

CNZ 32nd North Island Clubs NZ Women's Outdoor Bowls Tournament 9th – 12th November 2020

CONDITIONS OF PLAY:

1. The tournament shall be open to any financial women member of a North Island Club which is a member of Clubs New Zealand (CNZ Rule 7). Such member must also be a financial member of a Bowling Club affiliated to Bowls New Zealand. A team may consist of three (3) members of a club and one (1) member of another Club. The minority member of the team cannot skip. The Tournament Committee may arrange section entries of composite teams in order to balance the draw.
2. Played under the Laws of the Sport of Bowls Crystal Mark Third Edition and the Conditions of Play for this Tournament
3. Regulation bowling attire must be worn during the competition play. Coloured tops and jackets are permissible only if they are Chartered Clubs official colours or of their bowling adjunct. The colour must be worn by all four players, or not at all.
4. Restricting the movement of Players during play (Law – Appendix A.4.1.7) will be implemented for all time limit games.
Leads – after the second player in their team has delivered their second bowl;
Seconds – after delivery of their second bowl;
Thirds - after delivery of their second bowl;
Skips – after delivery of each of their bowls
(Law A.4.3) – When a player at the head walks up to the mat to deliver their first bowl, their direct opponent can remain at the head until that bowl has come to rest before walking up to the mat to deliver their own first bowl.
(Law A.4.4) – If a player does not meet the terms of these laws, Law 13 will apply.
5. **LATE ARRIVALS AND DEFAULTERS**
If a team is absent or incomplete **ten (10) minutes** (this is the ruling for this tournament) after the round has begun, they shall default that game to their opponents. The defaulting team shall have a **loss** and **no points**. Their opponents shall have a **win** and **the average of the winning scores** – percentage rounded down for less than half or up for half or more for that game.

6. **ILLNESS**

If a player has to leave the green during the course of a game due to illness or some other reasonable cause, and they cannot return within 10 minutes, the Controlling Body can approve the introduction of a substitute.

A substitute should only be introduced if, in the opinion of both skips or, if they cannot agree, in the opinion of the Controlling Body, the substitution is necessary.

The substitute should play in any position other than skip, and the other members of the team can rearrange their positions as necessary. The Controlling Body will decide the substitute's eligibility.

If no eligible substitute is available: the defaulting team will forfeit the game to their opponents; and The defaulting team shall have a **loss** and **no points**.

Their opponents shall have a **win** and **the average of the winning scores** – from that venue and that round.

7. **SCORECARDS**

The winning skip is required to immediately at the conclusion of each game to hand to the Umpire, the scorecard, which must be checked and signed by both skips, the winners name circled, and the time the game stopped recorded.

The scorecards from the first game **must** show the first and surname of each player in both teams.

Skips throughout the day should ensure the results of their games have been correctly recorded.

8. **MATCH COMMITTEE / CONTROLLING BODY**

The Match Committee or Controlling Body shall have the right to:

- i. Vary the days play
- ii. Reduce the number of ends of all section play
- iii. Alter or amend the tournament programme if circumstances will not permit it to be carried out in its entirety.
- iv. No change of players will be allowed except in cases of illness or some other reasonable cause. Bowls New Zealand Domestic Regulations for Substitutes or Replacements shall apply but in no case shall the Substitute play in the Skip's position.
- v. The decision of the Match Committee or Controlling Body shall be final.

9. **DISPUTES**

- i. Any dispute other than those upon the Laws of the Sport of Bowls requiring immediate decision shall be adjudicated upon by the Skips concerned. Failing their agreement the dispute shall be referred to the Controlling Body or Match Committee and their decision shall be final.
- ii. Participating Clubs shall be responsible for the conduct of their players
- iii. Unless the Host Club is advised within three (3) weeks prior to the Tournament of a team withdrawing, the entry fee shall be forfeited.

10. **RAIN**

All teams are to report to their venues. In the event of rain interrupting play during game, the clock will be kept running.

Five (5) completed ends will constitute a game.

Only the Club Representative has authority to suspend play.

11. **STOPPAGE OF PLAY**

Law 32 will apply

SECTION PLAY:

12. The entrants will be divided into two (2) sections of twelve (12) and three (3) 1) sections of fourteen (14) and will play as stated in the programme.
13. There will be six (6) games played, three (3) games on Monday and three (3) games on Tuesday. Games will start at 8.45am, the second game no later than 12.00 noon and the third game to start no later than 3.00pm. Lunch will be available after the first game. Afternoon tea after the second game.
14. All games will be eighteen (18) ends, with a time limit of two hours and 30 minutes (2 ½ hours). In the event of a tie, an extra end will be played to determine a winner. **Not to be counted on the score card, or killed – just to get a winner.** If the jack becomes dead during the extra end it shall be repositioned on the centre line of the rink, 2 metres from the front ditch and the end played out to determine the winner.
15. Team positions for the three events in Post Section shall be determined at the end of the second day according to **wins** – if equal then **ends won** – then **shots for** – then **points differential** of each team as a (+) or (-) over the 6 games.

