



# Dynasty Interclub

## Conditions of Play



The following conditions are to be read in conjunction with the Laws of the Sport of Bowls (Crystal Mark Fourth 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 the 7s, bottom division of the men's eights and the any combo Wellington Quads.

For the avoidance of doubt, these Conditions are rules of the Centre and any breach of these Conditions will constitute Misconduct under clause 25.1.f.2 of the Centre Constitution.

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

The top division, Division 1, will consist of 10 teams. Dependent on entry numbers this will be followed by divisions 2, (& 3 for men), with division 4 & 5 being any combo except that only a team playing in the tournament comprising of all men can be promoted to division 3 if otherwise eligible. There is full promotion & relegation operating between divisions 4 & 5 subject to usual eligibility criteria.

Note that as of this season, a composite team from 2 clubs can be accepted for the lowest women's sevens competition. A composite team will not be able to be promoted.

The make-up of divisions below Division 1 will ideally comprise 10 teams and 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) may come down. Alternately, in the event of high entries, a further division may be added.

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

A side in the Wellington 8s consists of a 3-bowl pairs team, a 2-4-2 pairs and a fours team. Division 1 in the men's eights will consist of up to 10 clubs where possible, with qualifying based on the previous season's final placings. If a division 2 competition has insufficient entries to constitute a legitimate competition, the lowest placed teams from division 1 (including if they had just been promoted) may come down.

### **Dynasty Wellington Any Combo Quad – (Open gender, mixed teams, any combo).**

Clubs with insufficient numbers to enter a 7s or 8s team may enter a 4s team in the Wellington Any Combo Quad Division(s). The number of divisions will be determined after entries close. Clubs with insufficient numbers to enter, may join with another club to enter a team. A mixed quad team can be any combo. The team can include four women or four men players as required to ensure a club can field a

team for a given round of play. However, clubs are encouraged to field mixed gender teams where practicable.

## Conditions of Play

### 1. Format

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

|             |         |          |
|-------------|---------|----------|
| 1 x Singles | 4 bowls | 21 shots |
| 1 x Pairs   | 3 bowls | 18 ends  |
| 1 x Fours   | 2 bowls | 15 ends  |

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

|                 |         |         |
|-----------------|---------|---------|
| 1 x Pairs       | 3 bowls | 18 ends |
| 1 x 2-4-2 Pairs | 4 bowls | 14 ends |
| 1 x Fours       | 2 bowls | 15 ends |

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

|                 |         |         |
|-----------------|---------|---------|
| 1 x Pairs       | 3 bowls | 18 ends |
| 1 x 2-4-2 Pairs | 4 bowls | 14 ends |

2. **Venues and draws** will be advised to clubs prior to tournament commencement and will be available on the Bowls Wellington website.
3. **Entry fee.** Entry fees are payable by clubs. An entry fee of \$150 (+ GST) per side will be charged for teams entering the sevens and eights competitions and \$80 (+ GST) per side is the entry fee for the quad teams. Teams that withdraw after the closing date are not eligible for a refund.
4. **Time**
  - a) All games, including finals, are to be completed within 2 hours 45 minutes of the commencement time.
  - b) All morning games are to commence by 9am and afternoon games by 1.30pm unless advised otherwise.
  - c) Rinks for a match are allocated by the home club with the rinks for each discipline being drawn by the visiting team.
  - d) With double headers, the second game, if not started by 1.30pm, may be delayed with the approval of the Bowls Wellington Interclub Coordinator. If unreachable, both sides must explicitly inform the Centre via email of their agreement to delay the game by emailing [info@bowlswellington.com](mailto: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 2-hour 45-minute 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 – Division 1 Only

The Division 1 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 scattered draw format.

### Match Points for Finals

The scoring is as set out in paragraph number 6 above. If the overall match points are tied, meaning one game has been drawn, the match drawn will play an extra end.

**Teams cannot be re-selected after round 1 on the play-off day - *the Centre expects clubs to play within the spirit of the game.***

Otherwise, a substitute, due to illness or other acceptable reason, can only be approved by the Tournament Manager under the usual substitute conditions.

## 9. Promotion and Relegation

Promotion and relegation will be automatic with the exchange of four eligible sides i.e., 2 up, 2 down within each division, provided that a team that finishes an Interclub season in a promotion position ("Team 2") will be ineligible for promotion if another team from Team 2's club ("Team 1") will be in the division to which Team 2 seeks promotion in the next Interclub season. For the avoidance of doubt, as promotion and relegation between divisions happen simultaneously, if Team 1 finishes the Interclub season in a relegation position, Team 2 is eligible for promotion and an effective "swap" can occur. (Appendix B)

Should a side be ineligible to be promoted (i.e. the club already has a team in the higher division), then the next eligible team from as far down as 50% of the field in the lower division, will be automatically promoted.

