



CONDITIONS OF PLAY FOR CLUB EVENTS

These conditions may be altered at any time by the Match Committee to suit the circumstances at the time.

27 February 2022

CLUB CHAMPIONSHIPS GENERAL CONDITIONS

1) ELIGIBILITY

- a) Only full financial members may enter club championships.
- b) Colts singles is restricted to one and two year players.
- c) Development singles is restricted to year 0--5year players
- d) All other events are open to all full financial members.

2) ENTRIES

- a) Entries should be made in a manner and by a date and time determined by the match committee.
- b) The match committee may solicit further entries after the closing date in order to avoid byes or increase numbers to a viable level.

3) DRAWS

- a) The match committee shall conduct the draw in a random fashion.
- b) The draw shall be posted on website and bowls room preferably at least three days before any set date or 'to be played by' date for the first round.
- c) In events with two lives the match committee may, where practical when conducting the draw, take steps to avoid players/teams receiving a bye in both lives or playing the same team in the first round of both lives.

4) RINKS

- a) Unless directed by the match committee or the greenkeeper rinks for all championship matches must be drawn using the rink selector in the bowls room or by on line T.M. model.
- b) Where the green is set out as 8 rinks, players/teams are not obliged to play on an end rink and may redraw provided there are inside rinks free.

5) SET DATE EVENTS

- a) Where there are set dates for each round the dates shall be adhered to.
- b) No player/ team shall arrange to play their match on an alternative date or time without the consent of the match committee. Such consent will only be granted in exceptional circumstances

6) TO BE PLAYED BY EVENTS

- a) Where no fixed dates are specified, but rather are “to be played” by certain dates it is the responsibility of both players/teams to contact the opponent to arrange the date and time of the match.
- b) Where a match has not been played by the scheduled date, one or both players/teams may be deemed to have forfeited the match as determined by the match committee.
- c) The match committee may grant an extension beyond the scheduled date if the circumstances warrant it but have the right not to grant an extension if they believe the match could have been played in time.

7) INCLEMENT WEATHER

- a) Should weather prevent the commencement or completion of a match on a fixed date match the match committee shall set an alternative date for the playing or completion of the round.
- b) Should weather prevent the commencement or completion of a “to be played by” match the players/teams shall set an alternative time or date before the scheduled finish date for the round.
- c) Where matches cannot be completed the players/teams shall agree on the score to date and complete a scorecard. Play shall resume at the previously recorded score

8) TRIAL ENDS

Before the commencement of play in the first match on a day one trial end in each direction may be played but they must be completed before the scheduled start time.

9) MARKERS

All singles matches should be played with a marker.

10) SUBSTITUTES

Bowls New Zealand Domestic Regulations for substitutes apply.

11) REPLACEMENTS

Bowls New Zealand Domestic Regulations for replacements apply.

12) DISPUTES

Any dispute must be referred to the match committee convenor in writing within 48 hours for consideration by the match committee whose decision shall be final.

12) UNFORSEEN OR EXCEPTIONAL CIRCUMSTANCES

The match committee may vary conditions as they deem appropriate should unforeseen circumstance arise.

MENS CHAMPIONSHIP EVENTS

COLTS, DEVELOPMENT AND OPEN SINGLES

Qualifying Round. 4 bowls. 21 shots.

Four qualifying games of 18 ends or 1hr 30min or 21pts whichever first. Incorrectly delivered jack come back to opposition player.

Killed jack is dead end. Player winning three or more games will qualify for post section. Post Section Sudden death knockout-no time limit-first 21shots.

Colts & Development events if less 8 than players Sudden death knockout-no time limit - 21shots.

PAIRS.

Section Play (Qualifying Round): 3 bowls.

Four qualifying games of 16 ends or 1hr 30min whichever is first.

Incorrectly delivered jack is placed by opposition skip. Killed jack is a dead end. Teams winning three or more games will qualify for post section. An extra end would be required in the event of a tie.

Post Section Sudden death knockout-no time limit- 16 ends played.

An extra end would be required in the event of a tie. In the event of inclement weather preventing completion of a game 75% of 16 completed ends will constitute a game. i.e. 12 ends.

TRIPLES

Section Play (Qualifying Round): 2 bowls.

Four qualifying games of 15 ends or 1hr 30min whichever is first. Incorrectly delivered jack is placed by opposition skip. Killed jack is dead end.

Teams winning three or more games will qualify for post section. An extra end would be required in event of a tie

Post Section Sudden death knockout-no time limit-15 ends played. An extra end would be required in event of a tie. In the event of inclement weather preventing completion of a game 75% of 15 ends completed will constitute a game. I.E. 12 ends.

FOURS

Section Play (Qualifying Round):

The match committee will select the appropriate number of skips from the entries and conduct a draw where the skips select their teams from the remaining entrants.

2 bowls; Four qualifying games of 11 ends or 1½ hours whichever is first. Incorrectly delivered jack is placed by opposition skip. Killed jack is dead end.

Teams winning three or more games will qualify for post section.