POST SECTION PLAY:

16. CHAMPIONSHIP EVENT:

Sixteen (16) teams will contest for the Championship Cup. The top 3 teams from each section, selected on wins-ends-shots for and if tied, points differential basis, plus the next best team from any section.

In the event of a tie then shots differential over the six (6) games will be taken into account.

These top 16 teams will be divided into four (4) sections of 4 teams.

The order of play within each Section shall be drawn at random.

17. PLATE EVENT:

The next best Sixteen (16) teams will contest the Plate event – (4th – 6th from each section), selected on wins-ends-shots for and if tied, points differential basis, plus the next best team from any section.

In the event of a tie then shots differential over the six (6) games will be taken into account.

These 16 teams will be divided into four (4) sections of 4 teams.

The order of play within each Section shall be drawn at random

18. CONSOLATION EVENT:

All remaining teams will be divided at random into sections of 12, 14 or 16 teams depending on the number of teams that register for the Consolation event. Each team will be drawn on a random basis into Sections.

19. PUBLICATION OF POST SECTION DRAWS:

The draws for the three events on Wednesday will be published on Tuesday evening at Headquarters, Club Mount Maunganui Inc and the draw for Finals day on Thursday will also be published at Headquarters, Club Mount Maunganui Inc on Wednesday evening.

CHAMPIONSHIP AND PLATE EVENTS:

20. There will be three (3) games on Wednesday starting at 8.45am. The second game to start no later than 12.00 noon and the third game no later than 3.00pm. Lunch will be available after the first game, and afternoon tea after the second game.
21. The game will be eighteen ends (18) ends with a 2 ½ hour time limit. In the event of a tie, an extra end will be played to determine a winner. **Not to be counted on the score card, or killed – just to get a winner.** If the jack becomes dead during the extra end it shall be repositioned on the centre line of the rink, 2 metres from the front ditch and the end played out to determine the winner.
22. The **section** winners in each section will be determined at the end of the days play according to **wins** – if equal then **ends won** – then **shots for** – then **points differential** of each team as a (+) or (-) over the 3 games. The winner's order of play will be drawn randomly for Semi Finals
23. On Thursday, the semi-finals will start at 9.45am. The games will be eighteen ends with a 2 ½ hour time limit. In the event of a tie, an extra end will be played to determine a winner. **Not to be counted on the score card, or killed – just to get a winner.** If the jack becomes dead during the extra end it shall be repositioned on the centre line of the rink, 2 metres from the front ditch and the end played out to determine the winner.
After Lunch the Finals will commence at 1.00pm.
The Finals will be eighteen (18) ends with no time limit. In the event of a tie an extra end will be played.
There will be no play off for third and fourth places.

CONSOLATION EVENT:

24. There will be four (4) games on Wednesday starting at 8.45am, the second game to start no later than 10.30am followed by Lunch. The third game to start by 1.00pm and the fourth game to start by 3.00pm.
25. The games will be twelve (12) ends with a time limit of one hour 30 minutes (1 ½ hours). In the event of a tie, an extra end will be played to determine a winner. **Not to be counted on the score card, or killed – just to get a winner.** If the jack becomes dead during the extra end it shall be repositioned on the centre line of the rink, 2 metres from the front ditch and the end played out to determine the winner.
26. The top **eight (8)** teams - top 4 from each section at the end of Wednesday, based on **wins** – if equal then **ends won** – then **shots for** – then **points differential** of each team as a (+) or (-) over the 4 games, will progress through.
The team finishing **1st** will play the team finishing **8th**, the team finishing **2nd** will play the team finishing **7th**, the team finishing **3rd** will play the team finishing **6th**, the team finishing **4th** will play the team finishing **5th**.
27. The Quarter Finals will be played on Thursday starting at 8.45am. Morning Tea will be followed by the Semi Finals starting no later than 10.45am. Lunch followed by the Final to start no later than 1.00pm.
28. The Quarter and Semi Finals will be twelve ends with a time limit of one hour 30 minutes. In the event of a tie, an extra end will be played. **Not to be counted on the scorecard, just to get a winner.**
If the jack becomes dead during the extra end it shall be repositioned on the centre line of the rink, 2 metres from the front ditch and the end played out to determine the winner.
The Final will be twelve ends with no time limit. An extra end or ends will be played to determine the winner in the event of a tie.

There will be no play off for third and fourth places.