

GENERAL CONDITIONS

GOVERNING THE TOURNAMENT

1. ELIGIBILITY

- a. The tournament shall be open to all female financial members of a **South Island Club that is affiliated to Clubs New Zealand**.
- b. A team may consist of four women from more than one Clubs NZ affiliate Club, but such a team must stipulate the Club their entry will represent, otherwise the tournament convenor will designate a Club.
- c. Entries must be made on a prescribed form. Taxation information including amateur status and paying tax on prize money over \$500 must be included.
- d. Entries close 60 days prior to the tournament. All post entries at the Tournament Convenor's discretion.
- e. The Tournament Committee may arrange post entries of composite teams in order to balance the draw.
- f. Entrants will be divided into sections then drawn. They will play as stated in the programme. Where possible a Club representative team will be in each section, unless requested and accepted by tournament committee as valid.
- g. Unless the Host Club is advised three(3) weeks prior to the tournament of a team withdrawing, their entry fee will be forfeited.
- h. Sponsor's team/s may participate but shall not qualify for tournament trophies. (Championship, Plate, Bowl or Salver). They must comply with Rule 1b.
- i. Unless the host club authorizes – all food and beverages to be at the players expense.

2. PLAYING CONDITIONS

- a. The current laws of the sport as issued by Bowls NZ shall be adhered to.
- b. Players cannot shift between teams except in Rule 5c.
- c. **Clothing** – the participating club's (Clubs NZ affiliate) official colours or regulations bowling attire must be worn by all four (4) players during competition play and to be of an acceptable standard.
- d. **Lateness** – If any team fails to be present at the time set down for the commencement of the game, the Umpire shall allow the current Laws of the Sport to prevail. Should the team still not be present at the completion of this time, the opposing team shall be awarded a win. The decision is the Green Umpires.
- e. Tea breaks – There shall be no tea breaks during section play. Morning tea will be available from 8.30am.
- f. The winning skip at the completion of each game shall hand immediately to the Umpire or the appointee, a correctly completed scorecard with the finish time, the game noted, and the signatures of both Skips. No card in the hands of the Green Umpire within 10 minutes of the completion of any game will cause a loss and no points awarded. The scorecard from **the first game** must include all player's names in their playing order.
- g. All teams entered shall play Post Section of not less than two (2) rounds.
- h. Any team that commences play and, for a reason other than illness or justifiable cause accepted to the Tournament Committee, discontinues before the completion of the match shall be fined by the Tournament Committee \$20 per player.
- i. The Tournament Committee reserves the right to disqualify any player or Four for misdemeanour who will forfeit her/their entry fee.
- j. The Presentation of prizes will take place within 30 minutes of the competition of the final game.

3. SECTION PLAY

- a. 6 games shall be played with 2 games of 18 ends per day. 9.30am start. No time limit.
- b. Trial ends:- may be played on the rink of play prior to commencement of the game, but must be completed 10 minutes before the start of play. One end each way two bowls per player.
- c. Playing format shall be 2 bowls played alternately with the opposition in the order of lead, second, third and skip.
- d. Teams will be placed in overall descending order on a league table at the end of section play according to the number of wins then draws they receive. If necessary points differential and then ends won will

be used to place teams with the same number of wins and draws. Byes will be counted as a win.

- e. When a result is obtained, the game may be curtailed.
- f. **Did not play (DNP)** is a game not played or one not completed to a result with the agreement of the two skips concerned. The card must be signed and marked **DNP**. An artificial default may also be deemed a **DNP**. No win shall be awarded to either Team in that round of section play.
- g. A win may be awarded to defaulted team (DEF) if, in the opinion of the Green Umpire it was due to a valid reason. Otherwise it shall be recorded as a DNP . The Green Umpire's decision shall be final.
- h. Deliberate non-sporting action by a player or team is not permitted and may be appealed to the Controlling Body.

4. POST SECTION – CHAMPIONSHIP, PLATE, BOWL AND SALVER

- a. Post Section draws shall be the One Life System with the exception the Consolation event.
- b. All qualifiers enter the Post Section draw on an equal basis
- c. The Championship draw shall include the first 16 teams from the section play league table.
- d. First round losers in the championship draw shall play in a Plate one life competition.
- e. The Bowl draw shall include teams placed 17 to 32 from the section play league table.
- f. First round losers in the bowl draw shall play in a Salver one life competition.
- g. There shall be no playoff for third and fourth in any of the events.
 - (i) 9.00am start playing two (2) or if required more games in order to play the Semi-final and final on the last day.
 - (ii) Each game will be 18 ends with no time limit
 - (iii) Lunch break (40 minutes) is after the first game, and if more than 2 rounds are to be played afternoon tea after the second game.
 - (iv) Start and finish on the bell
 - (v) Semi-finals: 9.00am start, 18 ends no time limit.
 - (vi) Finals: Noon start or as near as practicable, 18 ends with no time limit.
- h. In the event of inclement weather - If the tournament committee has to abandon play prior to semi-finals, prize monies will be shared equally between the top fours teams according to each league aggregate in descending order. In the event of abandonment of play before the Finals being played, first and second prize monies will be shared equally by the two sides in each league.

