

Malmesbury and District Skittles League

(With effect from 2019-2020 Season)

General Rules

Rule 1: Alley, Diamond, Pin and Ball Dimensions:

- a) All alleys shall be 27ft from the throw line to the front pin.
- b) The Diamond on all alleys must be of a standard size i.e. 4ft between front and back pin and 4ft between outside right and outside left pin.
- c) All 3 balls used in a game must each be 5ins in diameter.
- d) All 9 pins used in a game must each measure 10ins tall and 5ins in diameter.

Rule 2: Team Registration, Transfers and Fees:

- a) Teams must register their interest to partake in the skittle league annually. This should be actioned no later than the specified date on the registration form. Failure to re - register by this date will result in a deduction of 30 points for the following season.
- b) Each player within a team must pay £4.00 signing-on fee per season.
- c) Any transfer of players between teams registered to the league is only permitted up to 31st December of each season.
- d) The Captain of the home team is responsible for submission of the game score to the fixture's secretary by no later than 6pm on the Saturday following their league game. He/she is also responsible for the completion and submission of the scorecard to the Fixture's Secretary by the following Saturday. Failure to comply will incur a fine of £3.00 for each occurrence, payable at or before the next committee meeting.
- e) It is the responsibility of the home team &/or home alley landlord/s to arrange for a sticker-up at the agreed fee of £1.00 per player. Therefore, a total of £18.00 to be paid on the night of the game.

Rule 3: Committee responsibilities:

- a) The committee is comprised of a chairman, Vice - Chairman, Secretary, Treasurer & Fixture Secretary. In addition, it consists of all registered players of the league attending the meeting, plus the landlords of each participating pub/club who provides an alley for the league.
- b) The Fixture Secretary is responsible for producing (& issuing) the Fixture book which lists all the league games throughout the season.
- c) All Decisions relating to disputed games &/or any other situation will be final.

League Game Rules

Rule 4: Team Composition:

- a) Each team shall consist of 9 players.
- b) Games will be played in 3 legs of 3 players.

Rule 5: Method of scoring:

- a) Each leg - 2 points for a win, 1 point each for a draw.
- b) End of game - 4 points to team with highest pin fall, 2 points each if game is drawn.
- c) Overall points available per game are 10.

Rule 6:

- a) Start time of a game to be no later than 8.30pm.
- b) Any team failing to start on time could forfeit the game & all 10 points.
- c) If a player arrives late, he/she may still take part but will forfeit all throws missed prior to their arrival on the alley.

Rule 7:

- a) Each ball thrown should touch the alley before the designated throw line.
- b) Players should stand within the confines of the alley when playing.
- c) The home Captain may appoint a linesman, but this must be actioned before play starts.

Rule 8:

- a) The ball must first hit a pin to count towards their score.
- b) Should a ball hit the side of the alley before hitting a pin/s; the pin/s knocked down will stay down and not count.
- c) Should the ball after first hitting a pin/s rebound off the side of the alley and hit further pin/s down, these will count towards the score.
- d) Once the ball hits the back of the alley, it becomes dead, and should it then rebound back onto the alley and hit more pin/s down; these will not count to the score, but should be repositioned to their original spot prior to the next ball being thrown.
- e) In the event of a 'spare', only the pins legally knocked down are to be repositioned onto their original spot/s before the player continues with his/her turn.
- f) Should a pin/s be knocked over legally and stand back up, they must be removed & count.

Rule 9:

- a) Players must be registered prior to the game starting. This means that if a team needs to play someone who has not paid the appropriate signing - on fee, the player's name (when entered on to the score card must be initialled by both team captains.
- b) The signing - on fee must then be paid to the Secretary/Treasurer within 14 days or the end of the season if signed on during the last two weeks. If not, the committee will have the authority to deduct any scores obtained by the unregistered player & alter the score card (as seen appropriate).

Rule 10:

- a) All games must be played as per the fixture book.
- b) In the event that a game has to be postponed, the captain of the team responsible for the postponement must notify the fixture secretary immediately.

- c) Any postponed games must be rearranged within 14 days by the home captain & when both teams agree, the fixture secretary must be notified. The game must be played within 2 months of the original date or else the date & alley will be decided by the committee.
- d) All games in the first half of the season must be played before the 2nd half begins & failure to do this will result in the postponing team forfeiting the 10 points.
- e) Any game in the second half of the season must be played within 7 days of the last scheduled week of games & failure to play the game will result in the details not being added to the final league table.

Rule 11:

- a) Should a team need to postpone a game, they must give the other team a minimum notice of 24 hours.
- b) If the team postponing are the 'away' team, then failure to give such notice will result in them being held fully responsible for a £10.00 expense incurred by the 'home' team i.e. food. Rule 10 still applies in these circumstances.

Rule 12:

- a) During the season should any teams (within a division) finish level on points, the issue will be decided by the teams pin difference in descending order
- b) At the end of the league season, should any teams (within a division) finish level on points in either a promotion or relegation position, the issue will be decided by the teams pin difference in descending order.

Knockout Cup Rules

These games may start before & continue throughout the season. Teams have to 'opt in' to this competition. These teams all go into a random draw & therefore, any team from any division can be drawn to play against each other.

The main difference with this competition is the method of scoring. Teams play in the same manner as for a league game, the game is won or lost purely on the overall pin - fall & the winning team will then progress to the next round of the competition.

The random draw will be made for each round of this competition.

The semi - final and final rounds will be played on neutral skittle alleys.

Nomination Cup Rules

These games may start before & continue throughout the season. Teams have to 'opt in' to this competition. These teams go into a random draw & therefore, any team from any division can be drawn against each other.

The random draw will be made for each round of this competition.

The main difference with this competition is the method of scoring.

Rule 13:

- a) The player must nominate a pin he/she intends to hit with each ball.
- b) The nominated pin must be struck first & if this happens, all other pins that are knocked down at the same time will stay down & count.
- c) If the nominated pin is not struck first, all pins that are knocked down must stay down but are not counted.
- d) In the event that a player gets a 'spare', only the pins legally knocked down are to be repositioned onto their original spots & the player again has to nominate a pin which he/she intends to strike.
- e) The game is either won or lost based on the overall pin - fall & the winning team will then progress to the next round of the competition.

The semi - final and final rounds will be played on neutral skittle alleys.

Double Exit Cup Rules

These games only begin following completion of round one in both the Knockout & Nomination competitions & this competition also continues throughout the season. Only those teams that fail to progress past the 1st round of the other two cups can be entered into this competition. Those teams all go into a random draw & therefore, any team from any division can be drawn to play against each other.

The main difference with this competition is the scoring method. Teams play in the same manner as for a league game, but is won or lost based purely on the overall pin - fall & the winning team will then progress to the next round of the competition.

The random draw will be made for all rounds of this competition.

The semi - final and final rounds will be played on neutral skittle alleys.

Rules for resolving drawn games in cup competitions

Rule14:

- a) Should any cup game (up to the semi - final stage) end in a draw, then a replay will take place on the alley of the team originally drawn to play 'away'.
- b) Should the replayed game also end in a draw, then all 9 players from each team will be required to bowl a further 3 balls until a positive result is reached.
- c) All replays should be played within 14 days of the original game if possible, but must certainly before the next round of that particular cup competition.
- d) If the semi - final or final games end in a draw, then all 9 players from each team will immediately be required to bowl a further 3 balls until a positive result is reached.