

NAILSEA AND DISTRICT SKITTLES LEAGUE RULES

1. The league shall be called "THE NAILSEA AND DISTRICT SKITTLES LEAGUE" and the headquarters shall be Nailsea Grove Sports Centre.
2. The Committee shall consist of the President and one member of each affiliated club who shall at their Annual Meeting elect from their number: Chairman, Vice Chairman, Secretary, Treasurer, Fixture Secretary and Website Secretary.
3. Each affiliated team shall pay an Annual Subscription of £150, £30 payable at pre-season meeting. £60 at Mid-season and £60 at end of Season meeting. Fine for non-payment, £1. Application forms must be sent out at least one month before the Annual General Meeting, such date to be agreed at the last meeting of the season.
4. The Challenge Cup be held for a season by the team securing the most points in home and away matches. Cup to be considered a perpetual trophy.
5. 2 points shall be awarded to a team winning a set, 1 point to each team for a drawn set and 10 points for the team winning a game. 5 points shall be awarded to each team for a drawn game. The total points available in any game shall not exceed 22.
6. If the points of two or more teams are equal at the conclusion of the matches, the deciding game or games shall be played on the alley mutually agreed upon by the opposing captains. If agreement cannot be reached the match or matches to be played on the headquarters alley. In the event of such team or teams normally playing on the headquarters alley, then the deciding games shall be played on the alley of a neutral affiliated team. Teams to be mutually agreed upon or, failing that, to be drawn for.
7. Matches to be played with pins and balls of the home team, the same balls and pins to be used throughout the season. Balls to be diameter of 4.75 inches maximum, 4.5 inches minimum and set to be of uniform size.
8. The front pin must bear a two-inch white line painted round the centre, and front quarters a two-inch line painted above and below the belly of the pin.
9. Any League fixture needing to be postponed during the season must be played prior to the final week by agreement between both Captains and the Fixture Secretary. If the cause of the postponement is foreseen, especially in the final week, the fixture may be played on an earlier date. In the event of the original home alley not being available, a neutral alley may be used with the scheduled home team covering the alley costs.
10. The number of players in a team will normally be 12 playing in sets of two. If a team is represented by only 11 players, the lowest score on the entire board (both teams) will be duplicated as the score of that missing player. Any further missing players will score zero.
11. A player may make one transfer to another team during the season provided the transfer is completed before 1st January. That player may not play for the second team before his/her re-registration has been received by the Secretary. Any player who has played for one team in a Cup Competition may not play for any other team in the same competition. A player can only play for one team.
12. No match shall start later than 20.00, the side not having at least two ready to start at the time stated to lose the match.

13. Captains to arrange for an umpire to watch the line and their decision to be final.
14. The players must be registered with the Secretary 24 hours before playing, and the list of registered players posted on the internet. A fine of £5 will be imposed for failure to comply.
15. Prizes be awarded to the winners of cup and runners up, the value of such to be left to the discretion of the Committee. The Chairman, Secretary and two members of the winning teams select the prizes, the Secretary to arrange a meeting for the purpose.
16. The home team pays the expenses of the sticker-up for both teams.
17. The holders of the cup are responsible for the safe custody and return to the Secretary by the 31st March.
18. The home captain altering the date of a match shall notify the visiting captain. Home captains must notify the Fixture Secretary of the result of each match on the official card within 72 hours of each match being played. Card to be signed by both captains. Captains failing to comply with this rule shall be fined 50p.
19. All outstanding accounts due to the League shall be paid within one month of the close of the season to the Secretary.
20. Protest in connection with league matches must be in the hands of the Secretary within three clear days of the match in question. The decision of the Committee to be final.
21. The line shall be 14 feet from the strip and the ball should be delivered and pitched before the white line.
22. Any team starting playing in the league and failing to fulfil their fixtures becomes liable up to date of registration being accepted, and the team failing to complete any four matches shall be disqualified from the league and all previous results declared void.
23. Any team changing its name must apply for readmission.
24. At the beginning of each season the two top teams from division two of the previous season will be promoted to division one. Teams will be relegated from division one as appropriate in order to keep the size of the division as equal as possible. Division one will be the larger division if the League comprises an odd number of teams.
25. Teams not being represented at any meeting, including AGM will be fined £12.00. No apologies will be accepted.
26. The Committee's decision is final on any matters arising during the course of the season.
27. All application forms for membership must be submitted to the Secretary prior to the Annual General Meeting.
28. Any team or individual failing to turn up on the presentation night to collect their awards will forfeit their prize money to charity, to be nominated at a later date.

