

Ball & Chain or ARRT Open 2023

at MIJAS LBC, (ENTRY FEE €16/team for non members)

Conditions of Play will be in accordance with Crystal Mark World Bowls Rules unless stipulated below. IAN PATTERSON will be the controlling body for this Competition. Conditions of play will be displayed at MLBC.

Qualification rounds will be played on Sunday 3rd December in a round robin format. The top two teams from the Ball and Chain and ARRT will progress to the Finals at 11.00 start on Tuesday 5th December. The number of games played/ends per game in the round robin format will depend on the number of entries received, but players will play all of their qualifying games in a single day and should expect to play a maximum of 36 ends, plus any tie break ends necessary.

Arrive 10.00 for 10.30 start & sessions thereafter to be set based on the speed of play.

COMPETITIONS Ball & Chain (B&C) specifically for couples registered to the same address or related, but they may add any substitute or third team member. The Pair that is a related or domiciled couple must play a minimum of one set in each game/person. Alternative Round Robin Tournament (ARRT) will play in Pairs but teams may use substitutes or name a third team member. ARRT teams can decide when and if to use substitutes in a specific game. The ARRT is Open with players from different clubs and be any sexes. Prizes for 1st and 2nd in each category.

1. **DRAW** to be made at 10.15 on Sunday 3rd December., based on the limited number of entries received.
2. **TRIAL ENDS** There will be no trial ends, but maximum of two shots scored in the first two ends of the first set. Two practice ends will be allowed for a team who has not played in the previous session and where they have to play a team who has played in the previous session. This practice will be on a rink not being used for their next game.
4. **MAT and JACK** Toss for the mat on the first set, opposing team will be given the mat for the start of the second set. Toss for the mat prior to the start of the tie break end, if needed. A burnt jack will be placed on the T and complete ends.
5. **GAME FORMAT** Individual games will be played as 3 bowl Pairs over 2 sets. The length of the sets in the qualification rounds will be 6 ends and 9 ends sets in each final. A set is complete if it impossible for a team to win or draw in remaining ends.

4 points awarded for each set (2 point for a drawn set), if necessary the one end tie break will be worth 2 points.

6. VISITS TO THE HEAD Only the skip will be permitted to visit the head and this will be limited to 3 times/set. Plus 1 additional visit during a tie break. A skip may stay at the head if the opposition has the mat & this will not count as a visit to the head.

7. QUALIFYING Qualification will be based on points from the round robin games which will be played on a single day. Should more than two teams be equal on points the shot difference over the completed ends in the first two sets of all the games played will be the deciding factor. Then if necessary the result of final games played by those teams will determine their standing.

8. WEATHER DELAY If play is stopped due to weather conditions the qualifying team will be established based on the Points difference and then shot difference of all completed games and sets.

8. TEAM ATTIRE Teams members should wear the same colour shirt and white below the waist.

9 SUBSTITUTES All teams may include a 3rd player/substitute should they team members be unable to play 36 to 39 ends in one day. The substitute can be any sex and need not be related. Teams will be permitted to exchange players at the end of any set or game including altering the positions of Skip and Lead should they so wish. Domiciled or related couples in a B & C team must play at least one set per game with no restriction on the use of substitute.

A substitute required for medical grounds will be permitted to replace the player at any time as long as they have not been playing previously the same Category of Competition. If a qualifying B & C team is unable to satisfy domiciled/related requirements for the final day the next highest points scoring team will qualify.

10. UNPLAYED GAMES Teams are encouraged to complete the qualifying rounds games on their allocated day. However should a team default or have to withdraw after starting the Competition, then the results of their previous games will be count. Teams negatively impacted by their withdrawal will be awarded the average of the points won and shot difference achieved by their previous opponents. The Controlling body will have the authority to make adjustments or allowances if a team loses the opportunity to qualify due to an unequal number of games. This may include arranging a catch up game for the affected team.

11. ORDER OF PLAY Teams will draw a team letter and they will play as part of a block to help us keep the rink allocations fair. We will announce a summary of the overall standings before the final qualifying game.

Rinks will be pre allocated ensuring no team plays on the same rink twice on the same day.