5. CONSOLATION

- a. A Consolation event shall be held for all teams not qualifying for the Championship or Bowl draw.
- b. Entry shall be automatic.
- c. Four (4) one hour games. A bell will be rung at 55 minutes to finish the end in progress.
- d. Teams playing in the consolation event shall be placed on a league table at the completion of 4 rounds of play according to the number of wins, draws, ends won, then points differential if required.
- e. The top four teams will be drawn to play a semi-final and final (one hour games) to find the winner.
- f. Morning tea (15 minutes) to be after the first game, lunch (30 minutes) to be after the third game, and afternoon tea (15 minutes) after the fourth game.
- g. Prize giving after the final has been played.
- h. In the event of inclement weather or for any reason the Tournament Committee decides, the Consolation may be abandoned.

6. SUBSTITUTION/ACQUIRED PLAYERS

- a. No change of team players will be allowed once the first game is commenced except in the case of illness, or for any reason, which the Tournament Committee or Green Umpire considers justified.
- b. A substitute may be appointed by, or is subject to the approval of, the Tournament Committee or the Green Umpire in the case of emergency during play. In no case shall the substitute play in the position of Skip.
- c. In the case of illness during the game, where possible, a player who substitutes is to be of equal or

lesser ability than the indisposed player, preferably one who has not played in the tournament. If no such player is available, the Umpire may appoint a substitute player (who cannot play at Skip) to fill the vacant position for duration of the indisposition or until the conclusion of that game.

- d. The position of the team players can only be changed before each game, except as in Rule 6c
- e. An replacement player may play at Skip subject to Rule 1b

7. NOTICE OF PROTEST

- a. Must be given in writing to the Green Umpire within 10 minutes of the conclusion of the protested game. The Umpire will contact the Tournament Committee at the Host Club, with the details, for a decision.

8. DISPUTES

- a. Any disputes, other than those of the Laws of the Sport, requiring an immediate decision shall be adjudicated on by the Skips concerned. Failing their agreement, the matter will be referred to the Green Umpire who, taking into consideration the rules in the General Conditions governing the Tournament and the Rules to conduct a tournament shall make the final decision.

9. CONDUCT OF PLAYERS

- a. Participating Clubs are responsible for the conduct of their players. Any dispute or indiscretion shall be handled by the Tournament Committee at the Host Club. Their decision shall be conveyed in writing to the parties concerned with a copy to that infringing member's Club.

10. VARIATION TO THESE CONDITIONS

The Tournament Committee shall have the right to:

- a. Vary the day's play
- b. Reduce the number of ends or the time in all or some games, in any or in all of the section/s.
- c. Abandon the tournament
- d. Their decision shall be final.

11. TRANSITION

These General Conditions governing the Tournament shall come into force after the 2010 Tournament.

CONDITIONS OF PLAY - QUALIFYING ROUNDS – 6 GAMES

The Conditions of play for the qualifying rounds are **6 rounds of 18 ends** with a 9.30am start – **2 games per day**.

At the completion of 6 rounds, teams will be ranked on a league table according to the number of wins and draws, ends won and then point differential. The top 32 teams on the league table shall qualify for the Championship, Plate, Bowl and Salver competitions. The remaining teams shall play in a consolation event.

The Laws of the Sport of Bowls Crystal Mark 3rd Edition shall be strictly adhered to.

In the interest of fair play – during the final rounds of qualifying: If two teams who can no longer qualify for the Championship/Plate/Bowl/Salver event play each other they may play a shortened game with the consent of the Umpire.

Defaults are not permitted.

All teams entered into Post Section Championship shall play at least 2 rounds. In the championship, plate, bowl and salver competitions a game may be conceded when a result is obtained.

CONDITIONS OF PLAY – CHAMPIONSHIP, PLATE, BOWL and SALVER

- (i) 9.00am start playing two (2) or if required more games in order to play the Semi-final and final on the last day.
- (ii) Each game will be 18 ends with no time limit.
- (iii) Tied games – In the event of a tie an extra end (s) shall be played to determine the winner.
- (iv) Lunch break is after the first game.
- (v) Semi-finals: 9.00am start, 18 ends with no time limit.
- (vi) Finals: Noon start or as near as practicable, 18 ends with no time limit.

CONDITIONS OF PLAY – CONSOLATION EVENT

4 Qualifying games 10 ends or 1 hour, with a 55 minute bell signalling the final end to be played.

Drawn games count

At the completion of 4 rounds, teams will be ranked on a league table according to the number of wins and draws, ends won and then points differential.

The top four (4) teams on this league table will be drawn to play in 2 semi-finals, in a knockout competition. The winners of semi-finals will play in the final. These games to be 1 hour long with a 55 minute bell signalling the final end to be played.

After one incorrect delivery of the jack, the opposing skip shall place the jack in a legal position on centre line of the rink and redirect their lead where to place the mat.

A killed end is to be replayed, unless the bell for time has been rung.

The Laws of the Sport of Bowls Crystal Mark 3rd Edition shall be strictly adhered to.

Afternoon tea will be after the completion of the 4 qualifying rounds.

Prize giving will follow the completion of the final.

Qualifying rounds to commence at 9.00am