



Bowls Bay of Plenty Inc

Conditions of Play – Open Mixed 2-4-2 Pairs (Abridged)

- As a condition of entry into the Tournament, all Players must acknowledge and agree to be bound by and comply with the Laws of the Sport, the Conditions of Play as set out in Regulation 16 & 17 and the Code of Conduct as set out in Regulation 18 of Bowls Bay of Plenty Inc Regulations dated 24.08.2018.
- Play shall commence at 9.00am each day (8.30am when daylight saving does not apply).
- Venues for Centre events will be posted on the Bowls Bay of Plenty website:
<http://www.bowlsbop.co.nz/Centre-Events/Venues>
- **Format** – Four Bowls each player.

Sequence of Play

1st End

Player (team) A: delivers two bowls alternatively with Player B

Player (team) A1: delivers four bowls alternatively with Player B1

Player (team) A: delivers two bowls alternatively with Player B

2nd End

Player A1: delivers two bowls alternatively with Player B1

Player A: delivers four bowls alternatively with Player B

Player A1: delivers two bowls alternatively with Player B1

Play continues for the number of completed ends as required by the Conditions of Play.

A Dead End is to be replayed using the same player sequence.

Extra End Where the score is tied after the required number of ends are completed and a winner is to be determined, use the following player sequence:

- a. If the last completed end is an even numbered end the player sequence as for 1st end, or
- b. If the last completed end is an odd numbered end the player sequence as for 2nd end.

- **Section Play – Three** games a day of 14 ends without time limit. Players winning **Two** or more qualifying games will qualify for post-section. Refer to Regulation 16.4.1.3
- There shall not be any draws in Section or Post Section play – if at the completion of the set number of ends the scores are the same then an extra end, or ends, shall be played to find a winner
- Should there not be an even number of players and or teams then a bye may be awarded. Those who shall receive a bye shall be awarded the win for that round.
- For Post Section players shall be randomly drawn to determine who is drawn to play whom. Sudden death knock-out.
 - Byes shall be disposed of in the first round.
 - It must be noted that there will not be any preferential options e.g. number of wins and or by Club affiliation.
- If because of weather interruption or other circumstances any of the qualifying rounds are cancelled, the number of wins required to qualify for post section play shall be reduced as follows:

3 rounds completed	2 or 3 wins to qualify
2 rounds completed	1 or 2 wins to qualify
1 or none rounds completed	all qualify
- The controlling body will allow a 10-minute late arrival before the defaulting team will forfeit the game to their opponents. (refer law 39.1.2)
- **Any player or team leaving the venue** during intervals must inform the controller before leaving.
- Pursuant to Law 5.1 of the Laws of the Sport trial ends will be allowed before competition commences each day. One trial end in each direction shall be completed at least 5 minutes before the scheduled start time.
- Each player playing four bowls, movement to the head only permitted for:
Leads/skips: after their second bowl

Seconds/thirds: after their fourth bowl

Skips/leads: after each of their bowls.

- Use of cell phones is not permitted by players on or alongside the greens during play. It is preferred that cell phones are switched off or turned to silent.
- Score cards must be completed **clearly and in full** for every game. The names of all players and the time the game finished must be entered, and the score card must be signed by both skips.
- Where the program is interrupted or cannot be completed due to inclement weather or local conditions, Bowls BOP may amend the format and/or length of games in its sole discretion to achieve a result within the timeframe available. Such decision by Bowls BOP may not be appealed.