

Rules for Douling and District Skittles League

League

1. All teams wishing to enter in the League for the coming season must send a representative to the AGM. If no one is sent, the team will not be able to enter the league for that year.
2. All captains must attend the Captains meetings or send a representative; and to inform the secretary of any changes to their teams contact details. If a captain or a representative fails to attend a meeting or give apologies that team will be fined 10 points.
3. Chairman, Vice Chairman, Secretary, Team Captains and Fixture Secretary Form the committee.
4. For season 2017/2018 £1.50 per person for the 'sticker up' with a minimum of £9 per team (when XYZ is played) and **£9 per team per game for league fees.** £1.50 per person will also apply to Knockout and Nomination Cup games but with no league fees. Sticker up fees for singles, pairs and Chris Chapman Cup will be £2 per player.
5. Teams to consist of six players and up to two on the bottom, plus one more if opposing captain agrees.
6. Games to commence at 8.30pm no later than 8.45pm
7. No player to play for more than one team in the Douling and District League, unless the team they did play for has left the league.
8. XYZ – to be used if a player is not available, after the end of the second hand has been played. Lowest score for that hand across the board to be the score
9. Ball must land upon the alley before the second line or 'No Ball' will be called, any pins knocked down will be stood back up. The ball hitting the side of the alley is also a 'No Ball' as well. It is the responsibility of the opposing Captain to look for this. Captains to agree on implementation of this rule before each match and disputes must be resolved upon the night.
10. A scoring pin must be a fallen pin, any pin still standing whether in or out of the diamond is not a scoring pin.
11. No Games to be cancelled unless inclement weather, bereavement or problem with alley availability. The captain cancelling the game must inform the opposition and the results secretary, no later than 7.00pm on the night. They must also inform the Alley before 7.30pm; if this is not done the team will be fined £10.00. This will be paid to the sticker up. The game must be played within one calendar month of the cancellation. If it isn't played rule 12 will come into play. No Cup games to be cancelled these must be played on the night and alley stated.
12. Teams not turning up for a match will have to pay league fees for both teams for that game and pay sticker up. The team that did turn up will be awarded 9 points.
13. Fixtures secretary to resolve disputes on cancelled games.
14. **Home Team to forward results to the results secretary** after each game by text, email or Facebook. When texting or emailing please let him know the game score, pins & Highest scoring player. Results must be received no later than the Sunday after the game was played. Penalty for not sending results or for late fees is 10 points.

Cup Matches

15. Cup Matches to be arranged by the fixtures secretary and given to teams and sent to the alleys by secretary.
16. **Winning Teams to send results of Cup matches to Fixtures Secretary (07730 877628 or 07811 186475)**, so that next round matches can be arranged and we can inform everyone, at meetings, who is left in the cup rounds.
17. Players to have played a minimum of three games, to be eligible to play in the Singles and Pairs Cup Matches.
18. Singles Cup – three hands to be played in each round, with the exception of the final, when six hands will be played.
19. Pairs cup – three hands to be played in each round, with the exception of the final, when six hands will be played.
20. SINGLES & PAIRS: Each team can enter as many players as they wish in both singles & pairs competitions, but every team MUST enter at least one pair in one of the pairs competitions and at least one single player in one of the singles competitions. Any team failing to do so will be fined 10 points. Finals of Men's Singles & Pairs will be played on Finals night. Ladies Singles & Pairs will play to a finish on the night.
 - 1st Round** Each team member will play 3 legs, the scores of each pair added together. Top 8 teams to go through.
 - 2nd Round** Each team member to play 3 legs, the scores of each pair added together. Top 4 teams to go through.
 - 3rd Round** Each team member to play 3 legs, scores added, top 2 teams go into the final.
 - FINAL** Each team member to play 6 legs, top pair wins the cup to be held for ONE YEAR to be presented on Presentation night with a trophy. Singles Finals will be 6 legs. (Men's finals will be played on Finals Night, one player or pair from each heat)
21. **Knock out Cup** – The team with the highest score goes on to the next round.
22. **Nomination Cup** – The Rules
 - 1) This is a 'Front Pin First' Game
 - 2) You must hit the front pin before you start scoring in each leg. Any pins knocked down before the Front pin is hit don't count and stay down. Once you have hit the front pin you have to nominate which pin you are aiming for with your next ball, and don't start scoring again until this pin has been hit.
 - 3) Having hit down illegal pins with your first ball and the second ball clears the remaining pins legally. Only the legal pins are stood back up and you have to hit the front pin first again to score. Similarly, with a 'flopper' the front pin must be hit first again to start further scoring.
 - 4) Should you be unlucky enough to knock the front pin down without hitting it with the ball, no score is possible for that leg.
23. **Chris Chapman Cup Rules:**

Each team nominates two of their members (must have played a minimum of 3 games in this season in their league team). Every team MUST enter a pair in this competition. Any team failing to do so will be fined 10 points.

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 - 4). Should you be unlucky enough to knock the front pin down without hitting it with the ball, no score is possible for that leg.
 - 1st Round** Each team member will play 3 legs, the scores of each pair added together. Top 8 teams to go through.
 - 2nd Round** Each team member to play 3 legs, the scores of each pair added together. Top 4 teams to go through.
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24. **Highest Pin scores** from an Individual player in the League, Knockout Cup or Nomination Cup will count towards the Highest Score of the season trophy in both the Male/Female Categories. Highest scores to be passed to the Results Secretary.
25. **Captains Cup:** Only team captains are eligible to enter the Captains Cup competition.