

BOWLS3FIVE
NATIONAL INTERCLUB
2021/22

Conditions of Play
for Centre Events

(updated 18th November 2021)



BOWLS
NEW ZEALAND

BOWLS3FIVE

NATIONAL INTERCLUB

CONDITIONS OF PLAY FOR CENTRE EVENTS

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 within teams must be affiliated within the same club.
- 1.4. As a condition of entry to compete in the Bowls3Five National Interclub, all competitors must comply with Laws of the Sport of Bowls (Crystal Mark Edition 3) and applicable Bowls New Zealand Domestic Regulations.
- 1.5. 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.

2. COMPETITION FORMAT

- 2.1. Centre Rounds: Bowls3Five will be played by club teams within a Bowls NZ centre competition (herein referred to as the 'centre rounds') to determine the centre representative club for Post Centre play. The centre shall determine their representative for Post Centre play, provided:

- The centre competition is limited to affiliated clubs; and
- There must be a minimum of six team entries in the centre rounds from within the centre.

See Schedule One for suggested format of Centre Rounds within a centre.

- 2.2. All Centre rounds must be played prior to 31st March 2022, unless agreed in writing with Bowls New Zealand.
- 2.3. Bowling Clubs that were to be represented in the (cancelled) 2021 Bowls3Five on Sky Sport League shall automatically qualify for the Grand Finals Weekend (see 2.4 below). These eight clubs may also enter teams in the centre rounds of Bowls3Five Interclub. Should any of these eight clubs win their respective Centre Interclub Finals, the next best performed club in their centre based upon centre results (e.g., the losing finalist) shall qualify to attend the Grand Finals Weekend. i.e., these 8 clubs shall not be able to qualify two teams for the Bowls3Five Interclub Finals.

2.4. Grand Finals Weekend:

- All clubs that win (or are the highest placed non-Bowls3Five on Sky Sport club) in their Centre's Bowls3Five Interclub competition shall be eligible to attend the Bowls3Five Grand Finals Weekend to be held at Naenae Bowling Club, Wellington from Friday 6th to Sunday 8th May 2022.
- In addition, the eight clubs that would have contested the (cancelled) 2021 Bowls3Five on Sky Sport Competition shall also attend the Grand Finals Weekend.
- Bowls New Zealand will arrange, and cover the cost of, travel and accommodation for the three players in all travelling teams.

2.5. Prize Money:

- Winning Club \$ 3,000
- Runner Up Club \$ 1,500
- Losing Semi Finalist Clubs (x 2) \$ 750

A new Bowls3Five Trophy for the winning club will be presented to the winning team/club at the conclusion of the Grand Final.

3. **CLUB TEAM COMPOSITION**

3.1. Each club team for a game shall comprise of three (3) players.

3.2. Each club team must contain a minimum of one female player and a minimum of one male player.

3.3. Playing positions between the three (3) players may not be altered at any time during the game.

3.4. Qualification of Players:

- A team member may only play for one club AND one team in the competition, in one season.
- For the avoidance of doubt, if a club has entered two teams in the centre rounds, then those players may NOT swap between teams at any point in the season.
- For the avoidance of doubt, 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 that season) at any stage of the centre rounds or Grand Finals. There are no minimum games played to qualify for a club team, at any stage of the competition, provided that player is a playing member of the club.
- The eight Bowls3Five on Sky Sport eligible clubs can only select players who have not played in their 2021/2022 centre Bowls3Five competition. Selected players must be members of the bowling club.

4. FORMAT OF PLAY

4.1. 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.

4.2. The format of the game will be two bowl triples.

4.3. Each game will be played over two (2) sets, with each set consisting of five (5) ends.

- 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.
- In all sectional matches (centre and Grand Finals), all five ends of each set must be completed due to the possible impact on the ladder.
- 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 need not be played.

4.4. Tiebreaker

- 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.
- The winner of the tiebreaker will be awarded the game.

4.5. First to Play

- 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 5.3), 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).
- Second set: the winner of the first set shall place the mat and advise the length of jack (refer clause 5.3) 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 5.3) and then deliver the first bowl.
- Tiebreaker: The opposing skips 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 clause 5.3) and then deliver the first bowl.

4.6. 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 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.
- 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.

4.7. Scoring – Sectional Play

- Three (3) game points will be awarded for each game won. No game 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).
- 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.
- Ladder rankings for all sectional play (centre 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 (not including tie breaker ends) in the section 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.

- 4.8. 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 4.7.

5. GAME VARIATIONS

5.1. Shot clock

- There shall be no shot clock for this competition.

5.2. 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) as nominated by the team to the opposing team.
- 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 PowerPlay is lost.
- There are no Power Plays available for use in a tiebreak (section 4.4).

