

1. **Rules of the Game** Games in this Competition will be played in accordance with the Laws of the Sport of Bowls per Crystal Mark Third Edition, but with the following Competition specific rules. The order of play and rink allocation will be decided by the MLBC Competition Secretary./Controlling body
2. **Qualifying Round** A maximum of 24 Pairs will be accepted on a first come basis. Each team will play a maximum of 3 games in the qualifying phase. Where 2 games are played in a single day a minimum rest period of 45 minutes between games will be provided. All games must be played to completion over 18 ends. The game will be split into 3 sets each having 6 ends with each set worth 2 points and a further 3 points available for the over all shots scored in the qualifying rounds. (9 points available for each Round Robin game)  
**We kindly request that you complete all of your allocated games in the qualification round to ensure fair play for all the entries.**
3. **Scorecards** will be divided into 3 sets. Scores should start from zero at the start of each set. An overall total calculated for the overall score points. Signed cards should be handed to the Competition Secretary/Controlling body.
4. **Visits to the Head** Only the skips will be permitted one visit to the head/end.
5. **Starting the Game** A coin toss will be used to determine ownership of the Mat. No trial ends will be played, however 1 shot maximum will be awarded for both the 1st and 2nd ends of the first set in every game through out the Competition. The winner of the final end of a set will retain the jack at the start of the next set.
6. **Burnt Jack** will be placed on the T or closest point forward of it on the centre line.
7. **Knockout phase opposition change** If an opposing team does not turn up for a planned knockout phase game the Controlling body will, if possible arrange another opposition to enable the completion of this phase. If absolutely necessary this may include a return match against a pair who they have already played. In the event this can not be accommodated due to an odd number of pairs present the affected Pair will be awarded 5 points, 2 shot and 1 end differential.
8. **Knockout Qualification** The 4 (four) Pairs with the highest game points total over all will go through to play in the Ball and Chain Semi Finals. In the event of a tie the qualification will be based on game shot difference then ends won.  
**A further 4 (four) highest scoring teams will play in a Consolation knockout**
9. **Reserves** Due to the format of this competition reserves within a Pair are not permitted. Should a Pair withdraw prior to the start of the qualification games a reserve Pair that satisfy the Competition entry criteria will be permitted.
11. **Knockout Games** Semi Finals and Final will be contested over 18 ends in the 3 set format., The game can be conceded as soon as a Pair is unable to achieve a minimum of 4 points. End differential will not count in the knockout phase and an extra end will be played if necessary. A coin toss will determine the ownership of the Mat for the extra end. Points for overall shots scored in the Semi final and final will be 2 points. (i.e. 8 points available in total for the match)