

Ripley and District Skittles League

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2018 Season

Rules and Conditions

The committee has the power to deal with any matters not covered by the following rules and conditions of play and in all matters, the committee's decision shall be final.

The name of the league shall be known as the 'Ripley and District Skittles League'.

A Alleys / Equipment

Scoreboard

A1 All teams are to provide a suitable scoreboard

Pins and Balls

A2 Match pins and balls are to be in good condition

A3 Match pins and balls are to be available for practice before each match

Tin

A4 The tin must be painted white and be positioned 1.05mts (42 inches) from the front pin. Length should be between 1.05mts and 1.35mts (42 and 54 inches). Width should be between 0.30mts and 0.40mts (12 and 16 inches)

Alley

A5 The alley length shall be a minimum 72mts (24ft) and a maximum 8.1mts (27ft) from starting block up to the front pin and be in good condition. The starting block must be well marked, with at least a front and 2 sides (i.e. not just a line), and in good condition.

Diamond

A6 The diamond should be clearly painted in and be 3ft sq. approximately, measured from the centre to centre of opposite pins. (See alley dimension sheet). Sufficient illumination shall be provided over the diamond.

Alley / Equipment changes

- A7 Any team who intends to alter / change anything to do with their alley / equipment must let the league secretary know, to enable the committee to authorise the change.

B Teams, Players, Registration and Eligibility

- B1 The league is open to any pubs and clubs. All teams must be represented at the AGM in order to guarantee entry in the league for the respective season.
- B2 All players must sign the 'signing on sheet' to be eligible to play in the league. **Full names, forename and surname must be specified.** The signing on sheet shall be submitted by the deadline set or the team will face a £20 fine. In all divisions, additional players may be 'signed on' on the night of the match to be played, subject to rule B3, and with the knowledge of the opposing captain. These additional signed on players shall be recorded on the additional players signing on sheet, and sent to the Match Secretary.
- B3 New players can only sign on up to the third last league match of the season in order to play in the league matches. Any player signed on after the half way mark of the season is ineligible to play in any cup matches.
- B4 Any player signed on for more than 1 team will be bound by the first team played for
- B5 Players are only to transfer to another team if a team folds during the season.
- B6 If a team changes their home venue having fulfilled all their fixtures for that season, then they should not be penalised by having to re-apply to the league as a new team for the forthcoming season. The team will be allowed to continue in their current division under the name of their new venue. This rule will only be applicable if the existing venue does not apply to join the league for the forthcoming season. If the existing venue does also enter a team then the committee may make a judgement based on divisional formation. Notification to the committee of the change of venue should take place ASAP.
- B7 Any team playing an ineligible player shall count the match lost and full points will be given to the opposing team. The term ineligible player shall be taken to mean any player who has not signed the match sheet, who has signed under a false or incorrect name and does not meet the requirements stated in rules B2, B3, B4, and B8, or contravenes any other rule.
- B8 The minimum age of players is to be 12 years of age on the day of the match. Any player under the league age for licenced premises may only enter the premises or take part in the match with the prior knowledge and consent of the licensee of the home venue.

C Match Rules

C1 Each team must provide a minimum of 6 players before a match can commence.

C2 A team shall consist of 10 players plus one reserve.

Before the game starts the captain of each team is responsible for

- Having the correct names or initials of all players on the scoreboard
- Ensuring all players sign the match sheet, **and that at least initial and surname are specified on the match sheet (not shortened or nicknames).**

FOR LEAGUE MATCHES IN DIVISION 2 ONLY, if a team does not have the full 10 players, then 3 pins per leg will be awarded for each missing player, up to a maximum of 2 players. Also in Division 2, should the players in positions 5 & 6 score less than 3 pins in any leg, then their score will be recorded as 3.

In the Premier Division, Division 1 and all cup matches, missing players will be allocated 0 pins.

C3 Match sheets are to be available by 8.30pm and completed with signatures for an 8.45pm start of the match. If any member of the 10 stated players does not arrive by their appointed time to throw, the reserve who must have signed the match sheet prior to the match starting, will be able to play as a substitute for the missing player for the whole match. The late arrival shall forfeit his place.

C4 The home team are to provide stackers up.

C5 The 2 captains are in charge of the match and they will decide in all cases whether a pin shall count. Captains are to also check the leg scores and total pins before signing the match sheet. The captain's signature on the match sheet signifies the team's acceptance of the game result and score.

