

Bowls Auckland 2024-2025 Event Conditions of Play Interclub - Half Day Sixes

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

1. Event Dates

Week one	Week Two	Week Three
19 Oct 24	02 Nov 24	09 Nov 24

2. Entry Conditions

- a) All participants must be full-playing members of the same Bowls Auckland affiliated club.
- b) Teams may use alternating players between weeks from an extended list of squad members.
 - o Each side is encouraged to include 6 players and a minimum of two reserves.
- c) Players may not change between teams.
- d) 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.
- e) Entry via club representative, all squad members are to be listed in the team entry in Bowlshub.

3. Draw and Venues

- a) Draw/s will be published, with venues on Bowlshub.
- b) Hosting venues will be listed on the events page of the Bowls Auckland website.

4. Schedule

- a) Two rounds will be played per day, with a total of six rounds being played over three weeks.
- b) The first round of play must start no later than 12:30 pm.
- c) The second round of play must start no later than 2:30 pm.
- d) Any team not ready to start by the latest published start time will be recorded as a default.

5. Playing Format

Format	Pennants, 2x any combination triples At the end of each match, the two scores from both games are combined to determine the match-winner
Triples	2 bowls each, 15 ends
Time Limit/s	All games will be played with a 1 ½ hour time limit

6. Inclement weather

- a) Should play be abandoned 8 completed ends constitute a game.
- b) Should less than the minimum number of ends be completed on any rink, in a section, the round will be declared a draw. Should the minimum number of ends be completed, across all rinks, the result will be as it was when the game was abandoned. (last completed end)

7. Defaults and Byes

- a) If a team **defaults**, their score will be recorded as a Loss. The non-offending team will be awarded a win and the average total of shots scored by/against the winning teams in the same round of the same section. The offending team will be given the reverse score of the non-offending team.
- b) If a section has a **Bye**, the following will apply:
 - a. If every team gets a Bye, then no points will be awarded.
 - b. If some teams get a Bye, then the scoring as above, will apply.

8. Determining a winner

- a) 2 match points will be awarded for each match won. 1 game point for each game drawn.
- b) Teams are ranked on
 - a. highest game points
 - b. Highest net total of shots.

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c. lowest shots against

9. Prize Money

Paid per section	
Section winner	400
Section Runner up	200