

## **Bowls Manawatu Interclub**

All General Conditions of Play (CoP) for Bowls Manawatu Events apply to the Bowls Manawatu Interclub Events. The following CoP are specific to Interclub events. Where applicable, these CoP supercede any General CoP.

If a player is part of a club's Interclub team, that player is not eligible to represent another club in another centre's Interclub competition, that advances to the National Interclub Sevens Finals, or be selected to represent another club in the National Interclub Sevens Finals. For clarity, players cannot be selected in two clubs across multiple centres in an interclub sevens pathway event.

Venues and Draws will be advised to clubs once entries have been received.

### **1. Tournament and Playing Formats**

Interclub is run as three competitions:

Division 1 will consist of 7 players per team.

Division 2 will consist of 7 players per team.

Division 3 will consist of 4 players per team.

Manawatu Division 1 (Men & Women)

1 x Singles 4 bowls, 21 shots

1 x Pairs 3 bowls, 18 ends

1 x Fours 2 bowls, 15 ends

Manawatu Division 2 (Any Gender)

1 x Pairs 3 bowls, 18 ends

1 x Pairs 4 bowls (2x4x2), 15 ends

1 x Triples 2 bowls, 18 ends

Manawatu Division 3 (Any Gender)

1 x Pairs 3 bowls, 18 ends

1 x Pairs 4 bowls (2x4x2), 15 ends

Play will commence at 8.30am

### **2. Movement of players**

#### **Division 1**

Players cannot swap between disciplines from round to round.

The selected singles player stays as the singles player right through the event.

The selected pairs players stay in the pairs right through the event, but can change positions within that discipline.

The selected fours players stay in the fours right through the event but can change positions within that discipline.

### Division 2 & Division 3

Players may move between disciplines in each round.

#### **3. Time**

All games, including play-offs, to be completed within 2 hours & 30 minutes of the commencement time.

#### **4. Markers/Scorecards**

Host clubs are responsible for providing Markers and the provision of scorecards. If clubs cannot supply Markers, visiting clubs should be asked to assist.

#### **5. Match Definition**

A match is a competition between two sides, played over 3 disciplines (2 disciplines for Manawatu Division 3)

#### **6. Match Points**

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

- Game Win 2 points
- Game Draw 1 points
- Game Loss 0 points

#### Bonus Points

- 1 point is awarded to a team or singles player gaining a game differential of +10 shots or more in any discipline.
- 1 point is awarded to a team or singles player, losing a game by 1 to 3 shots in any discipline.

### Divisions 1 and 2

The side that wins 2 or more games in each match will be awarded 2 match points.

Sides that draw a match will each be awarded 1 match point.

### Division 3

2 match points will be awarded to the side that wins the most games. If games are equal to the team with the greatest shot total will be awarded 2 match points. If games won and the shots total are equal 1 match point will be awarded to each team.

#### **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. If teams are equal on match points then:

- the side with the most game wins shall be the winner, then
- the side with the most game wins plus draws shall be the winner, then
- the side with the highest + differential, then,
- the winner when the 2 sides met.

#### **8. Cancellation and Transfer of Greens**

Where host greens are declared closed before commencement time, the following actions are to be taken by respective Club Teams/Managers/Coordinators.

- An alternative venue may be arranged by Tournament officials.
- To assist coordinators in arranging alternative venues, sides must remain available until 9.30am.
- Where Division 1 matches are cancelled the Centre Interclub Coordinator must be advised immediately.

#### **9. Defaults**

- If a partial side plays, the completed games shall count as normal.
- The defaulting discipline shall be deducted 2 points for each game not played with the non-defaulting team awarded 2 points.
- The deduction will apply unless there are extenuating circumstances approved by the Controlling Body.

#### **10. Withdrawal of Sides**

Teams that withdraw after entries close are liable for a financial penalty of \$100 (unless there are extenuating circumstances approved by the Controlling Body).