



ZONE 10 2016 MID-WEEK 5-A-SIDE COMPETITION

1. GRADES

The Zone 10 Mid-Week 5-a-side Competition (MWC) shall be contested in three grades (A, B & C).

2. STRUCTURE AND NUMBER OF SIDES

2.1 A side shall consist of **TWO** teams;

1 – a Pairs team

2 – a Triples team

2.2 A club may enter one or more sides in each grade.

2.3 If a club has more than one side in the same grade the Zone Match Committee shall identify each side as No.1, No.2, No.3, etc.

2.4 The No.1 side shall be considered to be a higher grade side than the No.2 side and No.3 side. The No.2 side shall be considered to be a higher grade side than the No.3 side.

3. ENTRY QUALIFICATION

3.1 A player shall be eligible to participate in an MWC grade based upon his current pennant grading in accordance with the State Conditions of Play and the following table:

Pennant Grade	Eligible to Play
Pennant Grade 1	A
Pennant Grade 2	A
Pennant Grade 3	A
Pennant Grade 4	A, B
Pennant Grade 5	A, B
Pennant Grade 6	A, B, C
Pennant Grade 7	A, B, C

A comma in the above table denotes the words "and/or"

3.2 A player who has not played in State Pennants in the current bowling season shall be graded as per their last pennant grading. A player who does not have a grading shall be eligible to play in any Mid-Week 5-a-side grade.

3.3 Entry is open to all Zone 10 affiliated clubs. Players are eligible to represent only their Bowls NSW declared club.



4. ELEVATION AND REGRESSION OF PLAYERS BETWEEN GRADES

- 4.1** In sectional play, a player may be elevated to a higher grade for one match only, and then returned to the grade from which the player was elevated.
- 4.2** A player elevated for a second time in sectional play shall remain in the grade to which the player was elevated.
- 4.3** In post-sectional play, a player elevated to a higher grade shall remain in that grade.

5. MATCHES

5.1 Each team in a side shall play 21 ends.

5.2 Each player shall play with;

- (1) **Pairs - three bowls**
- (2) **Triples - two bowls.**

5.3 Matches shall be played on Wednesdays;
Trial ends shall commence at 12.10 pm.
Start of Play shall be 12.30 p.m.

5.4 Pre-game practice

5.4.1 Players may practice up to thirty (30) minutes prior to scheduled start time of the match (12pm completed practice for a 12.30pm game commencement), provided that rink space is available and the Controlling Body approves.

Players may not practice on the rink on which they are drawn to play (DR 1.1.4)

5.4.2 Suggested pre-game practice timetable:

- Prior to 11.35am: Open practice.
- 11.35am – 11.50am: Home team practice.
- 11.50am – 12.05pm: Away team practice.

5.4.3 No practice will be permitted for Post-Sectional Play.

5.5 Matches shall be played on a home and away basis where practical.

6. ALLOCATION OF POINTS IN SECTIONAL PLAY

6.1 Completed Matches

6.1.1 Each match will be contested for a total of 4 points distributed as follows:

- I. The side which scores the greater number of aggregate shots shall be awarded two points. If sides are equal in aggregate shots each side shall be awarded one point.
- II. Each winning team shall be awarded one point. Teams playing a drawn game shall each be awarded ½ a point.



6.2 Sectional Play Not Commenced

Should inclement weather or any other justifiable cause prevent the commencement of play the points for such a match shall be equally shared.

Result Sheets shall be submitted by each team for games not commenced for the purposes of qualification for Post-Sectional play.

6.3 Sectional Play Not Completed

Should inclement weather or any other justifiable cause prevent the completion of 36 ends, the points for such a match shall be equally shared.

6.4 Withdrawal

If a side withdraws from the competition after the commencement of the first round, the side withdrawing shall be deemed not to have entered the competition and a bye shall exist in all rounds. No points shall be awarded for all matches against the bye (withdrawn side) including matches already played.

6.5 Forfeit

In the event of a forfeit during sectional play, the side receiving the forfeit shall be awarded the maximum number of points and the average margin for that round.

7. DETERMINATION OF SIDES COMPETING IN POST-SECTIONAL PLAY.

7.1 The side recording the greatest number of points in a section shall be the winner of that section.

7.2 Should there be more than one side in a section with the same number of points, then the side with the highest margin of net shots shall be the winner of that section.

7.3 In the event that there is more than one side with the same number of points and the same net shots, then the side with the lowest total shots against shall be the winner.

7.4 In the case of a grade being conducted as 5 or 7 sections, the best-ranked side will receive a bye and the other sections will play off to play against the best-ranked side for the championship.

7.4.1 In the case of a grade being conducted as 3 sections, each Section winner will progress to the Finals, along with the next best ranked side from all Sections. Finals play will be conducted as follows:

- I. Semi-Final 1: Best ranked Section Winner vs best ranked qualifier.
- II. Semi-Final 2: 2nd ranked Section Winner vs 3rd ranked Section Winner.



8. RESULT FORM

In all rounds the **Home Club** shall be responsible for the completion of the Result Form. The completed form shall be emailed (match@zone10.org.au) or faxed (9034-4539) to the Zone Match Committee by 9.00pm on the same day as the MWC round, this includes matches not completed or not commenced. Teams are not required to submit result sheets for byes.

9. VENUES

9.1 Matches shall be played on the greens of the first named club specified in the draw or on neutral greens by mutual agreement during sectional play.

9.2 In the event of inclement weather or any other justifiable cause, the venue shall be reversed if the Home Club's greens are unfit for play and the greens of the opposing club are playable and available, PROVIDED THAT, should this occur in the first three rounds of sectional play, the original Home Club shall have the right to elect to play the return match on its greens in the second three rounds of sectional play.

10. INCLEMENT WEATHER

10.1 Post-Sectional; Play Not Commenced

If inclement weather or any other justifiable cause should prevent the commencement of play, the match shall be played on the next scheduled post-sectional playing day.

10.2 Post-Sectional; Play Not Completed

If inclement weather or any other justifiable cause should prevent the completion of 36 ends to constitute a completed match, the match shall be continued on the next scheduled post-sectional playing day. The resumed match shall be played to the required 42 ends.

11. POST-SECTIONAL PLAY ELIGIBILITY

11.1 To be eligible to participate in post sectional matches, a player shall have physically played in either:

- i. a minimum of 3 matches *OR*
- ii. at least 50% of sectional matches scheduled for actual play in their respective grade. E.g. – If there are 5 rounds of actual play, he would need to play 2 or more games.

11.2 If a No.1 side wins a section, the players graded in the No.2 side may act as replacement players for the No.1 side in post-sectional play. **The reverse shall not apply.**

11.3 If insufficient eligible players (as defined above) are available to contest post-sectional play, an application shall be made by email (match@zone10org.au) to the Zone 10 Match Committee for their inclusion.



12. DETERMINATION OF WINNERS IN POST-SECTIONAL PLAY

12.1 DRAW FOR POST SECTIONAL PLAY

The Post Sectional Draw will be on a knock-out basis as determined by the Zone Match Committee.

12.2 Completed Matches

Such matches shall be determined by aggregate shots only. In the event of a drawn match, each team in a side shall play an extra end or ends to determine a winner.

12.3 Forfeit

In the event of a forfeit, the side receiving the forfeit shall be deemed to have won the match.

13. BADGES

The Zone will provide badges for the winners and the runners up in each grade

14. GENERAL

The Zone 10 Match Committee shall determine any disputes in Mid-Week 5-a Side Competition not specifically provided for in these Conditions of Play.