C6 A player may throw through all of his / hers 3 legs only with the consent of the opposing captain (any player doing so will forfeit their rights to a 'ball a man' situation). A 'ball a man' will only be allowed for players who are present at the time of the 'ball a man'

Scoring League matches

- C7 Seven points are available to be won in all league games. 2 points per leg to be awarded to the winning team and 1 point per each for a drawn leg. Also - 1 point extra to be awarded for the highest total pins in a league match.
- C8 If, in a league match the total pins scored are level, one ball a man shall be played for the extra point until 1 team wins. The same ball shall be used by both teams throughout.
- C9 On any occasion where 'ball a man; is required i.e. for the extra point or after a drawn cup match, then the team who started the game shall throw first in scoreboard order – 1-10 then 10-1 etc. The same ball shall be used by both teams throughout.
- C10 Cup matches will be determined by legs won. In the event of a tied match the winner will be decided by a ball a man. Total pins scored during the match will not count towards the final score.

Playing the game

- C11 Each player must have one foot in the starting point (i.e. behind the front of the chock-hole or front line and within the sides of the chock or side lines) and the other foot behind. The ball must leave the hand on or before the first step forward from the starting point. Any player delivering the ball incorrectly or stepping on or over the tin whilst in a forward motion from the delivery of the ball – then this ball shall be counted as a no ball.
- C12 Each ball must be thrown clear over the tin plate and the front pin to be knocked down by being hit with the ball - before any pins count. If the front pin falls due to a loose or vibrating diamond – without contact with the ball, this shall count as a no ball and the front pin shall be reset
- C13 If the front pin is knocked down by a no ball (that is delivered incorrectly from the starting point or a ball not clearing the tin plate) this pin must be reset and will count if hit on a subsequent throw, but others knocked down shall not be reset and will not count and must be removed from the diamond.
- C14 If all remaining pins are knocked down with the second ball being a no ball the third ball shall be forfeited.
- C15 No 'back pins' (pins knocked down by a ball rebounding from back or side wall) are to count – these pins are to be reset before the next ball is thrown.

D Competition rules

The league runs the following competitions:

Knockout cup (played by all league teams who opt to participate)

Sunday cup (played by all teams who opt to participate)

Singles, pairs, 5 a sides (open to all players registered)

Captains trophy (open to each team's captain or vice-captain as signed on the signing on sheet)

Ladies cup (Open to any registered female players)

Champion of champions shield (three sided event played by all winners from all 3 divisions)

- D1 Should a venue not be able to host a competition, they must inform the league or match secretary within 48 hours of notification. Failure to do so will result in the team forfeiting any competition venues in that season.
- D2 The captain's cup and ladies cup competitions will be held immediately after one of the monthly league meetings. The winner will be the player with the highest total pins scored on the night over 3 legs. The draw is made on the night for the throwing order of the players.
- D3 All Sunday cup competition matches to start at 1pm and all other competitions to start at 8.30pm prompt **except the KO Cup Final and the Competition (Singles, Pairs and Fives) Finals, which will start at 8:00.**
- D4 Singles competition – 2 substitute players per team can be recorded on the singles signing on sheet. Once that substitute has played in the first round, that same person shall continue to play in further rounds. An enrolment fee of 50p per player will be charged for entry to this competition.
- D5 Pairs competition – at least ones of the named pair must play in the first round. A substitute will be allowed in the first round but that playing pair must then complete in all subsequent rounds. An enrolment fee of 50p per player (£1.00 per pair) will be charged for entry to this competition.
- D6 5 a side competition – the teams do not have to be named players but the reserved 6th and 7th players must be named in the first round. Only the 7 players named can then represent that team henceforth. An enrolment fee of 50p per player (£3.50 per team) will be charged for entry to this competition.

- D7 The semi-finals and finals of the singles, pairs and 5 a sides and KO cup competitions shall be played over 5 legs. For these finals each player will be allocated **only 3 practice balls. The KO Cup and Competition (Singles, Pairs and Fives) Finals, will start at 8:00 with the 3 balls per man practice.**
- D8 All venues who host a semi-final, final, champion of champions or captains competitions must provide a minimum of 3 stackers up and ensure sufficient bar staff is also covered. For finals (KO Cup, Sunday Cup, Singles/Pairs/Fives and Champion of Champions), the host venue should also provide food and can run a raffle to cover the costs.
- D9 First round matches for the singles, pairs and 5 a side competitions will be drawn out at 8.30pm on the night of the competition with all attending players / teams who are ready to participate.