5.3. 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.
 - Spot One (long) shall be 2 metres from the front ditch.
 - Spot Two (medium) shall be 5 metres from the front ditch.
 - Spot Three (short) shall be 8 metres from the front ditch.
- The mat shall be permanently placed 23 metres from Spot Three (short), which is 31 metres 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 metres or greater.

5.4. Substitutions

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

5.5. 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.

6. PRACTICE

6.1. Trial ends: There will be trial ends before the commencement of the first game of the day, for each team.

7. DECISION MAKING

7.1. 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.

7.2. 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.

8. UNIFORMS

8.1. It is compulsory for players to wear matching club uniforms. Matching shirts shall be provided by Bowls New Zealand (free-of-charge) to each qualifying team for these finals.

9. MEDIA AND COMMUNICATIONS

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

10. GENERAL

10.1. 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.

10.2. 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.

10.3. Where a program is interrupted or cannot be completed due to inclement weather, local conditions or an extraordinary event, 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.

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

SCHEDULE ONE: CENTRE ROUNDS

Acknowledging that each centre is different (number of clubs and members, travel time between clubs), then Bowls New Zealand recommends the following competition structure options, to determine how each centre finds their Bowls3Five Centre Interclub Champion.

Recommendation One: for larger centres with reasonable travel distance between clubs:

- A sectional play, weeknight league between clubs and club teams.

Recommendation Two: for larger centres but with unreasonable travel distance between clubs:

- A Champion of Champions format, whereby the club Bowls3Five champion is determined (within the club) before a Centre Finals event for all club champions.

Recommendation Three: for smaller centres with unreasonable travel distance between clubs:

- A single tournament (or series of tournaments) to find the centre champion.

Please note (per Conditions of Play):

- All club teams are three persons (see Rule 3 above).
- There shall be no movement of players between Club Teams (Rule 3.4) at any time in the competition.
- Entry is open to all affiliated bowling clubs and full playing members within the centre.
- A minimum of six club entries is required from a centre.

By March 31, each centre must have determined their **Bowls3Five Interclub champion**, who will then compete in the Grand Finals Weekend.

SCHEDULE TWO: GRAND FINALS WEEKEND

BOWL3FIVE INTERCLUB - GRAND FINALS WEEKEND - PLAYING SCHEDULE (33 Teams)

	Rink <u>1</u>	Rink <u>2</u>	Rink <u>3</u>	Rink <u>4</u>	Rink <u>5</u>	Rink <u>6</u>	Rink <u>7</u>	Rink <u>8</u>	Rink <u>9</u>
<u>Friday 6/5/22</u>					<u>Game Number</u>				
1000 - 1120	1		2	3	4	5	6	7	8
1120 - 1240	9		10	11	12	13	14	15	16
1240 - 1400	17	CAMERAS	18	19	20	21	22	23	24
1400 - 1520	25		26	27	28	29	30	31	32
1520 - 1640	33		34	35	36	37	38	39	40
1640 - 1800	41		42	43	44	45	46	47	48
1800 - 1920	49		50	51	52	53	54	55	56
1920 - 2040	57		58	59	60	61	62	63	64
<u>Saturday 7/5/22</u>									
1000 - 1120	65		66	67	68	69	70	71	72
1120 - 1240	73	CAMERAS	74	75	76	77	78	79	80
1240 - 1400	81		82	83	84	85	86	87	88
1400 - 1520	89		90	91	92	93	94	95	96
1520 - 1640	97		98	99	100	101	102	103	104
1640 - 1800	105		106	107	108	109	110	111	112
1800 - 1920	113		114	115	116	117	118	119	120
<u>Sunday 8/5/21</u>									
1000 - 1115					QF A	QF B	QF C	QF D	
1130 - 1245		SF A		SF B					
1330 - 1445				FINAL					

Format:

Section Play:

One section of nine teams

- Round robin
- 36 games

Three sections of eight games

- Round robin
- 28 games per section x 3 = 84 games

Each section shall contain two teams from the Bowls3Five on Sky Sport League. These teams shall be seeded 1-6 based upon the 2020 Sky Sport results, with teams 7-8 seeded based upon the 2021 Bowls3Five Interclub Finals. Teams 1 and 8, 2 and 7, 3 and 6, 4 and 5, shall be in the same section.

Post-Section Play:

Quarter Final A:	Winner Section 1 v Runner Up Section 4
Quarter Final B:	Winner Section 2 v Runner Up Section 3
Quarter Final C:	Winner Section 3 v Runner Up Section 2
Quarter Final D:	Winner Section 4 v Runner Up Section 1
Semi Final A:	Winner Quarter Final A v Winner Quarter Final B
Semi Final B:	Winner Quarter Final C v Winner Quarter Final D
Final:	Winner Semi Final A v Winner Semi Final B