The following Event Conditions of Play are to be read supplementary to the 2024-2025 Bowls Auckland General Conditions of Play

Auckland Cup

1) Event Dates

Qualifying	Post Section	Reserve Day
Saturday 1 st March 2025	Sunday 2 nd March 2025	Saturday 8 th March 2025

2) Entry Conditions

- a) All participants must be full-playing members of the same Bowls Auckland affiliated club.
- b) All entries are received via Bowlshub only
 - i) All entries must be linked to at least seven player profiles.
 - ii) Entries via phone, text or email will not be accepted.
- c) Clubs can enter multiple sides in this competition.

3) Draw and Venues

a) Draw/s will be published, with venues on Bowlshub.

4) Playing Format

Side composition	Eight players per side, plus team manager 1x 2x4x2 pairs, 1x Pairs, 1x fours
	Players may change between disciplines and/or positions between rounds
Fours	2 bowls each, 15 ends
Pairs	3 bowls each, 18 ends
2x4x2	4 bowls each, 14 Ends
Time Limit/s	All games will be played with a two and half (2 ½) hour time limit
	With Rounds starting at 09:00 am, 12:00 pm, & 3:00 pm (or earlier if possible)

5) Restricting the movement of players during play

	In all games, players will only be allowed to walk up to the head as follows:
Fours	Leads: after the Thirds have delivered their second bowl
	Seconds: after the Thirds have delivered their second bowl
	Thirds: after delivery of their second bowl
	Skips: after delivery of each of their bowls
Pairs	Leads: after delivery of their third bowl
	Skips: after delivery of their second and third bowl
2x4x2	Lead Bowls: Players are not permitted to visit the end
	Middle four: Players are not permitted to visit the end
	Skip bowls: before and after the delivery each of their bowls

6) Inclement weather

a) First, play moved from natural to artificial surfaces as applicable and available.

b) Where a play is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result. Providing practical notice to all venues.

7) Defaults

a) If a team or player defaults their score will be recorded as a loss. The non-offending team will be awarded a win and the average winning and losing shots scored by the winning teams in the same discipline in the same round of the same section.

8) Determining a winner

- a) Two (2) game points will be awarded for each game won.
 - One (1) game point for each game drawn.
 - i) For clarity, during an interclub competition, if a game ends in a draw, an extra end will not be played, except for in post-section (clause 10.c)
- b) The Side with the highest game points will receive two (2) match points, if game points are equal, both sides will score one (1) match point.
- c) Each section will be ranked.
 - i) Highest Match points.
 - ii) Highest Game points.
 - iii) Highest net total of shots.
 - iv) Lowest shots against.

9) Qualifying

- a) Each team will be drawn into a random section consisting of four teams,
- b) A Three (3) round, round-robin will be played,
- c) The winner of the section will advance to knockout, based on the above. (clause8.c)
- d) No more than two (2) sides from the same club will be drawn into the same section, if this occurs the controlling body will regenerate the draw until the condition is met.
- e) Sections containing sides from the same club will face off first round to avoid fixing later rounds.

10) Post-section

- a) All matches during post-section play are single elimination.
- b) The team with the highest game points wins the match and advances to the next round.
- c) In post-section play Law 28 of the Laws of the Sport will apply. If the scores are equal when all ends have been played, then an extra end should be played to decide the winner of any game. Only the discipline with the tie will play an extra end.

11) Prize Money

- a) All prize money for interclub events is paid to clubs.
 - i) First Place \$1,200
 - ii) Second place \$600