

Dorchester & District Skittles League Rules

1. The Competition shall be called the Dorchester and District Skittles League and shall be run as a League with each team playing one home and one away match against each other team in their Section. The Officers of the League shall be President, Chairman, Vice-Chairman, Hon. Secretary, Assistant Hon. - Secretary/Fixtures Secretary and Hon. Treasurer, with nine members of the Committee, two of which must be ladies, who will together have control and management of the League. Five members shall form a quorum. The committee have the power to co-opt. Nominations for Committee shall be in the hands of the Hon. Secretary before the commencement of the AGM.
2. The Annual General Meeting will be held on the first FRIDAY in JUNE. Any proposition to alter the rules of the League shall be in the hands of the Hon. Secretary, 14 days prior to the Annual General Meeting. Only those teams represented in the League during the previous season shall be entitled to vote at the AGM. Each team shall have one vote. Any team failing to be represented at the ANNUAL GENERAL MEETING shall be fined £5.
3. All teams wishing to compete in the League for the forthcoming season must fully complete a Registration Form and submit it to the League Hon. Secretary 7 days before the date of the Annual General Meeting. Late entries will be subject to an administration fee of £5. Each team shall submit by the Monday following their first fixture a list of players to be registered with the League. The League fee (payable by cheque to 'The Dorchester & District Skittles League') shall be paid by September 30. The failure of a third party to make payment of League Fees on behalf of any team shall not relieve that team of its liability to pay a £10 fine for non payment or from any subsequent penalties imposed by the committee if payment is not made by the stated date.
4. A player shall not register for or play for more than one team in the same season, unless he is transferred to another team.
5. Any player wishing to transfer from his original team of registration may do so, providing he applies in writing to the League Hon. Secretary enclosing £2.00 transfer fee, at the same time notifying his own team Secretary. Such player transfers to be at the discretion of the Committee and limited to one per person per season. The transfer will take effect seven days after receipt of application during which time the player should not play for any team. No transfers will be allowed after December 31.
6. Any team playing an ineligible player will forfeit the game to their opponents. A total of 4 points shall automatically be deducted from the offending team's total.
7. In an emergency a team can register a maximum of TWO players before a game is due to start, provided such players are not registered with another team. The section headed Registration of New Players on the reverse of the result card must be completed and signed by the new players and captains of both teams. As a last resort teams may fulfil a fixture with a minimum of 7 players provided that their intention is declared to the opposing team before the start of the game. In these circumstances 4 pins shall be added each hand for the missing player. Should a missing player subsequently arrive then he/she will be able to play their remaining hands with 4 pins awarded for each hand missed.
8. Males and females shall not be permitted to play in the same team (See Rule 6).

9. No player under the age of 14 years shall be permitted to register for any team (See Rule 6).

10. No team shall be allowed to withdraw from the League without the consent of the Management Committee. Where such consent is given the record of the team shall be deleted and a fine imposed. Members of any team withdrawing from the League will not be accepted for registration as a player until the fine is paid.

11. All matches shall be played on the date specified in the fixture list. Any team who is unable to fulfil a fixture on the specified date shall notify their opponents and the secretary, at least 24 hours before the due date and shall automatically forfeit the match, their opponents being awarded the points (See Rule 7 & 13). However, should the cancellation result from what is deemed by the Committee to be an exceptional circumstance the Secretary, whose decision shall be final and conclusive, can order the game to be played within 14 days of the original date provided that the new date does not extend beyond the completion of the final week of fixtures.

The Secretary shall fix the venue and date on which the fixture shall be played. For the avoidance of doubt the inability to raise a team other than as a result of the death of a registered player will not be deemed exceptional. As a matter of courtesy the home team shall immediately notify the landlord/club steward that the match will not be played.

12. The secretary of the home team is to supply and complete the result card which must be signed by both teams to signify their agreement. The winning team (or in the event of a draw, the home team) shall send the result card to the Fixture Secretary to reach him by 6pm on the Monday following the fixture. Should a result card be received without both teams signatures and the result is in dispute, the fixture secretary is to be notified within 24 hours of the game. If no such notification is received, the result card will be deemed correct.