Post Section: Sudden death knockout-no time limit-13 ends played.

Extra end in event of a tie

Final to be over 13 completed ends with extra end in event of a tie

In the event of inclement weather preventing completion of a game, 75% of 13 rounds ends will constitute a game. I.E.10 ends

WOMENS CHAMPIONSHIP EVENTS

Championship Pairs, Triples and Fours are drawn teams. Non Championship events, Progressive Pairs, Nana's Trophy and Molly Blackmore are played as progressive pairs with partners changing each game.

1st & 2nd YEAR DEVELOPMENT AND OPEN SINGLES

4 bowls, 21 shots. Two life butterfly draws. A player cannot play a second championship game on a rink she has previously played on the same day.

PAIRS

3 bowls, 18 ends. Two life butterfly draws.

TRIPLES

2 bowls, 18 ends. Round robin format. (4 Rounds) No drawn games an extra end to be played. 3 and 4 wins qualify for Post Section. Post Section: Sudden death 18 ends.

FOURS

2 bowls, 16 ends. Round robin format (4 Rounds). No drawn games an extra end to be played. 3 and 4 wins qualify for Post section. Post Section: Sudden death 16 ends.

WOMENS NON CHAMPIONSHIP EVENTS

PROGRESSIVE PAIRS

3 bowls, 6 ends, 3 games. Trophies for best skip and lead.

NANA'S TROPHY

Progressive pairs, 6 ends, 3 bowls, 3 games. Trophies for winner and runner up

MOLLY BLACKMORE

Progressive pairs, 6 ends, 4 bowls, 3 games. Pairs games played as 2-4-2 One overall winner with highest score over 3 games.

IRENE MCKEE

Points accumulating each club bowling day for players that do not have a championship game. Morning 8 or 10 ends. 3 points win, 2 points for a draw and 1 point for a loss. One overall winner.

FRIENDLY INTERCLUB EVENTS

All are played games on home and away basis on alternate seasons.

Number of teams to be decided in consultation with the other club.

JACK CUP v HALSWELL

Mixed Fours, 2 bowls

Two games of 1 hour each

Winner is club with most overall wins

MANSON TROPHY v TAI TAPU

Fours (can be mixed) 2 bowls

One game of 1 hour 30 mins

Winner is club with most overall wins

EAST BROOK CUP v KIRWEE

Fours (can be mixed) 2 bowls

Two or three games of 1 hour

Winner is club with most overall wins

OWEN SHIELD v BOWLS PAPANUI

Fours, 2 bowls: (can be mixed)

One game of 18 ends

Winner is club with most overall wins.

CHAMPIONSHIP EVENTS AND TOURNAMENTS

MARTIN CUP

Round Robin

Drawn Mixed Pairs, 3 bowls. Three 45 minutes games. Incorrectly delivered of the jack is placed by opposition skip. Killed jack is placed on 2 metre mark.

Scoring: (Wins Draws Ends Differential).

BISSETT TROPHY

Round Robin.

Drawn mixed triples, 2 bowls. Three 50 minutes games. Incorrectly delivered of the jack is placed by opposition skip. Killed jack is placed on 2 metre mark.

Scoring: (Wins Draws Ends Differential).

ALAN EATHORNE TROPHY

Round Robin.

Drawn mixed fours, 2 bowls. Three 60 minutes games. Incorrectly delivered of the jack is placed by opposition skip. Killed jack is placed on 2 metre mark.

Scoring: (Wins Draws Ends Differential).

FRIDAY 2-4-2 PAIRS TOURNAMENT

Pairs can be male, female or mixed. Fours bowls played in 2-4-2 format. Three games of 1 hour 10 minutes or 8 completed ends whichever is first.

12.30pm start.

Entry \$10 with \$1 going to an accumulating jackpot. Placings determined by wins then ends then differential,

TUESDAY WINTER 2-4-2 TOURNAMENT

Pairs can be male, female or mixed. Four bowls played in 2-4-2 format. Four games of 6 ends.

Ditch to ditch to start.

12.00pm start.

Entry \$10

Killed jack is placed on 2 metre mark. Incorrectly delivered jack to be placed by opposition skip.

Placings determined by wins, draws, ends, then differential. Skips to keep a results card.

SATURDAY WINTER TRIPLES TOURNAMENT

Triple can be male, female or mixed. Three bowls. Three games of 7 ends.

Ditch to ditch to start.

\$10 entry.

Killed jack is placed on 2 metre mark. Incorrectly delivered jack to be placed by opposition skip.

Placings determined by wins, then ends, then differential.

WEDNESDAY MIXED FOURS TOURNAMENT

Four can be male, female or mixed

\$10 entry

12.30pm start

Two games of 70mins then afternoon tea and final game of 70mins

Killed jack is placed on 2 metre mark. Incorrectly delivered jack to be placed by opposition skip.

Placings determined by wins, then ends, then differential.

Prizes 1st \$25, 2nd \$20, 3rd \$15, 4th \$10, Confectionery prize for last