

BOWLS3FIVE
NATIONAL INTERCLUB
2022/23

Conditions of Play

(updated 7th November 2022)



BOWLS
NEW ZEALAND
AOTEAROA

BOWLS3FIVE

NATIONAL INTERCLUB

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 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 and applicable Bowls New Zealand Domestic Regulations.
- 1.5. These Conditions of Play are also made in accordance with the Laws of the Sport of Bowls, 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 2023, unless agreed in writing with Bowls New Zealand.

2.3. Grand Finals Weekend:

- All clubs that win 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 5th to Sunday 7th May 2023.
- Bowls New Zealand will arrange, and cover the cost of, travel and accommodation for the three players in all travelling teams.

2.4. Prize Money:

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

A 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 centre qualifying 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 during those centre rounds.
- Further, a club may add a new member to a 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. There are no “minimum games played” criteria for a player to qualify for a club team, at any stage of the centre rounds, provided that player is a playing member of the club.
- For the Grand Finals Weekend, a club may reselect its team provided that each of the three players selected is a member of the club and has not played Bowls3Five for any other club during the 2022/23 season.

n.b. Bowls New Zealand’s recommendation is that the players that were successful in winning the centre competition should be the first choice selections to represent the club at the Grand Finals Weekend.

4. **FORMAT OF PLAY**

4.1. The games will be played under *sets play* format as outlined in the Laws of the Sport of Bowls, 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, and then delivers the first bowl or tells the opposing team to place the mat, and then deliver the first bowl (the opposing player cannot refuse).
- Second set: the winner of the first set shall place the mat 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, 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 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 tiebreaker 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 of the Jack and the Mat

- The jack shall be placed on the centre line on the four metre mark.
- The mat may be placed anywhere from the two metre mark to a point 23 metres from the jack.
- The rinks shall be marked to provide guidance for the placing of the mat.

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.

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).
- 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 (unless otherwise arranged with Bowls NZ), each centre must have determined their

Bowls3Five Interclub champion, who will then compete in the Grand Finals Weekend.

SCHEDULE TWO: GRAND FINALS WEEKEND

Format:

Section Play: TBC

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