

SPECIAL CONDITIONS OF PLAY

1. **Format of Side:** Each side will consist of two teams of four. Players and teams may be any combination.
2. **Format of Play:**
Two Rounds per Day, 15 ends or 2 ¼ hour time limit, whichever occurs first.
For qualifying, Sides will be divided into four sections, playing six (6) rounds total, two (2) per week.
The top two sides from each section will qualify for the top eight (finals day)
3. **Time:** Play will begin at 9:30 AM, round two beginning no later than 12:15 PM
4. **Bowls:** Each player will play two (2) bowls.
5. **Improper delivery of the Jack:** If the jack is improperly delivered by the first lead, the skip of the opposing team will have the mat and jack placed where they choose, and the end will continue.
6. **Killed Jack:** If the jack is killed, it will be placed on the 2-metre mark and play will continue.
7. **Bonus Fours:** An additional column is required on each side of the scoreboard in the left-hand column. The leads and twos play their bowls in the normal manner and then the state of the head is determined with a maximum of two shots able to be awarded at any end. This result is recorded in the left-hand (additional) column of whichever side scored the shots. The game then continues until the end is completed. The score, including the leads and the two bowls that may have already been scoring bowls, is recorded in the second column on the scoreboard in the normal way. The two scores are added together, and the result is recorded as a running total in the accumulating "totals" column. Therefore, the maximum number of shots that can be scored per end is 10, not the usual eight (8). This means that the leads and two's initial scoring bowls assume a far greater significance as they may be scoring twice.
8. **Inclement Weather** In the event of adverse weather, where play is abandoned, any game in a round that has completed **eight (8) ends** will be deemed to have been completed. The result will be recorded from the last completed end, regardless of the number of ends completed. If the game was stopped during an end in progress any bonus points gained during that end will not count.
Should less than eight (8) ends be completed, the game will be deemed a draw. (0-0)
9. **Abandoned Play:** Each section will be treated independently, should one section be abandoned for any given round(s) it will not affect other sections' ability to complete rounds.
There will be no reserve days, any rounds abandoned will be classed as completed. (Subject to clause 8)
10. **Defaults:** In the event of a default the non-offending team(s) will be awarded the three (3) game points, and the defaulting team(s) will not be awarded any game points. The non-offending team(s) will be awarded the average positive net total of shots from all other matches in that section for that round. Reflected in the results as (XX - nil)

11. **Qualifying** - Determining a winner: In all games, three (3) points will be awarded for each game won and one (1) point for each draw. Where after all completed rounds game points are equal section winners will be determined by the highest net total of shots. Where game points and the net total of shots are equal the side with the “lowest total shots against” will be the winner.
Any further requirements will be determined by the Convenor and Operations Committee ensuring a fair outcome for all involved.
Note - Each Game is independent and will add to the side's total, the results of the two teams don't affect each other round to round as in pennants or interclub sevens at this stage of the competition.
12. **Post-Section:**
- (a) Eight (8) sides will qualify for the Final Day Post Section, made up of the top two sides from each section after all scheduled qualifying rounds.
 - (b) Three (3) Rounds (Knockout) will be played to determine the winner.
 - (b) The post section will be played on 28 July. At Royal Oak Bowling Club
 - (c) A live blind draw will take place at 8:45 am to determine who plays who.
 - (d) The winning side will be determined by the highest aggregate total of the two games
 - (e) If both sides are on equal points as a result of two draws or a W & L with the same differential, then both teams will play an extra end (or ends) with the scores being added to the previous totals.
13. **Changing of team members/teams:**
Players/teams may not be interchanged during game day. The two teams within a side that play the first game must be the same teams that play the second game.
Players may not interchange teams on the same day, but the order of play may be changed before the second game within a single team.
Players within a side may change teams from week to week.
Clubs that enter more than one side, cannot swap players between sides.
Once a player has played for a side, they will not be able to play for another side for any club. (e.g. dual members)
14. **Clothing:** Players may wear mufti or club uniforms they are representing.
This tournament is a Winter series, so be prepared for all weather conditions.
15. **Prize money per side:** First place - \$400, Runner up - \$200.

Event Procedures

1. **Before each round is played:** The Centre will deliver to the host clubs involved:
 - a. The results sheets for that round(s) of play (showing the rinks draw)
 - b. Team sheets
 - c. Scorecards
 - d. Any other information relevant to the progress of the event
2. **Report to venues:** Unless all play is abandoned all players must report to the allocated venues. Where possible any cancellation will be posted on the Bowls Auckland FB Page and Website by 8:30 am. Draws will be posted on Bowlshub via the Bowls Auckland website event page.
3. **Preparation of greens:**
 - a. Greens will be prepared and made available to players half an hour before the scheduled start time for the trial ends. No club will cancel their greens play without consulting the Tournament Convenor.
 - b. Mats, jacks, scoreboards, chalk and buckets of water or dusters will be set out.
 - c. The correct numbers of rinks are to be available; the centre line of each rink should be chalked.
4. **The duties of an Adjudicator/Recorder are to:**
 - a. Allocate rinks of play according to the result sheet in use for that day.
 - b. Fulfil the duties of an umpire for the day to the maximum extent possible. The Adjudicator/Recorder should be the only person from the venue to contact the Convenor during the day with greens, reports, or enquiries of any nature whatsoever.
 - c. Ensure that all information is correct and complete on the result sheet.
 - d. Email convenor@bowlsauckland.co.nz the completed result sheet and team sheets immediately after play.
 - e. Should a club not have appointed an Adjudicator/Recorder for the day, then, in week 1, the Skip of the first Club on the draw will become the Adjudicator/Recorder for the venue. In week 2, the Skip of the second club on the draw will become the Adjudicator/Recorder for the venue and, in week 3, the Skip of the third club on the draw will become the Adjudicator/Recorder for the venue.
5. **Specific duties of the Skip:**
 - a. To list the correct names on the team sheet prior to the start of play for the day.
 - b. To ensure that the result sheet has been signed as a true and correct record before leaving the club at which the round has been played.
 - c. To act as the adjudicator for a round if required.