13. In the event of any team failing to fulfil three fixtures during the season the Management Committee shall have the right to impose an appropriate fine, to deduct points, and/or expel the team from the League.

14. Matches shall be played over seven hands per team and the number of pins scored, totalled. Each team shall consist of eight players (see rule 7 paragraph 2). No player shall be allowed to play more than seven hands. Games shall commence between 8.30 p.m. and 9.00 p.m. Any team short of players must commence the game with the players available.

If there are no representatives of a team present on the alley by 9.00p.m. That team will be deemed to have cancelled and the match awarded to the opposing team. If a player is injured or taken ill at any stage during the match, a reserve may continue in the injured/ill players place (even in the middle of a hand) and complete the match, provided such reserve is not registered with another team.

The hands thrown by the injured/ill player will stand. Each team shall provide their own 'sticker-up' who must be 14 years of age or over. No team will be allowed to change its home alley, as notified to the league on their entry form, except in exceptional circumstances i.e. closure of alley. If for any reason the match is unable to be played on the home team's alley, the home team must provide an alternative venue unless the match has been cancelled by the opposition. If more than the required number of pins and balls are in the alley, then prior to the game starting the home team MUST

select which three balls and nine pins ONLY are to be used. The Captain of the home team shall ensure before the commencement of the game that three of the pins are clearly marked as front pins. If a player knocks down all nine pins with either his first and/or second ball(s) then all nine pins shall be replaced. A pin knocked off the plate to be counted as down if standing or not. Players must release the ball from behind the first line, and the ball must pitch before the second line. The first line shall be 6ft. from the backboard and the second line 16ft from the backboard.

Any ball hitting the side of the alley or being pitched over the second line before hitting any pins will be called a no ball, and count as a bolter. Any pins knocked down by that ball or any pins knocked down by a ball or pins which have previously left the alley shall be replaced. However once a clean (or legal) ball has hit the pins any other pins knocked down by that ball or by other pins which have remained on the alley or rebounded off the side of the alley will count.

Two points will be awarded for a win and one each for a draw. The team with the highest number of points in their section shall be the winner of the trophy. In the event of more than one team totalling the same number of points they shall play off for that position. Similarly play offs shall also be held to determine runners up. All play-offs shall take place on a neutral alley on a date determined by the Management Committee. No team shall be able to register new members for play-off matches. In all other instances pin difference shall determine the position of teams finishing with equal points.

The top two teams in each division shall be promoted. The bottom two teams are liable to relegation. The Committee shall be empowered to promote or relegate additional teams in their previous seasons finishing order to achieve the optimum balance across all leagues for the forthcoming season.

15. All protests must be in writing and lodged with the League Hon. Secretary within three days of the alleged breach of the Rules.

16. In the case of any dispute one representative from each team to meet the Management Committee. No member of the Management Committee shall vote upon any protests or dispute in which their team is involved or they have a personal interest.

17. In the event of any matter arising not covered by these rules, the Committee shall have the power to deal with it and impose such penalties as they deem fit.

RULES OF THE KNOCKOUT COMPETITIONS

1. The entire control and management of these competitions shall be vested in the Management Committee of the Dorchester and District Skittles League who shall have the power appertaining to all competitions.

2. The Cup shall be called "The Dorchester and District Skittles League Knockout Cup" and shall not become the property of any one team.

3. The Competitions for the Cups shall be annual and open to such teams as are in membership with the League. Teams that lose in the first round proper (not the qualifying round, if held) shall automatically be entered into the Plate competition for both Ladies and Men.

