

Bowls Auckland 2024-2025 Event Conditions of Play Interclub - Eights (Fours & Pairs)

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.
- c) All entries are received via Bowlshub only, all entries must be linked to a minimum of eight player profiles.
 - o Entries via phone, text or email will not be accepted.
- d) Entry via club, **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 morning round of play must start no later than 9:30 am.
- c) The Afternoon round of play must start no later than 1:30 pm.
- d) Any team not ready to start by the latest published start time will be recorded as a default.

5. Playing Format

Format	Eight-player sides - Fours & Pairs Those who play fours in the morning round will split to play pairs in the afternoon. Those who play pairs in the morning round will combine to play fours in the afternoon.
Fours	Fours: 2 bowls each, 18 ends
Pairs	Pairs: 3 bowls each, 21 ends
Time Limit/s	All games will be played with a three-and-a-half (3 ½) hour time limit

6. Sections

- a) The competition will be split into: Men's, Women's and Any Combination.
 - i. Men's and Women's sections will be graded based on the finishing rank from the previous year's version of the event.
 - ii. Sections will consist of Eight Teams;
Section allocation will be subject to team entries compared to previous years' standings.
 - iii. Any combination sections will be randomly drawn with no grading.
- b) Players may move between divisions, however, a player, having played three (3) games in a division will not then be able to play a lower division (for the avoidance of doubt Premier, 1st, 2nd, etc. and then Any-combination is the descending order of tournaments for this clause).
 - i. As the Any-combination events are open sections, players may move up into any division, however, the above ruling applies, and they will not be able to go back down.

7. Inclement weather

- a) First, play moved from natural to Carpet as applicable and available.
- b) Should play need to be reduced...
 - a. Pairs – 10 completed ends constitute a game.
 - b. Fours – 8 completed ends constitute a game.

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- c) 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)

8. 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 team within a section has a **Bye**, the above points allocation will also apply.
- c) A side fails to have a full eight players, two of the three disciplines may play, with the third being defaulted. In the afternoon round, all players must swap disciplines. Ie. You cannot play the fours and default a pair both rounds.

9. Determining a winner

- a) 2 game points will be awarded for each game won. 1 game point for each game drawn.
- b) Each section will be ranked on.
 - a. Highest game points.
 - b. Highest net total of shots.
 - c. Lowest shots against.

10. Prize Money

Paid per section	
Section winner	\$400
Section Runner up	\$200