



Bowls Bay of Plenty Inc

Conditions of Play – Bowls 3Fives

- 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 8:30am each day.
- **Section Play** – will consist of sections determined on number of entries. Top eight qualify for post section.
- **Format of Play** - 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.
 - The format of the game will be two bowl triples.
 - Each game will be played over two (2) sets, with each set consisting of five (5) ends. 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.
 - In all sectional matches, all five ends of each set must be completed.
 - In all games except the final, if a team is unable to mathematically win or tie a set (considering any remaining Power Play situations), all remaining ends within that set must be played.
 - **Tiebreaker** 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 tiebreaker should be played to decide the winner. The winner of the tiebreaker will be awarded the game.
 - First to play 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 5.3), and then delivers the first bowl or tells the opposing team to place the mat, advise the length of jack, and then deliver the first bowl (the opposing player cannot refuse). Second set: the winner of the first set shall place the mat and advise the length of jack (refer clause 5.3) 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 (refer clause 5.3) and then deliver the first bowl.
 - Tiebreaker: 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, advise the length of jack (refer clause 5.3) and then deliver the first bowl.
4.6. 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 20 metres from the mat line, the end shall not be declared dead. Instead, the jack should be placed with the nearest point of the jack at a spot on the rink which is 2 metres from the front ditch and on the centre line. • If the spot mentioned above 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.
 - Scoring – Sectional Play • Three (3) game points will be awarded for each game won. No game points are awarded for any game lost. • 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). • 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.



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• Variations of play

- 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) as nominated by the team to the opposing team. • 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. • There are no Power Plays available for use in a tiebreak (section 4.4).
- **Placing the mat and jack.** The centre line of the rink will be marked by three (3) fixed nominated lengths at each end of the green.
 - Spot One (long) shall be 2 metres from the front ditch.
 - Spot Two (medium) shall be 5 metres from the front ditch.
 - Spot Three (short) shall be 8 metres from the front ditch. •
 - The mat shall be permanently placed 23 metres from Spot Three (short), which is 31 metres from the front ditch. • 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. • All fixed nominated lengths are of a legal distance of 23 metres or greater.
- Top eight for post section play will be determined as follows:
 - Each section winner, the remaining
 - Highest number of game points scored.
 - 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.
 - 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 (not including tie breaker ends) in the section shall be ranked higher.
 - If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.
- For Post Section teams shall be randomly drawn into two sections of four. Section winners will then play a knockout game to determine an overall winner. For post section the same scoring system will be used as outlined in format of play above.
- If because of weather interruption or other circumstances any of the qualifying rounds are cancelled the top eight from a minimum of two rounds will qualify for post section.
- 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.
- 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.