matches shall be the superior side.

- f. If two sides remain tied after all of the above then the side that won the match when the two sides met shall be the superior side. If that match was tied an extra end shall be played between the teams in all three disciplines and the side which wins two of those three ends shall be the superior side.

20 Inclement weather: If the weather conditions affect play at any venue, a minimum of eleven (11) ends will constitute a game in singles, a minimum of ten (10) ends will constitute a game in pairs and a minimum of eight (8) ends will constitute a game in fours. If the weather forces an abandonment of play two completed rounds will constitute completion of section play and a result found from the two completed rounds. If weather forces an abandonment of play at any one venue before the completion of at least two rounds of qualifying the balance of the games will be transferred to the next playing day. Each venue will be considered a separate competition when applying this condition.

21 Extenuating Circumstances: In the event of extenuating circumstances preventing the normal continuation of play from the weather or any other cause these Conditions of Play for this event may be varied by the Bowls North Harbour Match Committee.

22 Prize Money: Prize money will be paid to the winning club at the conclusion of the event.

EVENT DIRECTOR: David Lewis

BIRKENHEAD

Section 2

UMPIRE

BNH - INTERCLUB 7's - MENS - DIVISION 2



Sunday 3rd March 2024

		Birkenhead Hornets	Browns Bay T1	Manly White	Hobsonville Hercules	Mai Bay Barracudas	Takapuna House of Travel
Match Points b/f							
SINGLES	A3	B1	B1	B1	A5	A5	A3
PAIRS	A1	B2	B2	B2	A6	A6	A1
FOURS	A2	B3	B3	B3	A7	A7	A2
Game Points							
Match Point							
Match Points Sub Total							
R o u n d 4							
SINGLES	B6	A4	A4	A3	A4	B6	A3
PAIRS	B4	A1	A1	A6	A1	B4	A6
FOURS	B5	A2	A2	A5	A2	B5	A5
Game Points							
Match Points							
#VALUE!							
R o u n d 5							

