



# Dynasty Sport Interclub

## Conditions of Play



The following conditions are to be read in conjunction with the Laws of the Sport of Bowls (Crystal Mark Third Edition) and Bowls Domestic Regulations and the Centres General Conditions of Play.

Interclub encompasses three competitions catering for Men, Women and Mixed teams. Clubs are encouraged to enter multiple teams to cater for all levels of player. Only one team per club is permitted for each division, except for the bottom division in each format.

### **Dynasty Sport Wellington 7s – Men/Women**

The top division, Premier, will consist of 10 teams. This will be followed by divisions 1, 2, 3 etc. The make-up of divisions below Premier will be determined by entries received and a club's previous season's results where possible. The format for 7s is Singles, Pairs and Fours. If the lowest division has insufficient entries to constitute a legitimate competition, the lowest placed teams from the division above (including if they had just been promoted) will come down.

### **Dynasty Sport Wellington 8s - Men**

A side in the Wellington 8s consists of 3-Bowl Pairs, 2-4-2 Pairs and Fours teams. Each division will consist of up to 10 clubs where possible with qualifying based on the previous season's final placings. If the lowest division has insufficient entries to constitute a legitimate competition, the lowest placed teams from the division above (including if they had just been promoted) will come down.

### **Dynasty Sport Wellington Quad – Men/Women/Any Combo**

Clubs without sufficient numbers to enter a 7s or 8s team may enter a 4s team in the Quad Division. Divisions will be determined after entries close. Clubs with insufficient numbers to enter, may join with another club to enter a team.

## Conditions of Play

### 1. Format

**Wellington 7s** - each side will play:

1 x Singles	4 bowls	25 shots
1 x Pairs	3 bowls	21 ends
1 x Fours	2 bowls	18 ends

**Wellington 8s** - each side will play:

1 x Pairs	3 bowls	21 ends
1 x Pairs	4 bowls (2/4/2)	16 ends
1 x Fours	2 bowls	18 ends

**Wellington 4s** – each side will play:

1 x Pairs	3 bowls	21 ends
1 x Pairs	4 bowls (2/4/2)	16 ends

2. **Venues and Draws** will be advised to clubs once entries have been received and will be available on the Bowls Wellington website.
3. **Entry fee.** Entry fees are payable by clubs. An entry fee of \$100 per side will be charged for teams entering the Sevens and Eights competitions and \$50 per side will be charged for the Fours. Teams that withdraw after the closing date are not eligible for a refund.
4. **Time**
  - a) All games, including play offs, are to be completed within three hours of the commencement time.
  - b) All morning games are to commence by 9am and afternoon games by 2pm unless advised otherwise.
  - c) Rinks for a match are allocated by the home club with the rinks for each discipline being drawn by lot by the visiting team.
  - d) With double headers, the second game, if not started by 2pm, may be delayed with the approval of Gerry Macgregor, Bowls Wellington Interclub Coordinator (027 222 5584). If

unreachable, both sides must explicitly inform the Centre via email of their agreement to delay the game by emailing info@bowlswellington.com.

- e) If a team, for whatever reason (including traffic) cannot arrive at the venue on time, they must contact the opposing Interclub Coordinator (not the club) and have their express permission to delay the start, otherwise the match will be treated as a default. For this reason, teams are encouraged to ensure they depart for the playing venue as soon as possible.

## 5. **Game Stoppages**

If a game is stopped because of darkness, weather conditions or any other valid reason, the game shall be continued either on the same day or on a different day and be completed within the original 3-hour time limit. Scorecards must have the start and finish times recorded. The scores will be as they were when the game was stopped. Points will only be awarded where the full game has been completed.

## 6. **Match Definition and Points**

A match is a competition between two sides, played over 3 disciplines. (2 disciplines for Wellington Quads)

The match points in each match will be the total of the game points awarded to each side over three disciplines:

Game Win	7 points
Game Draw	4 points
Game Loss	0 points
Bonus Point	1 point

A Bonus point will be awarded for either winning by a differential of 11 or more shots or for losing by a differential of 2 or less shots in any discipline.

## 7. **Round Robin Division Placings**

Placings in all divisions will be decided by the sides with the best overall **match points** from all rounds played.

At the end of the Round Robin stage, should two or more sides be equal on **match points**, the side with the most **game wins** will determine the winner (or higher placed team). If still equal, the side with most **game wins and draws** will be the winner. If still equal, the side with the **best overall differential** will be the winner. Finally, if still equal, it will be determined by the **winner** of the match when the 2 sides last met.

