



Bowls North Harbour Inc.
2024 – 2025

Men's Interclub 7's
Division 1
Saturday 1st, Sunday 2nd March 2025

Venue:
Browns Bay Bowling Club

EVENT DIRECTORS

David Lewis (lead) – 022 102 0943
Tony Popplewell – 021 251 9115

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



Bowls North Harbour Men's Interclub 7's Division 1

Date: Saturday 1st March 2025 at Browns Bay Bowling Club		
Competition Structure:	12 Entries 3 Sections of 4 club sides	7 players per side with an 8 th player as a reserve
Section Play	Round Robin	3 games on day 1
Game Structure:	Singles – 21 shots 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	
Qualifying:	4 Sides – Winning club side of each section plus next best side over all sections	

Date: Sunday 2nd March 2025 at Browns Bay Bowling Club		
Post-Section:	4 teams - Knock-out	Random Draw
Game Structure:	Singles – 21 shots 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	
<p>The winning Club will qualify to represent Bowls North Harbour at the BNZ National Interclub 7's finals to be held at clubs throughout Wellington from 3rd to 6th April 2025.</p>		

Conditions of Play – BNH Mens Interclub 7's Division 1

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 Alignment with the National Finals: Where it is appropriate the conditions of play for the Centre event will follow the same terms and conditions as for the National Interclub finals.

3 Eligibility of Players: All players in a side must be a full playing member of the same club. A player cannot be selected in two clubs, within or across multiple Centres, in an interclub sevens pathway event.

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.

5 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.

6 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.

7 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.

8 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.

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

10 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.

11 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.

12 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.

13 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.

14 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.

15 Qualifying Play: Entries will be drawn into three sections with four teams in each section. A round robin of three games will be played on Day 1. The first team in each section and the next best team over all sections will qualify for post section on day 2. There will be a random draw to determine the first round of post section, which will be a knock-out competition.

16 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.

17 Inclement weather: If the weather conditions affect play on any day 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 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.

18 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.

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

