

BOWLS

3

FIVE



BOWLS
NEW ZEALAND

CONDITIONS OF PLAY
TELEVISED LEAGUE

2018



Bowls3Five

TELEVISED LEAGUE

Conditions of Play

1. Entry conditions and Eligibility

- 1.1. Bowls New Zealand is the controlling body for this event.
- 1.2. All clubs must have signed a participation agreement with Bowls New Zealand, covering entry into this competition.
- 1.3. All players must be affiliated to a Bowling Club (as a full playing member) which is affiliated to Bowls New Zealand.
- 1.4. Players within teams must be affiliated within the same club as full playing members.
- 1.5. As a condition of entry to compete in the Bowls3Five Televised League, all competitors must comply with Laws of the Sport of Bowls (Crystal Mark Edition 3) and applicable Bowls New Zealand Domestic Regulations.
- 1.6. 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 the Bowls New Zealand Bowls3Five Televised League and applies to all players and clubs participating in the Event.

2. Competition Format

- 2.1. Preliminary Rounds: Bowls3Five will be played over ten rounds ('preliminary rounds') to determine the finalists for post section play.
- 2.2. Post Section Play: Play will be conducted as follows:
 - 2.2.1. Grand Final: 1st after preliminary rounds versus the winner of 2nd v 3rd after preliminary rounds
 - 2.2.2. Relegation Final: 6th after preliminary rounds versus the loser of 4th v 5th after preliminary rounds.
- 2.3. The venue, dates and times of all games shall be determined by Bowls New Zealand. Schedule A provides likely venue and date details.

3. Team composition

- 3.1. Each team for a game shall comprise of three (3) players.
- 3.2. Each team must contain a minimum of one female player or a minimum of one male player.
- 3.3. Playing positions between the three (3) players may not be altered at any time during the game.
- 3.4. Qualification of Players:
 - 3.4.1. A team member may only play for one club in the competition in any one season.
 - 3.4.2. There is no minimum games played to qualify for a club team, at any stage of the competition; provided that player is a full playing member of the club. For the benefit of doubt, a club may add a new member to the team (provided they are a full playing club member and have not played for another participating club in the current season) at any stage of the preliminary rounds or post section.

4. Format of play

- 4.1. The games will be played under *sets play* format as outlined in Law 56 of the Laws, subject to a number of variations as outlined below.
- 4.2. The format of the game shall be two bowl triples.
- 4.3. Each game will be played over two (2) sets, with each set consisting of five(5) ends.
 - 4.3.1. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
 - 4.3.2. If the shot scores are tied after the fifth end of a set, the set will be a draw.
 - 4.3.3. In all preliminary round matches, all five ends of each set must be completed due to the possible impact on the ladder.
- 4.4. Tie-breaker
 - 4.4.1. If a game 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 will be played to decide the winner.
 - 4.4.2. The winner of the tie-breaker will be awarded the game.
- 4.5. First to play
 - 4.5.1. First set: the opposing teams shall toss a coin and the winner of the toss can choose whether their team places the mat, advises the length of jack (refer clause 5.4), and then delivers the first bowl or tells the opposing team to place the mat, advise the length of jack (refer clause 5.4), and then deliver the first bowl (the opposing player cannot refuse).
 - 4.5.2. Second set: the winner of the first set shall place the mat and advise the length of jack 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, advise the length of jack and then deliver the first bowl.
 - 4.5.3. Tie-breaker: The opposing skips will toss a coin and the winner of the toss has the options as described in 4.4.1 above.
 - 4.5.4. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat, advise the length of jack and then deliver the first bowl.
- 4.6. Re-spotting the jack
 - 4.6.1. 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 14 meters from the mat line, the end shall not be declared dead, and the jack will 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 centre line.
 - 4.6.2. If the spot mentioned in 4.5.1 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.
- 4.7. Scoring – Preliminary Rounds
 - 4.7.1. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
 - 4.7.2. One (1) 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).
 - 4.7.3. If a game is forfeited, the non-offending team will be awarded three points for win, two set points and a net total of 2 shots.
 - 4.7.4. Ladder rankings for all sectional play (preliminary rounds and Grand Finals) will be determined as follows:
 1. Highest number of game points scored.
 2. If game points are equal, the team with the highest net total of set points (total set points for – total set points against) shall be ranked higher.
 3. If game points and net set points are equal, the team with the highest net total shots (total shots for – total shots against) over all games in the section (including tie-breaker ends) shall be ranked higher.
 4. If game points, net set points and net total shots are all equal, the toss of the coin will determine the higher ranked team.
- 4.8. Forfeit - If a team is unable to complete any game already commenced during the competition, then their opponents shall win on forfeit. Points shall be awarded to the winning team in accordance with clause 4.6.3.

