1. **Rules of the Game** The individual games in these Competitions will be played in accordance with the Laws of the Sport of Bowls per Crystal Mark Fourth Edition, but with the following Mijas LBC specific rules. The order of play and rink allocation will be decided by the MLBC Competition Secretary as the Controlling body.
Where possible the Controlling body will include every member that wants to play in Competitions, even if this involves using lucky losers and reserves to give every member available to play a game. Members who join after the draw has been made may be used as substitutes or take lucky loser place in vacant positions in the pairs or triples.

2. **Competition Draws** will include all members that have paid their membership fees and confirmed their interest in entering the specific competition and where they are available to play during all of the scheduled play by dates. A minimum of three members shall be present during the draws. Fully paid up members that join after the draw has been made or have been excluded because they were not present for the early rounds maybe considered as reserves for team competitions, but maybe included in the draw if they have confirmed that their un-availability is for a very limited period only. The Controlling Body will be responsible for setting the playing schedule, but avoiding Federated Competitions and Open events which may prevent member participation. Competition schedules will not be allowed to interfere with the ability of those members who want to play a Roll Up game as stipulated in the IOURs. Team game ties and Singles matches can be played at roll up times **ONLY** if rinks are available.

2.1 Pairs and Triples draws will be made by mixing experience and allocating members into either two or three sections to even out the experience levels in Pairs and Triples teams. The handicap system maybe used to generate the various sections. Individual teams may decide on the order of play before starting each game. Draws for triples and pairs may be conducted on the day of the first round and players should be available at the draw to allow play to commence that day if rinks available.

3. **Game duration** Pairs and Triples games will be over 18 ends. The game can be stopped by either skip where the shot difference has determined the winner.

Handicap Singles matches will be played until one player reaches 21 (twenty one) or a player concedes the game. The player with the lowest handicap will start at a score of zero and the higher handicap player will start at a score equal to the difference between the two handicaps.
Gents and Ladies Singles Championship will be played over 2 x 9 end sets with a set being complete when one player is unable to gain a win or a draw within the remaining ends of the set. Player that wins the final end played in set 1 will retain the mat to start the second set.
3 end tie break to be played if sets are tied with first to win 2 ends determining the winner.

4. **Scorecards** must be completed by a member of each team and in the event of a singles match by the Marker. These score cards should be signed by a player from each team and a time attached before handing it/them to the Controlling Body or in their absence put in the Suggestion/Complaints box.

5. **Rink Allocation** will be made by the Controlling body or the players using all available rinks. No team/player will be permitted to play twice on the same rink on the same day. (Includes players playing a roll up prior to an arranged match)

6. **Ownership of the Mat** will be decided by a coin toss at the start of the game and in the event of an extra end/ends. No trial ends will be played in team games with only 1 shot will be available on each of the first 2 ends in all games of team games and handicap Singles. Championship Singles games will include 2 trial ends. The winner of the coin toss may elect to give the mat to the opposition.

7. **A Burnt Jack** placed on the T and end continues to its completion in all events.

8. **Dress code** for Competitors and markers shall be in accordance with the current dress code as specified in the IOURs and Noticeboards, unless the tie is only arranged just prior to play.

9. **Restrictions on Visits to the Head.** Only Singles players or Skips are allowed to visit the head and this will be restricted to a maximum of six visit per game, plus one extra visit should a tie break be needed.
However, the skip not in possession of the mat may stay at the head until the opposing skip has played. If both skips approach the head at the same time the second skip can remain at the head until the first skip bowl comes to rest.

10. **Lucky losers** Will be used where there is a player/players short to complete either a pair or triples team. The draw will be organised to ensure the vacant player team is given a place in the second round (if possible) and the Lucky loser/s will be taken from the players in the same category as described in Clause 2.1 who lost in the Preliminary round. Only if all the teams are in the same round at the start of the competition will the lucky loser be taken from the same round, but from the opposite side of the draw.

11. **Reserves/Substitutes** Where one or more members of different teams withdraw from the competition before playing a game, a new team can be formed by the Competition Secretary, if this enables a greater member participation. A blind draw will be made to determine the addition into each team and also which opposition team gets the bye if two teams are combined. A person that withdraws from a team, **will not be permitted** to rejoin the Competition as a reserve or in a reconfigured team.

12. **Play by/on dates** will be set by the Competition Secretary initially to accommodate the availability of the majority of the members. Where possible games can be played prior to that date if agreed by the all the players/skips. Extensions to the dates will only be allowed at the discretion of the Competition Secretary, due to weather, unplanned significant events that affects more than one competitor. This extension will be given so that it minimises the risk of interfering with the completion of the subsequent round on its planned fixture date.
The top Skip/first person named in the draw is responsible for organising the date/time of the game and a marker if required. Should the players be unable to agree or fail to play by or on the due date the Competition Secretary will make the decision on whether to eliminate one or both players/teams. (The Player available to play on the due date/time will be awarded the game.)

The Drawn Triples, & Handicap Singles will normally be played to conclusion prior to the festive break. The Drawn Pairs, Ladies and Gents Championships will be played to conclusion from Jan to March/April, but the draw is expected to be made in December to allow some of the games to be played over the festive holidays.

The date for the Finals will be set by the Competition Secretary to accommodate those involved.

13. **Handicaps** are set by the Competition Secretary with support from Captain/Vice Captain. Handicaps are shown on the handicap Singles draw sheet.
Winners of prior years Singles events will be zero handicap, Regular League Skips 1 handicap, regular 2nd and Leads in League games 1, 2 or 3 handicap. Lesser experienced competitors will be allocated handicaps of 4 thru 6 maximum.

Handicaps will not be adjusted after the Competition has started.

13. **Markers** Players who enter Singles Competitions will be required and expected to mark a minimum of one match in each of the competitions they enter, but should expect to mark 2 games in each Competition.

14. The decision of the Competition Secretary is final and the current post holder may amend these Rules prior to the start of the In house Competition season. The rules maybe altered during the season with approval of the Executive Committee.

Current version of the rules will be posted on the Notice boards and website.