

# Canterbury Fives Tournament

## Conditions of Play



### Entry Conditions and Eligibility

- Bowls Canterbury is the controlling body for this event
- Each side must consist of five players
- All players must be affiliated to a Bowling Club (as a full playing member), which is affiliated to Bowls New Zealand
- Players within the side must be affiliated within the same club
- As a condition of entry to compete in the Canterbury Fives Tournament, all competitors must comply with Laws of the Sport of Bowls (Crystal Mark Edition 3) and applicable Bowls New Zealand Domestic Regulations
- These Conditions of Play are also made in accordance with Law 55.3 of the Laws of the Sport, which permits Bowls Canterbury as a Controlling Body to establish conditions of play to cover certain aspects of the sport. These Conditions of Play applies to all players, Clubs and Centre's participating in the Event

### Competition Format

Qualifying Rounds (First 2 days): The fives will be held over eight qualifying rounds to determine the semi finalists for post section play. Each fives side will play 4 games of each discipline, to play a total of 8 games, i.e. four games of singles/fours and four games of pairs/triples.

Post Section (Final day): Post section will be held over four rounds, i.e. two rounds of semi finals followed by two rounds of finals.

### Format of Play

#### Traditional Format (Maximum of 5 athletes per side)

- **Singles:** Four bowls, 21 shots up, in excess of 21 shots shall not count, with a time limit of two hours per match (not including trial ends)
- **Pairs:** Three bowls per athlete, 18 ends, with a time limit of two hours per match (not including trial ends)
- **Triples:** Two bowls per athlete, 18 ends, with a time limit of two hours per match (not including trial ends)
- **Fours:** Two bowls per athlete, 16 ends, with a time limit of two hours per match (not including trial ends)

The commencement of play and the expiry of time shall be signalled by the Umpire by a bell or some other means clearly audible to the players concerned. If in a time limit game the jack has been delivered before the time signal the end continues and if it is subsequently made dead it should be replayed until it is completed.

Ends made dead shall be replayed in accordance with Law 20 of the Laws of the Sport.

The singles, pairs, triples and fours competitions can be played by any of the competitors within the fives side. Teams can either be the same each day, or players can be moved throughout each discipline. During the playing of the competition, changes in the playing personnel within or between each discipline shall only be permitted before the commencement of each game.

Any player/team arriving after the official start time, shall lose the right to play trial ends. Any player/team arriving at the green more than 15 minutes after the official starting time shall forfeit the game and the points for that game/or not progress through to the next round.

Qualifying rounds will be used to determine the top four sides, who will qualify for post section. The finishing positions of the top four sides will determine which teams plays each other in the semi-finals i.e. 1 v 3 and 2 v 4. The winners from each semi final will play off in the final for first and second place. The losers of both semi finals will be placed third equal.

There will be no individual discipline winners, the side of five who wins post section play will be declared the winner of the tournament.

Time limits will apply to all games for all disciplines in qualifying rounds and semi-finals. There will be no time limit on the games in the final.

In the event of inclement weather, if no post section has been completed, the prize money will be shared evenly between the qualifying four sides. If only the finals have not been completed, the prize money for first and second place will be shared evenly between the two finalist sides.

Lunch will be scheduled for after the second round of play. Players can bring their own lunch, or can buy lunch at the venue they are playing at.

## **Scoring**

### **Qualifying Rounds**

- Post section qualifiers will be determined as follows:
  - Number of wins and draws
  - If game points are equal, the side with the highest net total shots (total shots for – total shots against) over all games shall be ranked higher
  - If game points, net total shots are equal, the side will the most ends won over all games shall be ranked higher
- No extra ends will be played

### **Post Section Play**

- In post section play Law 28 of the Laws of the Sport will apply

## **Alterations to the Format and Length of Games**

The Controlling Body reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical.

Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result.

## **Restricting the Movement of Players During Play**

After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances:

- **Singles game**
  - the opponents: after delivery of their third and fourth bowls.
- **Pairs game**
  - the leads: after delivery of their third bowl; and
  - the skips: after delivery of their second and third bowls.
- **Triples game**
  - the leads: after delivery of their second bowl;
  - the seconds: after delivery of their second bowl; and
  - the skips: after delivery of each of their bowls.
- **Fours game**
  - the leads: after the second player in their team has delivered their second bowl;
  - the seconds: after delivery of their second bowl;
  - the thirds: after delivery of their second bowl; and
  - the skips: after delivery of each of their bowls

At the start of each end, the third in the fours may elect to stand with the skip at the head. All remaining team members must remain at the mat end and move to the head in accordance with the above guidelines.

In exceptional and limited circumstances, a Singles player can ask the marker for permission to walk up to the head, or a skip can ask that a player walks up to the head earlier than described above.

## **Defaults**

If a side or team defaults their score will be recorded as a loss. The non-offending side or team will be awarded a win and the average net total of shots scored by the winning teams in the same discipline in the same round of the same section.

## **Trial Ends**

Pursuant to Law 5.1 of the Laws of the Sport trial ends will be allowed before competition commences each day. Should players be required to change greens during the day an extra set of trial ends will be allowed.

## **Substitutes**

Substitutes and changes to original team members will be in terms of Bowls New Zealand Domestic Regulation Clause 7.

## **Smoking and Alcohol**

There shall be no smoking anywhere in a Club house or on the greens or surrounds. Smoking may only occur in designated smoking areas. The drinking of alcohol is restricted to the Club house at

each venue in accordance with the Club's licence. Drinking outside of the Club house including on the greens is strictly prohibited.