



Dynasty Interclub

Conditions of Play



The following conditions are to be read in conjunction with the Laws of the Sport of Bowls (Crystal Mark Fourth Edition) and Bowls Domestic Regulations and the Centres General Conditions of Play.

Interclub encompasses three competitions catering for Men, Women and Mixed teams. Clubs are encouraged to enter multiple teams to cater for all levels of player. Only one team per club is permitted for each division, except for the bottom division in the 7s, bottom division of the men's eights and the any combo Wellington Quads.

Dynasty Wellington 7s – Men/Women

The top division, Division 1, will consist of 10 teams. This will be followed by divisions 2, 3, (& 4 for men). The make-up of divisions below Division 1 will be determined by entries received and a club's previous season's results where possible. The format for 7s is singles, pairs and fours. If the lowest division has insufficient entries to constitute a legitimate competition, the lowest placed teams from the division above (including if they had just been promoted) may come down. Alternately, in the event of high entries, a further Division may be added.

Dynasty Wellington 8s - Men

A side in the Wellington 8s consists of 3-bowl pairs team, 2-4-2 pairs and a fours team. Division 1 in the men's eights will consist of up to 10 clubs where possible, with qualifying based on the previous season's final placings. If the division 2 competition has insufficient entries to constitute a legitimate competition, the lowest placed teams from division 1 (including if they had just been promoted) may come down.

Dynasty Wellington Mixed Quad – (Open gender, mixed teams, any combo).

Clubs with insufficient numbers to enter a 7s or 8s team may enter a 4s team in the Wellington Quad Division(s). The number of divisions will be determined after entries close. Clubs with insufficient numbers to enter, may join with another club to enter a team. A mixed quad team can be any combo. The team can include four women or four men players as required to ensure a club can field a team for a given round of play. However, clubs are encouraged to field mixed gender teams where practicable.

Conditions of Play

1. Format

Wellington 7s - each side will play:

1 x Singles	4 bowls	21 shots
1 x Pairs	3 bowls	18 ends
1 x Fours	2 bowls	15 ends

Men's Wellington 8s - each side will play:

1 x Pairs	3 bowls	18 ends
1 x 2-4-2 Pairs	4 bowls	14 ends
1 x Fours	2 bowls	15 ends

Wellington Quads 4s – each side will play:

1 x Pairs	3 bowls	18 ends
1 x 2-4-2 Pairs	4 bowls	14 ends

2. **Venues and draws** will be advised to clubs once entries have been received and will be available on the Bowls Wellington website.
3. **Entry fee.** Entry fees are payable by clubs. An entry fee of \$120 (including GST) per side will be charged for teams entering the sevens and eights competitions and \$60 (including GST) per side is the entry fee for the quad teams. Teams that withdraw after the closing date are not eligible for a refund.
4. **Time**
 - a) All games, including play offs, are to be completed within 2 hours 45 minutes of the commencement time.
 - b) All morning games are to commence by 9am and afternoon games by 1.30pm unless advised otherwise.
 - c) Rinks for a match are allocated by the home club with the rinks for each discipline being drawn by the visiting team.
 - d) With double headers, the second game, if not started by 1.30pm, may be delayed with the approval of the Bowls Wellington Interclub Coordinator. If unreachable, both sides must explicitly inform the Centre via email of their agreement to delay the game by emailing info@bowlswellington.com.
 - e) If a team, for whatever reason (including traffic) cannot arrive at the venue on time, they must contact the opposing Interclub Coordinator (not the club) and have their express permission to delay the start, otherwise the match will be treated as a default. For this reason, teams are encouraged to ensure they depart for the playing venue as soon as possible.

5. **Game Stoppages**

If a game is stopped because of darkness, weather conditions or any other valid reason, the game shall be continued either on the same day or on a different day and be completed within the original 2 hour 45 minute time limit. Scorecards must have the start and finish times recorded. The scores will be as they were when the game was stopped. Points will only be awarded where the full game has been completed.

6. Match Definition and Points

A match is a competition between two sides, played over 3 disciplines. (2 disciplines for Wellington Quads)

The match points in each match will be the total of the game points awarded to each side over three disciplines:

Game Win	7 points
Game Draw	4 points
Game Loss	0 points
Bonus Point	1 point

A bonus point will be awarded for either winning by a differential of 11 or more shots or for losing by a differential of 2 or less shots in any discipline.

7. Round Robin Division Placings

Placings in all divisions will be decided by the sides with the best overall **match points** from all rounds played.

At the end of the round robin stage, should two or more sides be equal on **match points**, the side with the most **game wins** will determine the winner (or higher placed team). If still equal, the side with most **game wins and draws** will be the winner. If still equal, the side with the **best overall differential** will be the winner. Finally, if still equal, it will be determined by the **winner** of the match when the 2 sides last met.

8. Finals – Division 1 Only

The Division 1 winner will be decided by a top four playoff, played where possible on the green of the winner of the round robin, referred to as the Minor Premier.