E Meetings

- E1 The AGM commences at 7.30pm prompt. Any team late for roll call cannot be guaranteed a place in the league for the following season.
- E2 One vote per team at the AGM.
- E3 All suggested amendments to the rules to be sent to the league secretary in writing or by e-mail at least 3 weeks prior to the AGM.
- E4 A fine of £5 will be payable for non-attendance at any league meeting. The fine is payable whether apologies have been submitted or not.
- E5 Any team not attending meetings are held responsible for settling all arrears before the end of the second succeeding meeting. If these arrears are not settled the said team shall be liable to being expelled from the league at the committee's discretion and their records expunged. The players of the team will then become liable and shall not be permitted back into the league until their share of the arrears is paid.

F General Rules

- F1 **Home teams are to get the result (by text, email, phone or by hand) to Steve Sheldon by midnight on the match night, so league tables can be updated. A fine of £2.00 will be imposed for any result not received by Steve on match day.** Additionally the home captain or vice-captain is to send a completed match score sheet to the secretary to arrive within 72 hours of the match being played. Failure to do so will result in a fine being imposed of £5.00. The completed match score sheet can be hand delivered, posted or scanned and e-mailed to secretary@ripleyskittles.org.uk.

- F2 All winners of all league competitions i.e. KO cup, Sunday cup, singles, pairs and 5 a side are responsible for returning all match score sheets to the match secretary within 72 hours. Failure to return the sheet will mean the team will forfeit the win and this winning team will not be included in the next round. In this circumstance no losing team or player will progress in their place. Winners are to text match results to Steve Sheldon on the match night.
- F3 All existing teams will be charged a registration fee of £20.00. All new teams will be charged a registration fee of £25.00. Match fees will be notified to clubs at the pre-season meeting following the AGM, and will be dependent on the number of teams participating in the league. These match fees will be payable in 4 equal payments at the first 4 meetings after the start of the season.
- F4 Any teams who do not fulfil 3 fixtures during the season will be liable for expulsion from the league at the committee's discretion.
- F5 In the event of a team withdrawing or being expelled from the league before the halfway stage, all results will be annulled. If a team withdraws or is expelled after the halfway stage – the results up the halfway stage will stand.
- F6 No league, KO, Sunday cup matches can be rearranged unless directed by the committee.
- F7 In the event of a tie on points between teams at the end of the season, league position will be decided by head to head results between the teams involved. If head to head results are equal, then a play-off will decide positional issues where necessary to decide promotion and relegation. Any play-off will be arranged by the committee.
- F8 Protests can only be submitted up to 7 days after a match. If any protests are submitted to the committee, a representative from the teams involved will be invited to an executive meeting.
- F9 Any protest must be in writing and accompanied by a £3.00 deposit which will be returned if successful.
- F10 Any home or away teams who cannot fulfil a fixture will forfeit the match and the points, but must also let the opposing team have 48 hours notice otherwise a £20.00 charge will be imposed for costs incurred (e.g. food, travel costs etc.) payable to the opposing team. This applies to league and KO cup games, but should be limited to actual costs incurred.
- F11 All committee members are to be paid an attendance allowance per meeting attended and for refereeing duties.
- F12 A team and individual cash prize will be awarded to any winner and runner up.

- F13 All teams must supply a raffle prize for the presentation evening. This is to be handed in at the august league meeting or a fine to be put in place of £5.00 which will be used to buy an additional raffle prize.
- F14 All teams are responsible for the conduct of their players and supporters and for ensuring that all players are eligible to play. The team will be held collectively responsible for any inappropriate behaviour damage or violation of the rules and will be answerable to the committee. This may result in a fine or expulsion from the league. To assist in settling any dispute, the home team shall have a printed set of the current rules readily available during each match.
- F15 The structure of the league will be at the discretion of the committee. The number of divisions, promotion, relegation and the placement of new teams in any division will be decided by the committee.
- F16 Should the league be wound up, due to either lack of teams or lack of a committee to run the league then, following the settling of all outstanding debts and invoices, any remaining assets of the league will be donated to local charities, as agreed by the remaining committee members.