



**Bowls North Harbour Inc.
2024 – 2025**

Bowls3Five
Saturday 8th & Sunday 9th March 2025

**Venue:
Browns Bay Bowling Club**

EVENT DIRECTORS
Garth Partridge (lead) – 021 950 968
Chub Roberts – 027 481 3297

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



Bowls North Harbour Bowls3Five

Date: Saturday 8th March 2025 at Browns Bay Bowling Club

Competition Structure:	48 Entries 8 Sections of 6 teams	3 players per team. Each team must include one female and one male.
Section Play	Round Robin	5 games on day 1
Game Structure:	Two bowls triples Each game is 2 sets of 5 ends	
Start Time:	9:00 am No trial ends	
Qualifying:	Winner and runner up of each section – 16 teams	

Date: Sunday 9th March 2025 at Browns Bay Bowling Club

Post-Section:	16 teams - Knock-out	Blind Draw
Game Structure:	Two bowls triples Each game is 2 sets of 5 ends	
Start Time:	9:00 am No trial ends	

The final will be played at 6:30 pm on Tuesday 11th March at Auckland Bowling Club or Royal Oak Bowling Centre, depending on the weather. This final will be followed by the “near neighbour” playoff against the winning team from the Auckland Centre. The “near neighbour playoff” winning club qualifies to play in the Bowls New Zealand National Bowls3Five Competition to be held in Auckland on the 3rd & 4th May 2025

Conditions of Play – BNH Bowls3Five

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. **Club Team Composition:**
 - 2.1. Each club team for a game shall comprise of three (3) players.
 - 2.2. Each club team must contain a minimum of one female player and a minimum of one male player.
 - 2.3. The names of the club team members are to be filled in on the team sheet provided and handed into the Event Director or official at the venue prior to the commencement of play.
 - 2.4. Playing positions between the three (3) players may not be altered at any time during a game, but the order of play in 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 any centre qualifying competition, in one season.
 - 2.5.2. If a club has entered more than one team in the centre rounds, then those players may NOT swap between teams at any point during the centre rounds.
 - 2.5.3. If a player has competed for a club in a different centre’s competition, they are not eligible to play for a second club, in another centre
 - 2.5.4. 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.
 - 2.5.5. There are no “minimum games played” criteria for a player to qualify for a club team, at any stage of the centre rounds, provided that player is a playing member of the club.
3. **Format of Play:**
 - 3.1. The games will be played under sets play format as outlined in the Laws of the Sport of Bowls, 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 sectional matches, all five ends of each set must be completed due to the possible impact on the ladder.
 - 3.3.4. In all knock-out games, if a team is unable to mathematically win or tie a set (after taking into account any remaining Power Play situations), all remaining ends within that set shall not be played.
 - 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.
 - 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, and then delivers the first bowl, or tells the opposing team to place the mat, and then deliver the first bowl (the opposing player cannot refuse).
 - 3.5.2. Second set: the winner of the first set shall place the mat 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, and then deliver the first bowl.
 - 3.5.3. Tiebreaker: The opposing skips should toss a coin and the winner of the toss has the options as described above for the “First set”.

3.5.4. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat 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. Instead the jack should be placed with the nearest point of the jack 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 – Sectional Play

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 will be determined as follows:

- Highest number of game points scored.
- If game points are equal, the team with the highest net total of set points (total set points for – total set points against) shall be ranked higher.
- If game points and net set points are equal, the team with the highest net total shots (total shots for – total shots against) over all games (not including tie breaker ends) in the section shall be ranked higher.
- If game points, net set points, and net total shots are all equal, the toss of the coin 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 clause 3.7.

4. Game Variations:

4.1. Shot Clock: There will be no shot clock for this competition.

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

4.2.2 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.

4.2.3 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.

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

5. Placing of the Jack and the Mat:

5.1 The jack shall be placed on the centre line on the four-metre mark.

5.2 The mat may be placed anywhere from the two-metre mark to a point 23 metres from the jack.

5.3 The rinks shall be marked to provide guidance for the placing of the mat

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

7. **Movement of Players during Play:** 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, one 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.

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.

10. **Post Section:** There will be 16 teams in the post section. A blind draw will be done to determine the order of play. Post section play will be to find a winner of each game played. If a game is tied after the completion of the two sets played, a one-end tiebreaker will 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 above.



Bowls3Five Interclub
Sunday 9th March 2025

Event Director: Chub Roberts & Garth Partridge

Umpire:

Venue: **Browns Bay**

Last 16

Quarter Finals

Semi Finals

Finals

Winners

