

Bowls3Five Interclub

Conditions of Play

1. Laws of the Sport of Bowls (Crystal Mark Edition 3) and applicable Bowls New Zealand Domestic Regulations apply.

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 3Five and applies to all players, Clubs and Centre's participating in the Event.

2. Competition Format

The Centre will determine the structure and format once entries have been received. Providing entries are sufficient enough to warrant a viable competition, three Zones (Hutt Valley, Wellington and Northern Suburbs) will be established.

Pending entries and whenever possible, there will be a Junior (1-5 year) and Open competition and clubs may enter as many teams as they wish. All games are played on Monday nights as per Bowls Wellington programme.

Venues for zonal play off matches will alternate each year. For season 2020-21:

Hutt Valley vs Wellington Open Final will be played at the Hutt Valley qualifying club.

Hutt Valley vs Wellington Junior Final will be played at the Wellington qualifying club.

Central vs Northern Open Playoff will be played at the Northern qualifying club.

Central vs Northern Junior Playoff will be played at Central qualifying club.

3. Match Format

A match shall consist of a single game (as per Section 6).

4. Side Composition

Each side shall be made up of one triple. In the Open Grade, each side must have at least one male and one female player. In the Junior grade, clubs are encouraged to enter mixed teams but those that are unable to do so may enter teams of a single gender. Open sides may include junior players, however junior sides may not include non-junior bowlers.

A random draw will be used to determine the rink number, unless otherwise agreed to. Playing positions between the three (3) players may not be altered at any time during the game.

5. Qualification of Players:

A team member may only play for one club and team during the Open Bowls3Five season. Once a player has played for a team (either as a regular team member or substitute for example), they may not play for another team.

In the Junior grade, players may move between teams if required to assist clubs in managing player availability.

Clubs are expected to play within the spirit of the game with regard to moving players between teams.

New members may be added to any team, providing they meet the criteria and have not played for another side (Open grade only) at any stage of the competition. There are no minimum games required to qualify for a club side, at any stage of the competition; provided that player is a member of the club.

6. Format of Play

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:

The format of the game will be two bowl triples and each game will be played over two (2) sets, with each set consisting of five (5) ends.

The winner of the match will be the side who has recorded the most set wins. The winner of a set will be the team with the highest number of shots when the fifth end is completed.

If the shot scores are tied after the fifth end of a set, the set will be a draw.

7. Tie-breaker

If a match 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 is to be played to decide the winner and the winner of the tie-breaker will be awarded the game.

8. First to Play

First set: Teams shall toss a coin and the winner of the toss can decide which team shall place the mat, advise the length of jack (refer 14) and deliver the first bowl. The same team must perform all three actions.

Second set: the winner of the first set shall place the mat and advise the length of jack (refer 14) 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 14) and then deliver the first bowl.

Tie-breaker: The opposing skip should toss a coin and the winner of the toss has the options as described above.

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 14) and then deliver the first bowl.

9. Re-spotting the Jack

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. If the spot 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.

10. Scoring

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

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).

Ladder position will be determined as follows:

1. Highest number of match points.
2. The team with the highest net total of set points (total set points for – total set points against)
3. If match points and net set points are all equal, the winner of the match between the sides when they last met, will determine the higher ranked team.

11. Forfeit

If a team is unable to complete any game, their opponents shall win on forfeit. Points shall be awarded three points for the win and two set points.

The forfeiting side will be penalised with -3 match points and -2 set points.

12. Shot clock

There shall be no shot clock for this competition.

13. Powerplay

A Power Play enables a team to earn double the shots scored (by that team) in any nominated end. Teams will be allowed one Power Play end per game (not per set) and must be nominated by the team to the opposing team prior to the end commencing. 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 then that Power Play is lost.

There are no Power Plays available for use in a tie-break (section 7).

14. Placing the mat and jack

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

Spot One (long) shall be 2 meters from the front ditch, Spot Two (medium) shall be 5 meters from the front ditch and Spot Three (short) shall be 8 meters from the front ditch. The mat shall be placed 23 meters from Spot Three (short), which is 31 meters from the front ditch.

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

15. Substitutions

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

16. 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.

17. Practice

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

18. Equipment

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

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

19. Decision Making

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.

20. Uniforms

It is compulsory for players to wear matching club uniforms.

21. Media and Communications

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

22. General

Bowls New Zealand and Bowls Wellington reserve 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.

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).

Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, Bowls Wellington may amend the format and length of games at 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 or Bowls Wellington may not be appealed.