5. Game Variations

- 5.1. Shot clock

- 5.1.1. There shall be a 30 second shot clock for this competition.
- 5.2. One End / Direction of Play
- 5.2.1. Each end in this competition shall be played in the same direction, with bowls being returned to the mat end, at the conclusion of an end.
- 5.3. Powerplay
- 5.3.1. A Power Play enables a team to earn double the shots scored (by that team) in any nominated end.
- 5.3.2. Teams will be allowed one Power Play end per game (not per set) as nominated by the team to the opposing team and umpire.
- 5.3.3. 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, that Power Play is lost.
- 5.3.4. There are no Power Plays available for use in a tie-break (section 5.3).
- 5.4. Placing the mat and jack
- 5.4.1. The centre line of the rink will be marked by three (3) fixed nominated lengths at each end of the green by different coloured markings.
- 5.4.1.1. Spot One (long) shall be 2 meters from the front ditch.
- 5.4.1.2. Spot Two (medium) shall be 5 meters from the front ditch.
- 5.4.1.3. Spot Three (short) shall be 8 meters from the front ditch.
- 5.4.1.4. The mat shall be permanently placed 23 meters from Spot Three (short), which is 31 meters from the front ditch.
- 5.4.2. The skip from the team to play first in the end will nominate the length (short, medium, long) to place the jack at the opposite end.
- 5.4.3. All fixed nominated lengths are of a legal distance of 23 meters or greater.
- 5.5. Substitutions
- 5.5.1. There shall be no player substitutions once a game has commenced.
- 5.6. Movement of Players during Play
- 5.6.1. Players will be able to follow their bowls up to the head under the following circumstances:
- 5.6.1.1. Lead: after delivery of their second bowl.
- 5.6.1.2. Second: after delivery of their second bowl.
- 5.6.1.3. Skips: after delivery of their first bowl.
- 5.6.2. Prior to the start of an end, the skip may take a position at the jack end of the green.

6. Practice

- 6.1. Trial ends: There will be no trial ends before the commencement of any game.
- 6.2. Allocated practice: Teams will be allocated practice sessions on rinks, starting three hours prior to the commencement of the first game each day. Practice must cease 15 minutes before the scheduled start of play for that rink.

7. Equipment

- 7.1. Stamp on bowls: All bowls used during the event must carry a registered World Bowls stamp of either the current year or of a future year. Random checking of bowls may occur prior to the commencement of games.
- 7.2. Bowls:
- 7.2.1. Teams are to use bowls of the same colour and design (if multi coloured).
- 7.2.2. Teams are required to submit to Bowls NZ their bowls and teams colours for approval. This will ensure no duplication of colours.
- 7.3. Marking touchers: Chalk spray will be used to mark touchers.

8. Decision Making

- 8.1. Measuring: The players in all games (who will carry a box string measure) will act as the measurer for deciding the number of shots. The umpire will be called by the players if agreement cannot be reached as to the number of shots awarded.
- 8.2. Jury of appeal: In the event of an appeal during the course of the event, such appeals shall be made in accordance with the Laws of the Sport of Bowls and shall be directed to Bowls New Zealand.

9. Sports Betting

- 9.1. Players are prohibited from engaging in the conduct and activities listed in this clause 9. Any player

or team official who engages directly or indirectly, alone or in conjunction with another or others in the listed conduct and activities commits an offence in breach of the Bowls NZ Regulations and will be subject to sanctions.

9.2. Corruption - No player shall:

9.2.1. fix, contrive, improperly influence or otherwise take action which could cause the occurrence of a particular incident, outcome, result or anything else in the Bowls3Five Competition, and for which any money, benefit or reward (including associated with a betting arrangement) is expected or received; other than solely for genuine medical or sporting tactical reasons;

9.2.2. pay or accept, or seek or offer or agree to pay or accept, any bribe or other reward to fix, contrive, or otherwise improperly influence the occurrence of a particular incident, outcome, result or any other aspect in the Bowls3Five Competition;

9.2.3. fail, for any money, benefit or reward (including associated with a Betting arrangement), to perform as reasonably expected to their abilities in, or withdraw completely from, the Bowls3Five Competition, other than solely for genuine medical or sporting tactical reasons.

9.3. Betting - No player shall bet, gamble or enter into any other form of financial speculation on the Bowls3Five Competition;

9.4. Misusing Inside Information - No player shall:

9.4.1. use, or provide to any person, inside information where it might reasonably be expected the information could be used for betting purposes;

9.4.2. pay or accept, or seek or offer or agree to pay or accept, any bribe or other benefit or reward for inside information;

9.4.3. to avoid doubt, this does not prevent the appropriate use or disclosure of Inside Information for genuine business or organisational purposes related to Bowls NZ such as: communications between Bowls NZ personnel for those purposes; necessary communications with other relevant sports sector personnel for those purposes; media interviews and other public commitments;

9.4.4. to avoid doubt, nothing in clause 9.4. is intended to prohibit any such disclosure made within a personal relationship (such as to a member of the player's family) where it is reasonable for the player to expect that such information can be disclosed in confidence and without being subsequently used for betting, and where the person who is told the information is also told it cannot be shared with another person.

10. Uniforms

10.1. It is compulsory for players to wear matching club uniforms. Bowls New Zealand reserves the right to supply all team playing uniforms.

11. Media and Communications

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

12. General

12.1. Bowls New Zealand reserves 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.

12.2. 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).

12.3. Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, Bowls NZ may amend the format and length of games in 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 may not be appealed.

12.4. All Bowls NZ policies will apply for the event.

ENDS

SCHEDULE A: Competition Format

Number of clubs/teams: Six

Preliminary Rounds:

Tuesday 23rd October 2018
Wednesday 24th October 2018
Tuesday 30th October 2018
Wednesday 31st October 2018
Tuesday 6th November 2018
Wednesday 7th November 2018
Tuesday 13th November 2018
Wednesday 14th November 2018
Tuesday 20th November 2018
Wednesday 21st November 2018

Grand Finals:

4th versus 5th: Tuesday 27th November 2018
2nd versus 3rd: Tuesday 27th November 2018
6th versus (loser 4th v 5th): Wednesday 28th November 2018
1st versus (winner 2nd v 3rd): Wednesday 28th November 2018

Venue: New Lynn Bowling Club, Auckland

Times of Games (earliest):

Game One: 7:05pm
Game Two: 8:00pm
Game Three: 9:00pm