

Bowls3Five

INTERCLUB CUP

for Players with 1-5 Years Experience

Conditions of Play

1. Entry Conditions and Eligibility

- 1.1. Bowls New Zealand is the controlling body for this event.
- 1.2. All players must be affiliated to a Bowling Club (as a full playing member) which is affiliated to Bowls New Zealand.
- 1.3. Players must be of 1-5 years experience.
- 1.4. Players within teams must be affiliated within the same club.
- 1.5. As a condition of entry to compete in the Bowls3Five Junior Interclub, all competitors must comply with Laws of the Sport of Bowls (Crystal Mark Edition 3.1) and applicable Bowls New Zealand Domestic Regulations.
- 1.6. These Conditions of Play are also made in accordance with Law 55.3 of the Laws of the Sport, which permits Bowls New Zealand as a Controlling Body to establish conditions of play to cover certain aspects of the sport. These Conditions of Play set out the conditions of play for the Bowls New Zealand National Bowls3Five Interclub and applies to all players, Clubs and Centre's participating in the Event.

2. Competition Format

- 2.1. Preliminary Rounds: Bowls3Five will be played within a Bowls NZ Centre competition (herein referred to as the 'preliminary rounds') to determine the Centre representative club for post section play. The Centre shall determine the number of entries and structure of their Centre competition to determine their representative of post section play, provided:
 - 2.1.1. The competition is limited to affiliated clubs;
 - 2.1.2. Clubs may enter as many teams as they like into the Centre competition;
 - 2.1.3. All games are played over a number of weeks, ideally in a round robin 'home and away' format; and
 - 2.1.4. There are a minimum of six club entries in the preliminary rounds from within the Centre, however dispensation from this requirement will be considered for a small Centre. Application for dispensation must be made to Bowls NZ only.
- 2.2. All preliminary rounds must be played prior to 22nd March, unless agreed in writing with Bowls NZ. All post section rounds must be completed on or by the dates referred to in Schedule One.
- 2.3. Post Section: The Bowls3Five Interclub Cup post section draw (herein referred to as 'post section') will comprise of the Centre Bowls3Five club champion playing in a knockout competition to determine the top four clubs for the Grand Finals.
 - 2.3.1. The post section draw shall be determined prior to the start of the season and the 2019/2020 competition is attached as Schedule One.
 - 2.3.2. The venue of the games referred to in Schedule One shall be determined by Bowls New Zealand. Neutral venues may be considered to ease the cost to participating clubs.
 - 2.3.3. Play for post section shall be permitted on any weeknight and on the weekend; at the discretion of Bowls NZ, respecting the travel considerations for some clubs.
- 2.4. Grand Finals: The Grand Finals will comprise of the top four (4) sides, according to Schedule One. The Grand Finals will be conducted as follows:
 - 2.4.1. A round robin between the top four club sides;

- 2.4.2. A Grand Final between the 1st placed club after round robin and the 2nd place club after round robin.
- 2.4.3. The venue of the games referred to in Schedule One (Including the Grand Finals) shall be determined by Bowls New Zealand. Neutral venues may be considered to ease the cost to participating clubs.

3. Interclub Match Format

- 3.1. A match shall consist of one game (as per Section 5).

4. Side Composition

- 4.1. Each match shall feature three (3) players from the one club playing three (3) players from the opposing club.
- 4.1.1. A random draw is to be undertaken to determine the rink each game is played on, immediately prior to the start of play and under the supervision of both clubs.
- 4.2. Teams may be single or mixed gender.
- 4.3. Playing positions between the three (3) players may not be altered at any time during that game but the order of play of the team may be altered between games.
- 4.4. Qualification of Players:
- 4.4.1. A team member may only play for one club in the competition, in one season.
- 4.4.2. For the avoidance of doubt, if a club has entered two sides, players may only play for one side during the preliminary rounds. However, all members of both sides shall be eligible for that club's post section play
- 4.4.3. For the avoidance of doubt, a club may add a new member to the side (provided they are a club member and have not played for another club) at any stage of the preliminary rounds, post section or Grand Finals.
- 4.4.4. There are no minimum games played to qualify for a club team, at any stage of the competition; provided that player is a member of the club.