Play Format

The playoffs will be played on a scattered draw format.

Match Points for Finals

The scoring is as set out in paragraph number 6 above.

Teams cannot be changed after round 1, i.e. there can be no change in disciplines. All games must be played out competitively. Bowls Wellington will consider the sanctioning of teams in breach of this.

Otherwise normal substitution rules will apply.

9. Promotion and Relegation

Promotion and relegation will be automatic with the exchange of four eligible sides i.e., 2 up, 2 down within each division.

Should a side be ineligible to be promoted (i.e. the club already has a team in the higher Division), then the next eligible team from as far down 50% of the field in the lower division, will be automatically promoted.

If there is only 1, or no eligible team within the 50% margin from the lower division eligible to be promoted the 1, or potentially both teams eligible for relegation from the higher division, will not be relegated.

A club can only have one team in Divisions 1 and 2 (and Divisions 3 and 4 for men). In women's Division 3, i.e. the lowest women's division, a club can enter more than 1 team.

If there are more than one division in the Men's Eights and Wellington Quads, promotion and relegation will apply.

Combined club teams in the Wellington Quad division are not eligible for promotion.

A club can have more than one team in the lowest division in the Men's Eights and in any division of the Wellington Quads.

10. Player Movement

Players may move between divisions at any time. However, *the Centre expects clubs to play within the spirit of the game.*

Players cannot play for multiple clubs during the competition (in any division), regardless of whether they are dual members. Any team who has been found to have played an ineligible player will retrospectively default the match with points deducted and given to the opposition as per a default loss.

Players who play in a combined club team in the Quad can play for other of their club teams.

11. Team Lists and Recording Results

For Bowls Wellington and media requirements, all Division 1 clubs must submit their team lists to bowlswellingtoninterclub@gmail.com by 12pm the day prior to each interclub round.

Club coordinators are responsible for recording and submitting results on the official Results Forms. The results must be emailed to bowlswellingtoninterclub@gmail.com by 9am Monday following the Interclub round.

For Division 1 results, club co-ordinators should send these results through to bowlswellingtoninterclub@gmail.com as soon as possible after play has finished on the day, unless another process is set up for that purpose. These results will be loaded as soon as practicable and are for use in afternoon radio broadcasting purposes.

Club coordinators are to retain scorecards for each round until final placings are confirmed by Bowls Wellington at the end of the Interclub season.

12. Markers/Scorecards

Host clubs are responsible for providing markers and for the provision of scorecards. If host clubs cannot supply markers, they should ask the visiting club to assist.

13. Cancellation and Transfer of Greens

Due to microclimates, Bowls Wellington will not postpone Interclub due to weather except under exceptional circumstances. Clubs (via their green staff) retain responsibility for their own green closures and the safety of players. **Club Coordinators should contact the opposition's Interclub Coordinator the day prior to discuss contingencies where there is early indication of green closures.** This will assure a smooth and clear process for clubs, players and coordinators the following morning.

Should a Club Coordinator be away, an interim Coordinator must be appointed by the Club for that period, and full Coordinator duties carried out.

Due to the tight nature of the schedule and potential for disruption later in the season, clubs are encouraged to show good faith and make every attempt to play the round on the scheduled day. Bowls is (mainly) an outdoors sport and inclement weather is an unavoidable part of the game. Rain does not necessarily constitute play being abandoned, however, if the green or conditions are such to present a health and safety risk, clubs are asked to consider the player's wellbeing.

Where host greens are declared closed, the following actions are to be taken by respective Club Coordinators or team managers:

- a) In the first instance, the opposing club is to be given the opportunity to play the match at their green. If this is not possible, an alternative venue may be arranged by the clubs concerned (the original host club has first choice).
- b) To assist Coordinators in arranging alternative venues, sides must stay at the original venue until a replacement venue has been found. Should a team depart before the contingency be confirmed, this could be construed as a default loss.
- c) A time limit of 2 hours 45 minutes will apply from the start of play.
- d) If greens are unplayable due to weather and the above options are not available, the host club is responsible for cancellation of play.

14. Defaults

If only a partial discipline in a team plays their match, the completed games shall count as normal. The defaulting discipline shall be deducted 7 points for each game not played with the non-defaulting team awarded 7 points. The deduction will apply unless there are extenuating circumstances approved by Bowls Wellington.

15. Withdrawal of Sides

No refund will be issued after the draw is published.

16. Footwear and Clothing

Refer to General Conditions of Play Section 11.

17. Synthetic Surfaces

All Wellington clubs are eligible to play Interclub and synthetic surfaces are permitted. All clubs are expected to have greens that meet minimum standards.

18. Weekly Results

Weekly results will be uploaded on the Bowls Wellington website by Wednesday provided the club co-ordinators send their returns in by mid-day on the Monday following the Saturday's interclub round. Match results should be sent to: bowlswellingtoninterclub@gmail.com.