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**SOUTH ISLAND SECONDARY SCHOOL MIXED PAIRS CHAMPIONSHIP CUP 2024**

**Conditions of Play**

This is a South Island Secondary Sport, proudly supported and run by Bowls New Zealand and Bowls Canterbury. The South Island Secondary School mixed pairs championship cup Conditions of Play have been altered from the National Secondary Schools Bowls Championships, which were created by Auckland Bowls and Bowls NZ, to align the Canterbury Championships with the National Championships.

**CONDITIONS OF PLAY**

**1. Entry conditions and Eligibility**

* 1. All players must attend a South Island Secondary School.
	2. Students in a team must attend the same school, unless you are given a special dispensation by Bowls NZ
	3. The Official Entry Form must be submitted by 5pm Monday 11 March. Enter online at bowlsnewzealand.co.nz in the rangatahi hub.
1. **Competition Format**
	1. bowls2five: 3 bowl pairs – 2 players each deliver 3 bowls, per end. Two sets of 5 ends (total of 10 ends per game)
	2. The competition format will be dependent on entries but is likely to be a round-robin to determine point positioning in each section. Finals will be played after the round-robin.
	3. Each game will have two sets. If team A wins both sets, they win the game. If team A wins the first and team B wins the second, teams are to play an extra end to determine the winner of the game.
	4. Each school can enter as many teams Pairs teams as they like. Players cannot change teams once play has started. Any gender combination applies to all teams.
2. **Format of Play – 3 bowl pairs**
	1. Players are to alternate between their opposition after each bowl has been played.
	2. The leads will play their three bowls before switching with their skip (other team player) then the skip will play their three bowls.
	3. The winner of a set after the time is up will be the pair with the most shots won.
	4. If a game is tied after the time is up, both teams are to play out their end.
	5. If the jack has been placed before the time is up, players play out that end.
3. **First to play**
	1. First end: The opposing team shall roll a bowl and the winner of the toss places the mat, jack, and start play. After each end, whoever wins gets to place the mat, jack, and start play.
	2. If the jack after delivering ends up in the ditch, it is to be placed on the 2-meter mark and the opposition gets to start play.
	3. All fixed nominated lengths must be a legal distance of 23 meters or greater.
	4. The skip will then go down the other end to place the jack in line with the number on the rink remain down this end.
	5. The leads will play their 3 bowls before switching over with the skip. The skip will then play their 3 bowls.
4. **Re-spotting the Jack and Bowls**
	1. If a jack gets hit outside the boundaries of the rink play, the end shall not be declared dead. The jack will be placed at the 2-meter mark.
	2. If the 2-meter mark is covered by a bowl, the jack should be placed as close as possible to the covered area, without touching the bowl.
	3. If a bowl hits the jack into the ditch, the jack stays where it is, as well as the bowl that hits the jack, remains alive.
	4. If a bowl goes outside the rink pegs, and doesn’t come back in, it is out and needs to be placed on the bank.
	5. If bowls from different rinks collide while both traveling down the green, players can replay those bowls.
	6. If a bowl hits another rink’s bowl when delivered the player who delivered the bowl gets it back and replays it. The bowl that got hit is to be placed back in its original position.
5. **Scoring – Round-Robin**
	1. Three (3) game points will be awarded for each game won.
	2. There can not be a draw throughout the competition.
	3. No game points will be awarded for any game lost.
	4. If a game is forfeited, the non-offending team will be awarded three (3) points for a win.
	5. Measuring: The players in all games will act as the measurer for deciding the number of shots. If an umpire has been appointed to the game, then the umpire will be called by the players if an agreement cannot be reached as to the number of shots awarded.
	6. Ladder rankings for all section play (round-robin) will be determined as follow: The highest number of game points scored.
	7. If points are equal for determining who is in the final, the team with the highest net total of points shall be ranked higher.
6. **Movement of Players during play**
	1. Pairs players are allowed to move up and down the green after their second bowl.
	2. Teams must wait for all players to be where they are meant to be before starting the end.
7. **General**
	1. Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, Bowls Canterbury has the right to alter the programme accordingly.
	2. Bowls Canterbury reserves the right to use any video and photographs taken during this event for further promotional requirements.

Bowls Canterbury encourages Rangatahi in our sport programmes and is working towards creating links between schools and clubs. Please contact Erica for further information: development@bowlscanterbury.co.nz