5. Format of Play

- 5.1. The games will be played under *sets play* format as outlined in Law 56 of the Laws, subject to a number of variations as outlined below.
- 5.2. The format of the game will be two bowl triples.
- 5.3. Each game will be played over two (2) sets, with each set consisting of five(5) ends.
- 5.3.1. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
- 5.3.2. If the shot scores are tied after the fifth end of a set, the set will be a draw.
- 5.3.3. In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.
- 5.3.4. In all post section games, if a team is unable to mathematically win or tie a set (taking into account any remaining Power Play situations), all remaining ends within that set need not be played.
- 5.4. **Tie-breaker**
- 5.4.1. 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 tie-breaker should be played to decide the winner.
- 5.4.2. The winner of the tie-breaker will be awarded the game.
- 5.5. **First to Play**
- 5.5.1. First set: the opposing teams shall toss a coin and the winner of the toss can choose whether their team places the mat, advises the length of jack (refer clause 6.3), and then delivers the first bowl or tells the opposing team to place the mat, advise the length of jack, and then deliver the first bowl (the opposing player cannot refuse).
- 5.5.2. Second set: the winner of the first set shall place the mat and advise the length of jack (refer clause 6.3) 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, advise the length of jack (refer clause 6.3) and then deliver the first bowl.
- 5.5.3. Tie-breaker: The opposing skips should toss a coin and the winner of the toss has the options as described in 5.5.1 above.
- 5.5.4. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, advise the length of jack (refer clause 6.3) and then deliver the first bowl.

5.6. Re-spotting the Jack

- 5.6.1. 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 18 meters from the mat line, the end shall not be declared dead, and the jack should instead be placed with the nearest point of the jack to the mat-line at 2 meters, at a spot on the rink which is 2 meters from the front ditch and on the center line.
- 5.6.2. If the spot mentioned in 5.6.1 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.

5.7. Scoring – Preliminary Rounds and Grand Finals

5.7.1. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.

5.7.2. 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 (the tie- breaker is not a set).

5.7.3. 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.

5.7.4. Ladder rankings for all sectional play (preliminary rounds and Grand Finals) will be determined as follows:

1. Highest number of game points scored.
2. 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.
3. 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 in the section (including tie-breaker ends) shall be ranked higher.
4. If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.

5.8. **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 5.7.3.

6. Game Variations

6.1. Shot clock

6.1.1. There shall be no shot clock for this competition.

6.2. Powerplay

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

6.2.2. Teams will be allowed one Power Play end per game (not per set) as nominated by the team to the opposing team.

6.2.3. 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.

6.2.4. There are no Power Plays available for use in a tie-break (section 5.4).

6.3. Placing the mat and jack

6.3.1. The center line of the rink will be marked by three (3) fixed nominated lengths at each end of the green by different coloured markings.

6.3.1.1. Spot One (long) shall be 2 meters from the front ditch.

6.3.1.2. Spot Two (medium) shall be 5 meters from the front ditch.

6.3.1.3. Spot Three (short) shall be 8 meters from the front ditch.

6.3.1.4. The mat shall be permanently placed 23 meters from Spot Three (short), which is 31 meters from the front ditch.

6.3.2. The skip from the team to play first in the end will nominate the length (short, medium, long) to place the jack at the opposite end.

6.3.3. All fixed nominated lengths are of a legal distance of 23 meters or greater.

6.4. Substitutions

6.4.1. There shall be no player substitutions once a game has commenced.

6.5. Movement of Players during Play

6.5.1. Players will be able to follow their bowls up to the head under the following circumstances:

6.5.1.1. Lead: after delivery of their second bowl.

6.5.1.2. Second: after delivery of their second bowl.

6.5.1.3. Skips: after delivery of their first bowl.

6.5.2. Prior to the start of an end, the skip may take a position at the mat- end of the green.

7. Practice

7.1. Trial ends: There will be trial ends before the commencement of any game.

8. Equipment

8.1. Bowls: Teams are encouraged to use matching bowls corresponding to the colour of their teams.

8.2. Marking touchers: Chalk or spray chalk will be used to mark touchers.

9. Decision Making

9.1. Measuring: The players in all games will act as the measurer for deciding the number of shots. If an umpire has been appointed to the game, then the umpire will be called by the players if agreement cannot be reached as to the number of shots awarded.

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 Bowls New Zealand.

10. Uniforms

10.1. It is compulsory for players to wear matching club uniforms.

11. Media and Communications

11.1. Bowls New Zealand and Centres reserve the right to use any video and photographs taken during this event for further promotional requirements.

12. General

12.1. Bowls New Zealand and the Centre reserves the right to alter the format, times of play and allocated rinks and greens to suit local unforeseen circumstances, giving as much notice as practical.

12.2. A Jury of Appeal shall be appointed by the Bowls NZ CEO for the purpose of deciding upon any points not provided in the conditions of play and/or for dealing with any referrals or appeals from decisions made by Technical Officials (Law 43.2.6 of the Laws of the Sport and Rule 14.4 of Regulation 10).

12.3. Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, Bowls NZ and the Centre may amend the format and length of games in its sole discretion in order to achieve a result or postpone the event where an outcome cannot be achieved. Such a decision by Bowls NZ may not be appealed.

12.4. All Bowls New Zealand policies will apply for the event.

SCHEDULE ONE: Post Section Format