



**mBC**

**MEDITERRANEAN  
BOWLING CONFEDERATION**

**MEDITERRANEAN  
BOWLING  
CHAMPIONSHIPS**

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**RULEBOOK**



# Mediterranean Bowling Championship Rulebook

## *Obligations of the Host*

The Host will undertake the financial commitment to provide the following for official delegation members of each country participating in the championships. The entry fee for members of the official delegation and the entry fee for guests shall be agreed upon between the host federation and the MBC Committee.

- Airport pick-up and return.
- Transportation between the designated hotel and the bowling center following a prearranged schedule.
- Bowling expenses for all official practice and competition.
- Opening Ceremony, Welcome Reception, and Farewell Party (dinner).
- The MBC chairman and the Technical Delegate will arrive in the last two days before the arrival of the participant federations.
- Economy flight tickets, taxis, accommodation, meals, and refreshments for the whole trip will be covered for both of them.
- Food and beverages for both of them while they are on duty in the bowling, as well as tickets for the eventual Farewell Party will be covered.

## *Obligations of the MBC Committee*

The MBC Committee will assist the host federation in preparing the bulletin and other relevant publications related to the MBC and will approve the bulletins before publishing.

The MBC Committee decides, in agreement with the host, on the dates for the MBC. The dates shall be chosen in a way that they, as far as possible, do not interfere with the dates of other important international events.

The MBC Committee shall provide the host federation with two flags of each participating country plus two MBC flags.



### *Championship period*

Mediterranean Bowling Championship (MBC) will be conducted each year in the months of March, April, or May.

### *Age Limitations*

There is no age limitation for the MBC.

### *Participants*

Teams from participating member federations consist of 2 Men and 2 Women.

### *Annual fee*

All the members of the federations will have to pay an annual fee of 100 euros - even though they are not participating

### *Lane dressing procedures*

All games in every discipline (singles, doubles, mixed teams, and masters event) will be played on one lane dressing condition only.

### *Events*

The following disciplines will be played:

- A. Singles (men and women), 6 games
- B. Doubles (men and women), 6 games.
- C. Mixed Doubles, 6 games.
- D. Team of four, 6 games.
- E. All events consist of the above 24 games.
- F. Masters



*Specification for the Singles event:*

- The single event qualification will be played in one block of six games.
- Line-up changes are not permitted during a block.
- The highest position (total pinfall) is the winner of the event.

*Specification for the Doubles and Mixed Doubles event:*

- The doubles event qualification will be played in one block of six games.
- Change of players in a double is not permitted during the event.
- Line-up changes are not permitted during a block.
- The highest position (total pinfall) is the winner of the event.

*Specification for the Team event:*

- The team event qualification will be played in two blocks of three games.
- The change of players in the team is not permitted during the event.
- Line-up changes are not permitted during a block.
- The highest position (total pinfall) is the winner of the event.

*Specification for the Master (men and women) event:*

- The 8 highest positioned players after the 24 games are qualified for the masters' event, seeded as 1-8 in all steps of the masters' event according to their position in the final all-event standing.
- In all steps of the masters' event, there will be head-to-head matches, where the highest-seeded players will be matched against the lowest-seeded player.
- Each match will consist of 2 games, total pinfall.
- In each match, the highest-seeded player is deciding whether he wants to begin the first game on the left or right lane. In the second game, the order of players will be opposite to the first game.
- In case of withdrawals from any match in the Masters' event, the player without an opponent will be declared the winner of the match.



## *Playing Uniform*

Players shall wear a standard uniform approved by their member federation. In the events - doubles, mixed doubles, and team players of the same team must wear uniforms of the same color and type.

The name of the member federation, which the player represents, must appear on the uniform.

The following may appear on the uniform

- A. Name of player
- B. Logo of the member federation, which the player represents
- C. Advertisements

Coaches in the player's area must wear a uniform specified by the member federation, including bowling (or sport) shoes.

At medal ceremonies, all medalists (players and coaches) must wear a uniform specified by the member federation, including bowling (or sport) shoes.

## *Using alcohol*

Players and coaches must not consume alcohol or be under the influence of alcohol while in competition; i.e. during the entire period of a block of games.

If a player or a coach is in breach of this rule, the player or the coach in question will be excluded from the rest of the championship by the Championship Committee.

## *Smoking and using tobacco products*

Players and coaches must not smoke, use tobacco products, or use any kind of synthetic cigarettes or e-cigarettes while in competition; i.e. during the entire period of a block of games.

For the first offense by a player, the penalty will be either zero pins in the game, where the offense happens or zero pins in the succeeding game, if the offense happens in between two games in a block.

For the second offense by the same player, the player will be excluded from the rest of the championships by the Championship Committee.

For the first offense by a coach, the coach will be excluded from the block of games.

For the second offense by the same coach, the coach will be excluded from the rest of the championships by the Championship Committee.



## Tie-breaking

### *Definition of a game score*

- A. Actual pinfall in the game for an individual player
- B. Actual pinfall for any size of the team in a game for the players of the team

### *The following will apply to all events except in head-to-head matches*

- A. In case of a tie, the highest positioned will be the player/team with the highest last-game score
- B. If a tie still exists the highest positioned will be the player/team with the highest second-last game score etc.

### *The following will apply to head-to-head matches*

- A. In case of a tie in a game one ball roll, off on a full set of pins will be played, repeated until the tie is broken
- B. In the case of a dual-lane style of play, the players will for the first roll-off delivery be positioned on the lanes where they ended the game. The highest-ranked player after the qualification will choose the order of play. For a second roll-off delivery, the players will switch lanes and the order of deliveries will be opposite to the first one, and so on
- C. In the case of a single-lane style of play, all roll-off deliveries will be played on the same lane as the tie occurred. The highest-ranked player after the qualification will choose the order of play. For a second roll-off delivery the order of play will be the opposite of the first one, and so on

### *The following will apply to the Team event:*

- A. In case of a tie in a match, each team member will bowl a one-ball roll-off on a full set of pins. After all players of both teams have completed their roll-offs, the total pinfall is counted to break the tie
- B. For the first roll-off delivery, the teams will be positioned on the lanes where they ended the game. The players of each team will make the roll-off deliveries in the same order as the lineup for the whole match. The highest-ranked team after the qualification will choose which of the teams to start



- C. When the first player of the team chosen to start the roll-off has made his delivery, the first player of the other team makes his delivery, followed by the second player of the starting team and the second player of the other team, and so on until all players of both teams have made their deliveries
- D. When both teams have made their deliveries and there is still a tie, the teams switch lanes and the order of the team to begin will be reversed. The lineup of each team will remain the same as for the previous round of roll-offs. This procedure will continue until the tie is broken

**The rules were adopted by the Congress in Cyprus-Pafos 14<sup>th</sup> Of April 2010, amended by the Congress in Barcelona-Spain on 30<sup>th</sup> March 2011, by the Congress in Chania, Crete-Greece on 21<sup>st</sup> April 2015, by the Congress in Bologna-Italy on the 11<sup>th</sup> April 2016, by the Congress in Ljubljana-Slovenia on the 27<sup>th</sup> March 2017, by the Congress in Ankara-Turkey on the 16<sup>th</sup> April 2018 and by the online congress on 15<sup>th</sup> of October 2020.**

*MBC Committee*