

## Bowls North Harbour Inc.

2024 - 2025



## DYNASTY PENNANTS DIVISION 2

17<sup>th</sup>, 24<sup>th</sup> & 31<sup>st</sup> August 2024 (Reserve Day 7<sup>th</sup> September)

EVENT DIRECTOR - David Lewis - Ph: 022 102 0943

HEADQUARTERS – Takapuna Bowling Club 7 – 19 Bracken Avenue, Takapuna – ph. 09 489 4624

**VENUES:** 

Saturday 17 <sup>th</sup> August	Saturday 24 <sup>th</sup> August	Saturday 31 <sup>st</sup> August
Takapuna	Takapuna	Takapuna
Omaha	Omaha	
Waimauku	Waimauku	
Mahurangi East	Mahurangi East	

## **Bowls North Harbour PENNANTS 2024 – DIVISION 2**

- **1. General Conditions:** The "General Conditions of Play" as they are available on the Bowls North Harbour website will apply to this event to the extent, they are applicable.
- 2. **Greens:** This event will be played on artificial surface greens.
- 3. **Clothing:** For this tournament mufti clothing is acceptable.
- **4. Sides:** Each side will consist of six players, of any combination, from the same club playing in two teams of triples. Players may change their order of play in a team or move between teams in the same club side before any game commences. Players may not change from one club side to another club side nor may they play in Division 2 after playing in a Division 1 side.
- 5. **Play will commence by**: 9:00 am on each playing date. Trial ends must be completed before that time.
- 6. Bowls: Each player will play 2 bowls in each end with games being of 18 ends.
- 7. **Time limit:** A time limit of 2 ½ hours will be applied in all games. If the jack has been delivered before the end of the signalled time, the end will continue and if the end subsequently becomes dead it will be replayed.
- 8. **Incorrect Delivery of Jack:** In the event of incorrect delivery of the jack it will be re-delivered by the opposing lead. If the jack is still delivered incorrectly, the jack will be placed on the 2-metre mark and the mat may be moved by the first lead.
- 9. **Dead Ends:** If an end becomes dead it must be replayed.
- 10. **Restricting the Movement of Players During Play:** In all games, players will only be allowed to walk up to the head under the following circumstances:
  - a. Leads: after delivery of their second bowl.
  - b. Twos: after delivery of their second bowl.
  - c. Skips: after delivery of their first bowl.
- 11. **Competition Format**: There will be three sections of six sides and one section of seven sides with each section playing a round-robin. The winner of each section will be the club side with the most game points at the end of the round robin. Should game points be equal, then the winner will be determined by the highest net total of shots over all rounds and if the highest net total of shots is equal the winner will be the side with the highest number of shots scored for, and if that is equal the winner will be the side that won when the two sides met. Each section will have a winner and a runner up and there is to be no playoff between sections.
- 12. **Defaults:** If a side or team defaults all games in all rounds then the default will be treated the same as a bye. i.e. no points are awarded. If a side or team defaults in less than the full number of rounds in the event, they will score no points for the rounds defaulted. Their opponents in these rounds will receive the number of points for the side and game win and the average points for and against of the remining games in that round.
- 13. **Byes:** Should there not be an even number of sides, there may be a bye. If all sides in the section get the bye, then no game points will be awarded. If due to inclement weather, or any other factor, and not all sides receive the benefit of the bye, then the Event Director, in

- consultation with the Match Committee, has the discretion to determine the game points and shots for and against for the sides so affected.
- 14. **Scoring:** A master board will be used for all matches. A match is between two teams from one side playing two teams from an opposing side. Eight game points are available for each match.
  - a. Four game points will be awarded to the side with the highest total differential over each of the two games. In the event of the differential over each of the two games being equal then each side will be awarded two game points each.
  - b. Two game points will be awarded to each team win. In the event of a tie in a game or games then each team will be awarded one game point each.
- 15. **Inclement Weather:** If weather conditions affect play a minimum of ten [10] ends will constitute a game. If weather conditions force abandonment of play, the balance of events will be transferred to the next scheduled day.
- **16. Side Manager:** Each side must be represented by a manager appointed for each side. This manager may be a player in the side. The duties of the side manager are:
  - a. To ensure the names of the players are written on the team sheet and handed to the Event Director, or their nominee, prior to the commencement of the first match of the day, if it has not already been completed;
  - To ensure a toss is completed at the beginning of each round, with the winner of the toss choosing to take the mat or give this to the opposing team for each of the two games;
  - c. To check the score cards for each game and that the card has been signed by the skips of both teams before handing the cards to the Event Director or their nominee at the venue.
- **17. Umpires:** As umpires are not appointed for the Pennants competition, side managers are required to adjudicate to resolve disputes. Measuring will be done by the team, but a player in a neutral team can be called on if required.
- **18. Prize money:** Prize money will be paid to the first and second placed club sides in each section, at the conclusion of the event.