

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 (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 31-March, unless agreed in writing with Bowls NZ.
- 2.3. No bowling club that was in the prior years' Bowls3Five televised League may advance from the Centre Rounds to the Post Centre Rounds – such a club may enter teams in the Centre rounds of Bowls3Five Interclub. However should such club win the Centre Finals, qualification for the Post Centre rounds will go to the next best club based upon centre results (e.g. the losing finalist).
- 2.4. Post Centre Rounds: The draw between Bowls3Five Centre Champions (herein referred to as 'Post Centre Rounds') will comprise of the centre Bowls3Five club champion playing in a knockout competition to determine the top seven (7) clubs for the Grand Finals.
 - The Post Centre draw shall be determined prior to the start of the season and the 2020/2021 competition is attached as Schedule Two.
 - The venue of the games referred to in Schedule Two shall be determined by Bowls New Zealand. Neutral venues may be considered to ease the cost to participating clubs.
 - Play for post section shall be permitted on any weeknight and on the weekend; at the discretion of Bowls NZ, respecting the travel considerations for some clubs.
- 2.5. All Post Centre rounds must be completed on or by the dates referred to in Schedule Two.
- 2.6. Grand Finals: The Grand Finals will comprise of the top seven (7) club teams, according to Schedule Two, PLUS the 7th and 8th clubs from the prior years' Bowls3Five Televised League, plus the Parajacks (a Bowls NZ endorsed team representing the NZDLBA). The Grand Finals will be conducted as follows:

- Two sections of five (5) sides, playing in a round robin event (four games).
- Semi-Finals between the 1st placed side after sectional play and the 2nd place side after sectional play; in each section.
- A Grand-Final between the winners of the Semi-Finals.
- Subject to there being a Televised League for Bowls3Five (at Bowls NZ's sole determination), then both clubs (not teams) that are in the Grand-Final shall be eligible for that years Televised League.
- The venue of the Grand Finals games shall be determined by Bowls New Zealand.

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, Post 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.
 - A bowler that has played in the prior years' Bowls3Five on Sky Sport League may only play for the club that they played for in the Bowls3Five on Sky Sport League
 - A bowler selected to play for the NZ Parajacks in the Interclub finals is permitted to have played for a Bowls3Five club side during the current season.

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 (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 (thetie- 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 any game.

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.

ENDS

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 go on to the Post Centre Rounds.

SCHEDULE TWO: Post Centre Rounds

The Post Centre rounds provides Bowls NZ with the opportunity to reduce the (maximum) 27 centre champions down to seven (7) Grand Finalists.

Round One of Post Centre rounds is:

1. Far North v Northland
2. North Harbour v Counties Manukau
3. Auckland v Thames
4. Waikato v Bay of Plenty
5. Gisborne East Coast v Hawkes Bay
6. Wairarapa v Manawatu
7. Taranaki v Wanganui
8. Kapiti Coast v Wellington
9. Nelson v Marlborough
10. Buller v West Coast
11. South Canterbury v North Otago
12. Central Otago v Dunedin
13. Southland v South Otago
 - All Round One games must be played by April 15.

Round Two of Post Centre rounds is:

14. Winner of Game One v Winner Game Two
15. Winner of Game Three v Winner Game Four
16. Winner of Game Five v Winner Game Six
17. Winner of Game Seven v Winner Game Eight
18. Winner of Game Nine v Winner Game Ten
19. Winner of Game Eleven v Canterbury
20. Winner of Game Twelve v Winner of Game Thirteen
 - All Round Two Games must be played by April 30.

SCHEDULE THREE: Grand Finals

The finals of the Bowls3Five Interclub shall be played at the Naenae Bowling Club (Wellington) in June 2021 on a Saturday and Sunday (12 and 13 June).

- 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.
- Bowls New Zealand will cover the travel and accommodation costs of all participating club teams (x 3 persons).
- The format of the Grand Finals will be according to clause 2.6.
- The seven (7) Post Centre Champions (refer Schedule Two) will be joined by the two bottom teams from the prior years Bowls3Five Televised League (8th placed teams and loser of 6th v 7th playoff) and the NZ Parajacks (a Bowls NZ endorsed team representing the NZDLBA):
 - o These two bottom placed teams can only use club members who have played for their club in the prior years televised league and/or who have not played in any qualifying event for Bowls3Five Interclub (at Centre or Post Centre rounds) that season.
 - o The NZ Parajacks can use any affiliated member of the NZDLBA, ~~provided they have not played in any Post Centre rounds for another club team.~~

<u>Section One</u>	<u>Section Two</u>
Winner Game 14	Winner Game 15
Winner Game 16	Winner Game 17
Winner Game 18	Winner Game 19
Winner Game 20	NZ Parajacks
8 th Placed Club in TV League	Loser (6v7) club from TV League

- 3 rounds Saturday afternoon/evening + 2 rounds Sunday morning, per section
- Cross-Over Semi-Finals between the 1st placed club side after sectional play and the 2nd place club side after sectional play; in each section.
- A Grand-Final between the winners of the Semi-Finals.

Subject to there being a Televised League for Bowls3Five (at Bowls NZ's sole determination), then both clubs (not teams) that are in the Grand-Final shall be eligible to participate in that years Televised League.

*** Please note, that making the Grand Final of the Bowls3Five National Interclub qualifies the CLUB not the Team for that years televised league. It is at the club's discretion if they wish to accept entry into the televised league and it is at the club's discretion who might represent them in that televised league.

**** The NZDLBA and the Parajacks shall be deemed to be a club for the purposes of these Finals and Qualifying for the Televised League.