If there is only 1, or no eligible team within the 50% margin from the lower division eligible to be promoted the 1, or potentially both teams eligible for relegation from the higher division, will not be relegated.

A club can only have one team in sevens divisions, except for the lowest division for both men and women, excluding the mixed teams divisions. Except that for Men's Division 3 a 2<sup>nd</sup> team for this season could only be contemplated if entries allow this.

If there are more than one division in the Men's Eights and Wellington Any Combo Quads, promotion and relegation will apply and there can be multiple entries in the lowest Men's Eights division and all Quad divisions.

Combined club teams in the Wellington Quad divisions are not eligible for promotion.

## 10. Player Movement

10.1 Subject to clauses 10.2 - 10.4, players may play in different divisions for a club from time to time during an interclub season.

10.2 Notwithstanding clause 10.1, [if during the last 1/3<sup>rd</sup> of an interclub season] a club wishes to select 2 or more players to play for that club in an interclub round and those players have played no less than 5 interclub games for that club in a higher division that season, the club must obtain the prior written approval of the General Manager of the Centre (or his or her nominee) ("**Movement Request**").

10.3 In seeking such approval, the club will provide the General Manager of the Centre with the following information no later than 5pm on the Wednesday before the relevant interclub round:

- (a) details of the players the club proposes to select for the lower division;
- (b) the reason(s) for making the Movement Request; and
- (c) any other information the General Manager of the Centre reasonably requests, and the General Manager of the Centre may approve or refuse the Movement Request at his or her sole discretion.

10.4 In deciding whether to approve the Movement Request, the General Manager of the Centre may consider all or some of the following matters:

- (a) the club's reasons for making the Movement Request;
- (b) the club's likely ability to participate in the relevant interclub round if the Movement Request is refused;
- (c) the club's performance and position in each relevant division as at the date of the Movement Request;
- (d) the likely effect of the Movement Request on the integrity of the game of bowls; and
- (e) any other matters the General Manager of the Centre considers appropriate.

## **11. Team Lists and Recording Results**

For Bowls Wellington and media requirements, all Division 1 clubs must submit their team lists to [bowlswellingtoninterclub@gmail.com](mailto:bowlswellingtoninterclub@gmail.com) by 12pm the Thursday prior to each interclub round.

Club co-ordinators 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 Division 1 results, club co-ordinators should send these results through by text to the General Manager as soon as possible after play has finished on the day. These results will be loaded as soon as practicable and are for use in afternoon radio broadcasting purposes. The results should still be included with the other club divisions results sent to [bowlswellingtoninterclub@gmail.com](mailto:bowlswellingtoninterclub@gmail.com). Club co-ordinators 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 a host club cannot supply markers, they should ask the co-ordinator from 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 green staff) retain responsibility for their own green closures and the safety of players. **Club co-ordinators should contact the opposition's Interclub**

co-ordinator the day prior to discuss contingencies where there is early indication of green closures. This will assure a smooth and clear process for clubs, players and coordinators the following morning.

**Should a Club co-ordinator be away, an interim co-ordinator must be appointed by the Club for that period, and full co-ordinator 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 (mainly) an outdoors sport and inclement weather can be 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 co-ordinators 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 (the original host club has first choice).
- b) To assist co-ordinators in arranging alternative venues, sides must stay at the original venue until a replacement 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 2 hours 45 minutes 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.

#### **14. Defaults**

If only a partial discipline in a team plays their match, 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 their drawn home Interclub games on their club green(s). Synthetic surfaces are permitted. All clubs are expected to have greens that meet minimum standards.

#### **18. Neutral venues may be used**

Where a club does not have enough rinks on a given Saturday to be able to play all scheduled home games on their own green, the fixture may be played at a neutral venue which will be regarded as the home game for the club concerned for that fixture. This helps assure an appropriate balance of home and away games for each team in the competition.

#### **19. Weekly Results**

Weekly results will be uploaded on the Bowls Wellington website by Wednesday provided the club co-ordinators send their returns in by mid-day on the Monday following the Saturday's interclub round. Match results should be sent to: [bowlswellingtoninterclub@gmail.com](mailto:bowlswellingtoninterclub@gmail.com).