4. The qualification of players shall be as for the Dorchester and District Skittles League. Any side winning a Cup Tie and including in its side an unregistered player shall forfeit the match to its opponents. No team shall be able to register new members after the quarter finals.
5. The competition will be conducted on the knockout principle and will be drawn round by round by the Committee.
6. It shall be the responsibility of each of the teams drawn together to arrange the fixture. The team drawn first shall be the home team who shall offer their opponents at least two dates for the fixture, except where a week is set aside, when only one date need be given, within seven days of the draw being notified. The onus shall rest with the away team to make contact with the home team if no date(s) have been offered on expiry of the specified period. In the event of the teams being unable to agree a date the matter is to be reported to the League Hon. Secretary for consultation with the Committee whose decision in respect of the fixture is final. Teams are reminded that Cup matches can be played on a neutral alley.
7. Matches are to be played to a conclusion with, in the event of a tie, extra hands being played until a result has been obtained. The result card shall be sent by the winning team to reach the Fixture Secretary no later than 6pm on the Monday following the specified completion date for the round. If a result card is not submitted by the appointed time the Committee shall be entitled to EXPEL BOTH TEAMS FROM THE COMPETITION and to award a bye in the next round.
8. Scratching. Any team intending to scratch must give information of its intention to do so to the League Hon. Secretary and the opposing team not less than seven clear days before the date fixed for playing the tie and in default the Management Committee shall have the power to punish such offending teams in any manner they think fit. Any team scratching shall be liable to such penalty as may be imposed by the Management Committee.
9. A transferred player may only take part in this Competition provided they have not already played in the Competition for his former team during the current season.
10. Semi-finals and finals to be played on neutral alleys. Alleys and dates for these matches, which must be adhered to, will be arranged by the Committee.
11. The remainder of the rules of the Dorchester and District Skittles League shall, where applicable also apply to this competition, and must be read in conjunction with the foregoing rules.

RULES FOR THE SINGLES, PAIRS, SECRETARIES SHIELD and STICKER-UP COMPETITIONS

1. The entire control and management of these competitions shall be vested in the Management Committee of the Dorchester and District Skittles League who shall have the power appertaining to all competitions.
2. The Singles Cup shall be called the Albert Grinter Memorial Cup and the Pairs Cup, the Newscom Pairs Cup. No trophy shall become the property of any one team.
3. Competitions for the cups shall be annual and open to such teams as are in membership with the League who can enter two members in the Singles Competition and a maximum of five pairs in the Pairs Competition. The Secretary or Captain of each team (or their nominated deputy) plus the

committee is eligible to enter the Secretary's Shield for which separate competitions will be held for men and ladies. The Sticker up of each team provided they are aged between 14 and 18 years old is eligible to enter the Sticker up Trophy. Entries for these competitions, together with the appropriate entry fees for the singles and pairs, shall be submitted to the Honorary Treasurer by 31st OCTOBER.

4. Teams will be informed by the Hon. Secretary and through the local press, when and where they have to play their matches. Any person or pair not on the alley ready to play at the appointed time will automatically be disqualified.

5. Each player will throw nine balls in sets of three (players and opponents alternating), the winners being decided on the total number of pins knocked. Pins off the plate are down standing or not. 6. The toss of a coin shall decide who throws first.

7. In the event of a tie, each playing is to throw one extra hand of three balls until a winner is established. The winners of each pairs grouping will go forward to a finals night. The other competitions shall be played on one night to a conclusion. The Management Committee shall fix the dates and venues for all competitions.

8. The finals of all competitions (not the final game of the preliminary rounds of the Pairs) shall be played over 5 hands.

9. In the event of a player or pair being unavailable for the pair's final night, the Committee can at their discretion agree to a substitute player from the same team taking his/her place providing he or she has not played in the group stage or can draw a substitute pair from all the group stage losing finalists to fill any vacancies.

10. The remainder of the rules of the Dorchester and District Skittles League shall, where applicable, also apply to these competitions, and must be read in conjunction with the foregoing rules. Return of Trophies: Team Secretaries are responsible for the return of all team and individual trophies in a satisfactory condition to the Hon. Secretary by January 31st each season. Failure to comply will result in a fine of £5, in addition to any repair costs.

TEAMS PLEASE NOTE

Young person's between the ages of 14 and 18 years, may not purchase or consume intoxicating liquor, nor may any person purchase intoxicating liquor for their consumption.