

Bowls Auckland 2024-2025 Event Conditions of Play
Bowls3Five (1-5 and Pathway)

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

1. Event type & dates

Type/date	Week one Rounds 1&2	Week two Rounds 3&4	Week three Rounds 5&6	Finals	Reserve
1-5	17 Oct 24	24 Oct 24	31 Oct 24	7 Nov 24	14 Nov 24
Pathway	4 Feb 25	11 Feb 25	18 Feb 25	4 Mar 25	11 Mar 25

2. Entry Conditions

- a) All participants must be full-playing members of the same Bowls Auckland affiliated club.
- b) 1–5-Year Events - All participants must have five years or less of playing experience.
- c) All entries are received via Bowlshub only, all entries must be linked to player profiles.
 - o Entries via phone, text or email will not be accepted.

3. Draw & Venues

- a) Draw and weekly venues will be published on Bowlshub.
- b) A full list of host venues will be listed on the events page of the Bowls Auckland website.

4. Schedule

- a) During Qualifying two rounds will be played per evening over three weeks, totalling six rounds of play.
- b) The first round of play may be started from 5:30 pm and no later than 6:00 pm.
- c) The second round is to be started no later than 7:15 pm
- d) Should a week be cancelled due to inclement weather, scheduled rounds may be transferred to the next published date using the one published reserve date.

5. Format

Format	<ul style="list-style-type: none"> • Triples, two (2) bowls each, set play format • 4M fixed jack starting position, 2M Re-spot position • Mat can be placed freely between the defined marks
Time limit/s	<ul style="list-style-type: none"> • Games will be played with no time limit, however, are estimated to take approximately one hour each
Set play	<ul style="list-style-type: none"> • The games will be played under a set play format as outlined in Law 56 of the Laws, subject to variations as outlined below • 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. <p>In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.</p>
Tie Breaker	<ul style="list-style-type: none"> • If a game is tied after the two sets are 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. c. To determine who goes first, the opposing skips should toss a coin, and the winner of the toss has the options as described in “first to play” • If the end results in a tie (Law 24) it shall be replayed.

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6. Order of play

a) Starting an end

- a. The centre line of the rink will be marked with the following reference points in both directions
 - A mark 2m from the ditch edge.
 - A mark 4m from the ditch edge (with optional 0.5 and 1m radius target circle). –
 - A mark 27m from the ditch edge.
- b. Either skip may place the jack on the 4M mark, while the lead from the previous scoring end will determine length based on mat position. c. The mat shall be placed anywhere along the marked centre line with the front edge being between the 2m and 27m marks. d. The jack shall always be placed on the 4m mark at the beginning of each end. e. From these marks all ends will meet the legal jack distance of 23 metres or greater.

b) First set:

- a. 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 16), 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).

c) Second set:

- a. The winner of the first set shall place the mat and advise the length of jack 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, and then deliver the first bowl.

d) Tie breaker:

- a. The opposing skips should toss a coin, and the winner of the toss has the options as described in Clause 10a. d. 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, and then deliver the first bowl.

7. Dead End / Re-spot

- a) 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, and the jack should instead be placed with the nearest point of the jack to the mat-line at 2 metres, at a spot on the rink which is 2 metres from the front ditch and on the centre line.
- b) If a bowl partly or completely covers the spot, 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.

8. Powerplay

- a) A Powerplay enables a team to earn double the shots scored (by that team) in any nominated end.
- b) Teams will be allowed one Powerplay end per game (not per set) as nominated by the team to the opposing team.
- c) Both teams can nominate to use the Powerplay in the same end of a set.
The powerplay is lost if a team fails to nominate its Powerplay end in a game. (it IS NOT automatically applied to the last end)
There are no powerplays available for use in a tiebreak.

9. Practice

- a) No practice is permitted on the green before play on the day unless playing an organised tournament.
- b) All teams are entitled to a trial end in each direction before the first game for each week commences.

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10. Section makes up

- a) All entrants will be drawn into four (4) even sections, playing an incomplete round-robin
- b) One (1) Match points will be awarded for each game won
- c) One (1) set point will be awarded for each set won, with 0.5 being awarded for a draw - No set points are awarded for a tiebreaker.
- d) If a game is forfeited or defaulted (Clause 14) the nonoffending team will be awarded three points for win, two set points and a net total of two (2) shots.

11. Determining a qualifier

- a) Highest match points, then
- b) Highest net set points (total set points for – total set points against), then
- c) Highest net total shots (total shots for – total shots against)

The top two ranked teams in each section will qualify

12. Decision Making

- a) Measuring: Umpires will not be officially appointed to section play rounds unless provided by the host club.
- b) In the event an umpire is not present a player from the neighbouring rink may settle any measure and their decision will be final once called onto the rink.
- c) Jury of appeal: In the event of an appeal during the event, such appeals shall be made following the Laws of the Sport of Bowls and shall be directed to Bowls Auckland.

13. Post section

- a) Eight Qualifying teams will be blind-drawn to rinks on the night
- b) Games will be single-elimination step ladder using a pre-determined rink allocation
- c) If a team is unable to mathematically win a set, the set is completed, and the next set or tiebreaker begins.

14. Prize Money

*Per Team	
Winner	\$400
Runner-up	\$200

The winner of the Pathway event will also receive the invitation to represent Bowls Auckland in the near-neighbour playoff for a chance to compete at the national final. Dates are to be confirmed between the winning sides