RULES FOR KNOCKOUT COMPETITIONS

Any team failing to fulfil a cup fixture on the allocated date will be eliminated from that competition.

FRONT FIRST CUP

1. All teams in the League to enter the competition.
2. Front pin must be knocked down first with a ball; if by a rolling pin, to be re-set. Should any player get spare with second ball, all dead pins to lie, only pins scored with spare ball to be reset. One member of each team to act as a marker, but in the event of disagreement, the decision of the sticker up to be final.
3. The mutual lineman to be appointed by the team on whose alley the match is played. All League draws for the competition to be made by the league committee, when and where the matches are to be played under league rules.
4. In the event of a tie, the last pair on either side to play an additional three hands to settle the result and in the event of a tie at the termination of three hands then a sudden death play off to decide the winner, i.e. highest score at the duration of the next subsequent hand. Applies to all cup matches.
5. Finals alley to be drawn for.
6. The captain of the winning team to be responsible for notifying the Fixture Secretary of the result.
7. The Cup to be held under the same conditions as the League Cup.
8. The only registered players of League teams are eligible to play in this competition.
9. The Committee's decision on neutral alleys to be final.

FRED WILLIAMS' CUP

1. Matches must be played in accordance with the League rules.
2. Cup to be considered as a perpetual trophy.
3. All matches to be drawn for and played on neutral alleys.
4. Rules in the event of a tie, the last pair on either side to play an additional three hands to settle the result & in the event of a tie at the termination of three hands then a sudden death play-off to decide the winner i.e. highest score at the duration of the next subsequent hand.

A.J. CHAPLIN CUP, PAIRS – FRONT FIRST

1. The first two rounds to be played with the highest scores on each alley going forward. From the third-round competition to revert to a knockout basis, winners progressing to the next round. All games to be played on neutral alleys.
2. The competition is open to all league players but each pair must be members of the same team.
3. Alley expenses to be paid, i.e. sticker up fee.
4. Substitutes will be allowed in the first round only where for any reason one of the pair is unable to play. The substitute, however, becomes part of the pair and must play in any further rounds. He / She must also be a member of the same team.
5. In the event of a tie after six hands a player or a pair will play three hands each. If after that the scores are still level, sudden death will prevail until a winner is found.
6. All players in this competition must be on their respective alleys by 8.30pm. The cup committee will nominate a representative to take charge of the alley who will be responsible for forwarding the winners names to the Fixture Secretary.
7. Pairs must be played in order of the draw.
8. The decision of the official in charge of the alley must be considered final in the event of a dispute.

INDIVIDUAL CUP - FRONT FIRST

1. Any registered member of a league team may enter the competition.
2. Alley expenses to be paid, i.e. sticker up fee.
3. No substitutes will be allowed in this competition. Anyone failing to arrive on a particular alley by the previously notified time will forfeit his game to the opponent.
4. In the event of a tie after six hands, rule 5 of the A.J. Chaplin Cup will prevail.
5. Players will play in drawn order. Board will close at 8.30pm.
6. Rule 8 of the A. J. Chaplin Cup to prevail.

JOE STOKES CUP

1. All teams will be drawn into four groups, Groups 1A and 1B to consist of teams from Division One; Groups 2A and 2B to consist of teams from Division Two.
2. Matches for all groups to be played as a Round-robin format using the results from League fixtures doubling up as Joe Stokes matches between relevant teams from each group.
3. Points: 2 points will be awarded for each set won, 1 point to each team for each set drawn, and 1 bonus point for a match won. Therefore, the maximum points per match is 13. However, in the event of a tied game, no bonus point will be awarded.
4. If two or more teams have equal points and are in a position to qualify for the Knock-out rounds at the conclusion of the Round-robin phase, the team with the superior pin difference will be positioned higher.
5. At the conclusion of group tables, the top two teams in each group will contest the quarter-finals, i.e. 1A Winner v 1B Runner up; 1B Winner v 1A Runner up; similar for tables 2A and 2B.
6. In the absence of a quarter-final stage, only the respective group winners will progress to the semi-finals and final.
7. The holders of winners and runners-up cups are responsible for their safe custody and return to the Secretary by the 31st March. The cups are to be considered perpetual.