#### 8. Finals – Premier Only

The Premier winner will be decided by a top four playoff, played where possible on the green of the winner of the round robin, referred to as the Minor Premier.

##### **Play Format**

The playoffs will be played on a round robin scatter draw basis, with a 3-hour time limit on all games.

##### **Match Points**

The scoring is as set out in 6.

#### 9. Promotion and Relegation

Promotion and relegation will be automatic (excluding Quads) with the exchange of two eligible Sides i.e., 1 up, 1 down within each division.

Should a side be ineligible to be promoted (i.e. the club already has a team in the division above), then the next team (as far down as 4<sup>th</sup> in the division) will contest in a playoff against the side eligible to be relegated. This match will be played at the club from the higher division with scoring as set out in 6.

If there is no eligible side as far down as 4<sup>th</sup> in a division, no playoff will take place and the current position will stand for the following season.

Combined club teams are not eligible for promotion.

#### 10. Player Movement

Players may move between divisions at any time. However, *the Centre expects clubs to play within the spirit of the game.*

Players cannot play for multiple clubs during the competition (in any division), regardless of whether they are dual members or they transfer clubs during the season. Any team who has been found to have played an ineligible player will retrospectively default the match with points deducted and given to the opposition as per a default loss.

Players who play in a combined club team in the Quad can play for other club teams.

#### 11. Team Lists and Recording Results

For Bowls Wellington records all Premier clubs must submit their team lists to [bowlswellingtoninterclub@gmail.com](mailto:bowlswellingtoninterclub@gmail.com) by 12pm the day prior to each interclub round.

Club coordinators are responsible for recording and submitting results on the official Results Forms. The results must be emailed to [bowlswellingtoninterclub@gmail.com](mailto:bowlswellingtoninterclub@gmail.com) by 9am Monday following the Interclub round.

For Premier only, the Bowls Wellington Interclub Coordinator will contact the host clubs for results shortly after play is scheduled to finish. Club coordinators are to retain scorecards for each round until final placings are confirmed by Bowls Wellington at the end of the Interclub season.

#### 12. Markers/Scorecards

Host clubs are responsible for providing Markers and for the provision of scorecards. If host clubs cannot supply Markers, they should ask the visiting club to assist.

#### 13. Cancellation and Transfer of Greens

Due to microclimates, Bowls Wellington will not postpone Interclub due to weather except under exceptional circumstances. Clubs (via their greenkeeper) retain responsibility for their green closures. **Club Coordinators should contact the opposition's Interclub Coordinator the day prior to discuss contingencies in case of green closures.** This will assure a smooth and clear process for clubs, players and coordinators the following morning.

**Should a Club Coordinator be away, an interim Coordinator must be appointed by the Club for that period, and full Coordinator duties carried out.**

Due to the tight nature of the schedule and potential for disruption later in the season, clubs are encouraged to show good faith and make every attempt to play the round on the scheduled day. Bowls is an outside sport and inclement weather is an unavoidable part of the game. Rain does not necessarily constitute play being abandoned, however, if the green or conditions are such to present a health and safety risk, clubs are asked to consider the player's wellbeing.

Where host greens are declared closed, the following actions are to be taken by respective Club Coordinators or team managers:

- a) In the first instance, the opposing club is to be given the opportunity to play the Match at their green. If this is not possible, an alternative venue may be arranged by the clubs concerned (original host club has first choice).
- b) To assist Coordinators in arranging alternative venues, sides must stay at the original venue until a venue has been found. Should a team depart before the contingency be confirmed, this could be construed as a default loss.
- c) A time limit of 3 hours will apply from the start of play.
- d) If greens are unplayable due to weather and the above options are not available, the host club is responsible for cancellation of play.
- e) Where Premier matches are cancelled, the Bowls Wellington Interclub Coordinator, Gerry Macgregor (027 222 5584) must be advised immediately.

#### **14. Defaults**

If only a partial discipline in a team plays, the completed games shall count as normal. The defaulting discipline shall be deducted 7 points for each game not played with the non-defaulting team awarded 7 points. The deduction will apply unless there are extenuating circumstances approved by Bowls Wellington.

#### **15. Withdrawal of Sides**

No refund will be issued after the draw is published.

#### **16. Footwear and Clothing**

Refer to General Conditions of Play Section 11.

### **17. Synthetic Surfaces**

All Wellington clubs are eligible to play Interclub and synthetic surfaces are permitted. All clubs are expected to have greens that meet minimum standards.

### **18. Weekly Results**

Weekly results will be uploaded on the Bowls Wellington website within 7 days.