

# Twilight Bowls3Five<sup>3</sup>

Twilight Bowls3Five<sup>3</sup> is a triples competition played on Monday evenings post-Christmas, catering particularly for those with limited time but still want to be involved in a regular interclub competition. Although it remains a great introduction for the new and social bowler, we encourage bowlers of all level and experience to enter this competition.

Depending on number of entries, we will look to offer both an Open and Junior (1-5 year) grade. Due to the condensed nature of the format (60-90mins) and being after work, we hope to run this in hubs with Hutt Valley, Northern and Central Zones, pending sufficient entries.

**Entry fee.** Entry fees are payable by clubs. An entry fee of \$50 per side will be charged for teams entering the Bowls3Five<sup>3</sup> Twilight competition. Teams that withdraw after the closing date are not eligible for a refund.

## 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 made in accordance with Law 55.3 of the Laws of the Sport, which permits Bowls Wellington as a Controlling Body to establish conditions to cover certain aspects of the sport. The following Conditions of Play set out the conditions of play for Twilight Bowls3Five<sup>3</sup> competition and applies to all players, Clubs and Centre's participating in the Event. Separate Conditions of Play will be sent to clubs regarding the FoxPlan Bowls3Five Premier Tournament closer to the time.

### 2. Competition Format

The Wellington Bowls3Five<sup>3</sup> Twilight competition will run Monday evenings after Christmas. Dependent on entries there will be both an open and junior competition and split into three zones – Wellington, Northern and Hutt Valley.

Playoff matches each year will be hosted alternatively between zones.

### **3. Match Format**

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

### **4. Side Composition for Twilight Bowls3Five<sup>3</sup>**

Each side shall be made up of one triple. Each side is encouraged to have at least one male and one female player but this is not essential. Playing positions between the three (3) players may not be altered at any time during the game, but can be for subsequent games.

### **5. Qualification of Players:**

A player may only play for one club during the Twilight Bowls3Five<sup>3</sup> competition. Freedom of movement, in the same way as Interclub and Pennants competitions apply. This will ensure that clubs have the flexibility to manage their teams according to player availability. Clubs are expected to act in good faith in team selections.

New members may be added to any team at any stage of the competition, with no minimum games required to qualify for finals.

### **6. Format of Play**

Games will be played under *sets play* format as outlined in Law 56 of the Laws, subject some variations as outlined below:

The format of the game will be two bowl triples and each game will be played over the best of three (3) sets, with each set consisting of five (5) ends.

The winner of the match will be the side who wins two sets. If a side wins the first two sets, the 3<sup>rd</sup> set is not played. 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. No Tie-breaker**

Unlike the FoxPlan Bowls3Five Premier tournament, there is no tie breaker in Twilight Bowls3Five<sup>3</sup>. Instead, a 3<sup>rd</sup> set has been introduced to the Twilight competition.

## **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.

Subsequent sets: the winner of the previous set shall place the mat and advise the length of jack (refer 14) and then deliver the first bowl. If the previous set is a draw, the winner of the last scoring end in that set shall place the mat, advise the length of jack (refer 13) and then deliver the first bowl.

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 13) 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 (or for the third set if that is a 'dead rubber').

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 team with the best shot differential.

#### **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. 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 Power Play during a game the Power Play is lost.

#### **13. 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 will nominate the jack length (short, medium, long). All fixed nominated lengths are of a legal distance of 23 meters or greater.

#### **14. Substitutions**

There shall be no player substitutions once a game has commenced unless agreed to by the opposition.

## **15. 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.

## **16. Practice**

Trial ends are permitted prior to the game. These must be completed by 6pm unless agreement is made between the teams.

## **17. 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 can be called by the players if agreement cannot be reached as to the number of shots awarded. The alternative is to ask a player from an adjoining rink to measure.

## **18. Uniforms**

It is compulsory for players to wear matching club uniforms.

## **19. Media and Communications**

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

## **20. General**

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.

Where the tournament 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 Wellington may not be appealed.

