

Bowls North Harbour Inc.
2024 – 2025

Interclub Division 2

Saturday 1st & Sunday 2nd March 2025

Venues:

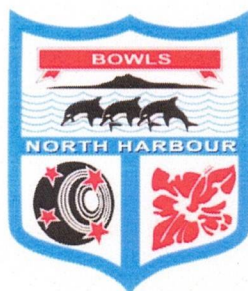
Saturday 1st March 2025
Milford Bowling Club
Mairangi Bay Bowling Club
Manly Bowling Club

Sunday 2nd March 2025
Browns Bay Bowling Club

EVENT DIRECTORS

Chub Roberts (lead) – 0274 813 297
Tony Popplewell – 021 251 9115

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



Bowls North Harbour Interclub Division 2

Date: Saturday 1st March 2025 at Mairangi Bay, Milford & Manly		
Competition Structure:	3 sections of 6 sides & 1 section of 5 sides	23 club sides 8 players per side – one fours team and 2 pairs teams
Section Play	4 Games. The section with 5 sides will have a bye in each round	
Game Structure:	Pairs – 18 Ends with 3 bowls per player Fours – 15 Ends with 2 bowls per player	
Start Time:	8:30 am – 2 Hour time limit. Trial ends to be completed prior to start time	
Post Section Qualification	Top two sides in each section will qualify for post section play - 8 club sides	

Date: Sunday 2nd March 2025 at Brown Bay Bowling Club		
Post Section Play:	8 sides - knockout	Seeded draw based on section play finishing positions
Game Structure:	Pairs – 18 Ends with 3 bowls per player Fours – 15 Ends with 2 bowls per player	
Start Time:	9:00 am - 2 ½ Hour time limit. Trial ends to be completed prior to start time.	

Conditions of Play – BNH Interclub 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 Eligibility of Players: All players in a side must be a full playing member of the same club.

3 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. Once the skips of Pairs 1 and Pairs 2 have been selected, they must remain in that position, however the leads may change during the tournament.

4 Completion of Round Robin Games: 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.

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

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.

6 Order of Play: Players may not interchange between the pairs and fours during a game but the teams within the side may be changed before a game has commenced.

7 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.

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

9 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 the average winning and losing shots scored by the winning teams in the same discipline, in the same round, of the same section, will be recorded for the team that is receiving the bye.

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

11 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.

12 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.

13 Qualifying Play: Entries will be drawn into 3 sections with 6 sides in each section and 1 sections of 5 sides. The winner and runner up of each section will qualify for post section play.

14 Determining a winning side: The finishing position of each side 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.

15 Inclement weather: If the weather conditions affect play on any day at any venue, 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 on either of the two days the balance of the games unplayed will be transferred to the next playing/reserve day. Each venue will be considered a separate competition when applying this condition.

16 Extenuating Circumstances: In the event of extenuating circumstances preventing the normal continuation of play from the weather or any other cause a minimum of three rounds of play shall be considered as the completion of the competition and the results used to find the winning side.

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

INTERCLUB DIVISION 2 FINAL SERIES - DRAW
Sunday, 2 March 2025

Umpire:

EVENT DIRECTOR: Tony Popplewell

Venue: Browns Bay



Start Time 9:00 am
Quarter Final

Semi Final

Final

Winner Section 1

Runner up Section 4

Winner Section 3

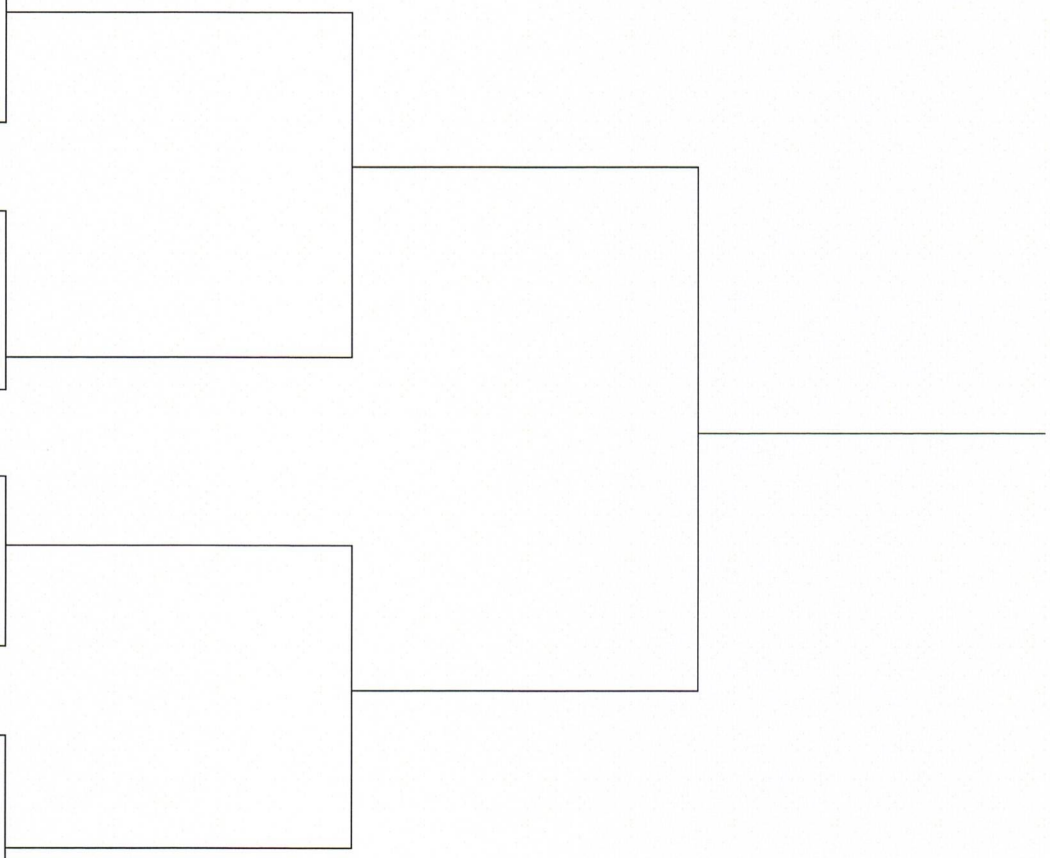
Runner up Section 2

Winner Section 4

Runner up Section 1

Runner up Section 3

Winner Section 2





Browns Bay

Final Series Results Chart

Sunday 2 March 2025

UMPIRE

		Quarter Final 1				Quarter Final 2				Quarter Final 3				Quarter Final 4								
		Winner Section 1		Runner up Section 4		Winner Section 3		Runner up Section 2		Runner up Section 1		Winner Section 4		Runner up Section 3		Winner Section 2						
no	VENUE: Browns Bay	R i n k	W/D/L	For	Agst	Net Total Shots	R i n k	W/D/L	For	Agst	Net Total Shots	R i n k	W/D/L	For	Agst	Net Total Shots	R i n k	W/D/L	For	Agst	Net Total Shots	
Q	PAIRS 1	B5					B7					C3					C6					
u	PAIRS 2	B6					B8					C4					C7					
a	FOURS	C1					C2					C5					C8					
r	Game Points																					
t	Match Points																					
e																						
i																						
r																						

		Semi Final 1				Semi Final 2										
		Winner Quarter Final 1		Winner Quarter final 2		Winner Quarter final 3		Winner Quarter final 4								
no	VENUE: Browns Bay	R i n k	W/D/L	For	Agst	Net Total Shots	R i n k	W/D/L	For	Agst	Net Total Shots	R i n k	W/D/L	For	Agst	Net Total Shots
F	PAIRS 1	A1					B1					B1				
s	PAIRS 2	A8					B3					B3				
e	FOURS	B6					B7					B7				
n	Game Points															
m	Match Points															
a																
i																
i																
l																

		Final				
		Winner Semi Final 1		Winner Semi final 2		
no	VENUE: Browns Bay	R i n k	W/D/L	For	Agst	Net Total Shots
F	PAIRS 1	A3				A3
i	PAIRS 2	A4				A4
n	FOURS	A5				A5
a	Game Points					
i	Match Points					