



Bowls3Five Interclub

Conditions of Play

Laws of the Sport of Bowls (Crystal Mark Fourth Edition) and applicable Bowls New Zealand Domestic Regulations apply.

These Conditions of Play are also made in accordance with Law 55.3 of the Laws of the Sport, which permits Bowls New Zealand as a Controlling Body to establish conditions of play to cover certain aspects of the sport. These Conditions of Play set out the conditions of play for both the FoxPlan Premier Bowls 3Five and the FoxPlan Twilight Bowls3Five and applies to all players and Clubs participating in the two events.

Entry fee for both the Premier and Twilight competitions is \$60 (includes GST) a team.

1. Competition Format

(1) FoxPlan Premier Bowls3Five

The Wellington Tournament, to be played 6 February 2025, is to find the Bowls Wellington champion and thereby Wellington representative for the Bowls New Zealand National Bowls3Five Interclub finals, 3 & 4 May 2025 in Auckland.

The FoxPlan Bowls Wellington tournament is limited to 32 teams. Each club in Wellington is entitled to one entry if they decide to enter. Otherwise clubs will be invited to enter more than 1 team to make up the field.

The tournament format will be published with the draw.

(2) FoxPlan Twilight Bowls 3Five

The Centre will determine the structure and format of the Twilight tournament once entries have been received. Providing entries are sufficient enough to warrant a viable competition, three Zones (Hutt Valley, Wellington Central and Wellington Northern Suburbs) will be established. Format of play-offs between zones will be determined by entry numbers.

Pending entries and whenever possible, there will be a Junior (1-5 year) and Open competition, and clubs may enter as many teams as they wish. All games are played on Monday nights as per the Bowls Wellington program commencing Monday 3 February 2025. Grand finals are scheduled for Monday 14 April 2025, subject to change dependent on format for the tournament.

(3) General Conditions of Play for both the FoxPlan Premier Bowls3Five and the FoxPlan Twilight Bowls3Five

3. Match Format

A match shall consist of a single game (as per Section 6 below).

4. Side Composition

Each side shall be made up of one triple. In the Premier competition for 6 February 2025, each side must have at least one male and one female player. In the Twilight open grade, clubs are encouraged to enter mixed teams but those that are unable to do so may enter teams of a single gender. In the Junior grade there can be “any combo” teams. Open sides may include junior players, however junior sides may not include non-junior bowlers.

The draw and rink numbers for the Premier qualifying rounds will be pre-determined and published. For the Twilight event a random draw will be used to determine the rink number, unless otherwise agreed to.

Playing positions between the three players may not be altered at any time during the game.

5. Qualification of Players:

A team member may only play for one club and team during the Bowls3Five season. In the Premier competition, once a player has played for a team (either as a regular team member or substitute for example), they may not play for another team from that same club (dependent on changes to the Bowls New Zealand Bowls3Five playing conditions).

In the Twilight competition, players may move between teams if required to assist clubs in managing player availability.

Clubs are expected to play within the spirit of the game with regard to moving players between teams.

New members may be added to any team, providing they meet the criteria and have not played for another side (Premier grade only) at any stage of the competition.

6. Format of Play

The games will be played under set play format as outlined in Law 56 of the Laws, as determined by the playing conditions released by Bowls New Zealand.

The format of the game will be two bowl triples and each game will be played over two sets, with each set consisting of five ends.

The winner of the match will be the side who has recorded the most set wins. 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.

7. Tie-breaker

If a match is tied after the two sets have been completed (each team having won one set or both sets having been drawn), a **one end** tie-breaker is to be played to decide the winner and the winner of the tie-breaker will be awarded the game.

8. First to Play

First set: Teams will toss a coin and the winner determines order of play.

Second set: The winner of the first set shall place the mat 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 and then deliver the first bowl.

Tie-breaker: The opposing skips should toss a coin and the winner of the toss has the options as described above.

In all ends after the first end of each set, the winner of the previous scoring end shall place the mat and then deliver the first bowl.

9. Re-spotting the Jack

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 18 meters 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 meters, at a spot on the rink which is 2 meters from the front ditch and on the center line. If the spot is partly or completely covered by a bowl, 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.

10. Scoring

Three match points will be awarded for each game won. No match points are awarded for any game lost.

One set point will be awarded for each set won. A half-set point (0.5) will be awarded for each set drawn. No set points are awarded for any set lost (the tie- breaker is not a set).

Ladder position will be determined as follows:

1. Highest number of match points.
2. The team with the highest net total of set points (total set points for – total set points against)
3. If match points and net set points are all equal, the winner of the match between the sides when they last met, will determine the higher ranked team, unless there is a double round of play, in which case the overall result from the double round between the 2 teams will be taken into account.

11. Forfeit

If a team is unable to complete any game, their opponents shall win on forfeit. Points shall be awarded three points for the win and two set points.

The forfeiting side will be penalised with -3 match points and -2 set points.

12. Shot clock

There shall be no shot clock for this competition.

13. Powerplay

A Power Play enables a team to earn double the shots scored (by that team) in any nominated end. Teams will be allowed one Power Play end per game (not per set) and must be nominated by the team to the opposing team prior to the end commencing. Both teams can nominate to use the Power Play in the same end of a set. If a Team does not nominate to use its one Power Play end in a game, then that Power Play is lost.

There are no Power Plays available for use in a tie-break (section 7).

14. Placing the mat and jack

The jack shall be placed on the centre line on the four-metre mark.

The mat may be placed anywhere from the two-metre mark to a point 23 metres from the jack.

The rinks shall be marked to provide guidance for the placing of the mat.

15. Substitutions

There shall be no player substitutions once a game has commenced.

16. Movement of Players during Play

Players will be able to follow their bowls up to the head under the following circumstances:

Lead: after delivery of their second bowl.

Second: after delivery of their second bowl.

Skips: after delivery of their first bowl.

17. Practice

Trial ends: There will be trial ends before the commencement of any game.

18. Equipment

Bowls: Sides are encouraged to use matching bowls corresponding to the colour of their teams.

Marking touchers: Chalk or spray chalk will be used to mark touchers.

19. Decision Making

Measuring: The players in all games will act as the measurer for deciding the number of shots. If an umpire has been appointed to the game, then the umpire will be called by the players, or a player from another rink, if agreement cannot be reached as to the number of shots awarded.

20. Uniforms

It is compulsory for players to wear matching club uniforms.

21. Media and Communications

Bowls New Zealand and Bowls Wellington reserve the right to use any video and photographs taken during this event for further promotional requirements.

22. General

Bowls New Zealand and Bowls Wellington reserve the right to alter the format, times of play and allocated rinks and greens to suit local unforeseen circumstances, giving as much notice as practical.

A Jury of Appeal shall be appointed by the Bowls NZ CEO for the purpose of deciding upon any points not provided in the conditions of play and/or for dealing with any referrals or appeals from decisions made by Technical Officials (Law 43.2.6 of the Laws of the Sport and Rule 14.4 of Regulation 10).

Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, Bowls New Zealand and/or Bowls Wellington may amend the format and length of games at its sole discretion in order to achieve a result or postpone the event where an outcome cannot be achieved. Such a decision by Bowls NZ or Bowls Wellington may not be appealed.