

Inter-Zone Sides Championships

1. Introduction and Scope

All events shall be conducted in line with the Laws of the Sport of Bowls and with the Bowls NSW General Conditions of Play.

These Conditions of Play provide specific Conditions relative to Inter-Zone Sides Championships.

2. Event Name

Inter-Zone Sides Championships

3. Player Eligibility

3.1. Gender Requirements

Players selected in the Inter-Zone Sides Championship and Senior inter-Zone Sides Championship shall be male.

3.2. Inter-Zone Sides Championship

Players shall be registered with Bowls NSW as an Individual Member and shall have a declared Club which is affiliated with the Zone in which they are selected.

3.3. Senior Inter-Zone Sides Championship

- i. Players shall be registered with Bowls NSW as an Individual and shall have a declared Club which is affiliated with the Zone in which they are selected.
- ii. Players shall be eligible to be selected to represent NSW at The National Senior Sides Championship (The Nationals) as defined by Bowls Australia (ie aged 60 years or over as at the date specified by Bowls Australia).

3.4. Eligibility

Players selected must be eligible to represent NSW, as per Bowls NSW Selection Policy.

4. Composition of Sides

Each Side shall comprise of three teams, each of four players.

Zones shall nominate their players to make up their teams, nominating their teams as 'team 1', 'team 2' and 'team 3'. The draw in each match shall be team 1 v team 1, team 2 v team 2 and team 3 v team 3. Players may not be changed between teams without prior approval of the Controlling Body.

If sides from the same section meet in post-sectional play the Team Draw shall be:

Team 1 v Team 2, Team 2 v Team 3 and Team 3 v Team 1. (The side higher in the section shall be the left side of the draw).

5. Duration of Matches

Each Match shall comprise of sixty-three (63) ends.

Dead ends do not count (Twenty-one (21) ends per rink.)

6. Trial Ends

Two (2) trial ends shall be permitted at the commencement of each match.

7. Play Not Completed

If a match is not able to be completed (to sixty-three (63) completed ends), a minimum of fifty-four (54) completed ends shall constitute a completed match.

8. Determination of Section Winners

8.1. Allocation of Points

The method of scoring for all sectional matches shall be:

Side Win:	7 Points (Side scoring the highest aggregate number of shots)
Side Tie (Draw):	3.5 Points (Both Sides Score equal aggregate number of shots)
Side Loss:	0 Points (Side scoring the lesser aggregate number of shots)
Team Win (Rink win):	1 Point (one point for each team of side that wins)
Team Tie (Rink tie):	0.5 Points (0.5 pts for each team of side that ties)

Total 10 Points per match

8.2. Determining Section Rankings

Sides shall be ranked within their section by the following criteria:

- i. The Side scoring the highest number of points.
- ii. The side with the largest difference between 'total shots for' and 'total shots against'.
- iii. The lowest 'total shots against' shall be the winner.
- iv. The side winning the highest number of ends over all matches of Sectional Play.

9. Post Sectional Play

The top 2 placed sides in each section shall play Quarter Finals:

QF1	Winner Section 1 v 2nd Section 2
QF2	Winner Section 2 v 2nd Section 1
QF3	Winner Section 3 v 2nd Section 4
QF4	Winner Section 4 v 2nd Section 3

The Winners of Quarter Finals shall play Semi Finals.

The Winners of Semi Finals shall play the Final.

In each post sectional match, the Side scoring the higher aggregate number of shots shall be declared the winner. If at the completion of the scheduled number of ends scores are tied an extra end or ends shall be played to determine a result.

10. Variations to Conditions of Play

The Controlling Body shall have the authority to vary Conditions of Play to bring the Championship to a successful conclusion. The Controlling Body shall advise the Side Managers of the participating sides.

The decision of the Controlling Body shall be final.