

Lutterworth Friday Night Skittle League

RULES

1. Teams to consist of 9 players of whom at least 2 shall be ladies or vice versa , teams can have three players missing see rule 9.
2. To be played on a MAN TO MAN basis.
3. Each game played to the first to win 5 legs.
4. In the event of a tied leg, there will be a one cheese throw off.
5. Result of a match to be decided on legs, 3 points for a win. In the event of a tie, the team which has won the most games will be awarded 2 points , the opposing team 1 point. In the unusual event of matches being tied (when only 5 players per team are available) the 2 captains will play each other.
6. All pins to be down to count, cheeses to remain on the table.
7. All pins to count.
8. At a start of a match the captains to draw the players positions and to toss a coin to see who sets first at the start of each game.
9. If in the exceptional case of a team being up to 3 players short, then the captains will redraw missing matches. Any other missing games will be lost 5 – 0. Up to three players can be redrawn. No player can play 3 times.
10. Should a team only have 1 lady player or 1 man available they will play twice, if not available that team shall start match 10 – 0 down and the opposing team will have the option to drop any 2 players it wishes from the draw.
11. All matches to be played on Fridays (where possible) and to start at 8:30pm and be well in play by 8:45pm.
12. A player can transfer from one team to another during the season, this will incur a signing on fee of £3. The player will no longer be able to play for the team they have left. An individual can make only one transfer during a season.
13. Beer Leg to be on house rules.
14. The committee shall be made up of Chairman, Secretary, Treasurer, Captain or one representative from each team. Meetings to be called by either Chairman or Secretary.
15. A General meeting to be called as near to September for the Winter League and March for the Summer League.
16. General meetings to decide on new teams, size of league and any other matters that are relevant.
17. Teams must attend AGM to be accepted into the league. If unable to attend you must register your team with the league Secretary prior to the meeting. No entries will be accepted after the AGM.
18. A bank account to be held with 2 signatures.
19. Should a team fail to arrive (home or away) having not given 24 hours prior notice to both the Captain and the League Secretary, that team shall be asked to pay supper expenses. The aggrieved team to be awarded the game and 25 legs. **ONLY SEVERE WEATHER CONDITIONS WILL DISPUTE THIS RULE.** Where serve weather has caused a match to be cancelled not giving 24 hours and a supper has already been provided the cost for the supper will be split between both teams.

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20. Home teams to provide score cards Winning team to post the result
21. Teams not attending meeting will be fined £2.50.
22. LEAGUE REGISTRATION FEE OF £10.00 FOR TEAM AND £3.00 PER PLAYER.
23. A new signing of a player must be notified to the league secretary, before playing in a match. Fee to be paid at next meeting.
24. A prize will be awarded to the highest individual score for both men and ladies, captains to add to score card. The player who achieves the most highest scores in a season will be automatically awarded the highest score. In the event of a tie, throw off will be held on presentation night. If a player has more than one high score they will have two or more throws as appropriate throw off to consist of three cheeses. Highest score on away table only.
25. Teams will be disciplined for playing less than 9 players when other players are available. Any team changes to be made during play must be amicably decided between both captains. An objection must be notified to the league secretary. Points and legs will be deducted by the discretion of the committee.
26. Hockey – A hockey must be marked on the floor, either chalk, tape or raised a minimum of 8ft 6inches from the front pin. One foot must remain in the hockey. Both feet behind the line. Men and ladies to throw from the same line.
27. CANCELLED MATCHES – TO BE NOTIFIED TO THE LEAGUE SECRETARY BY EITHER PHONE CALL OR CARD. Any matches cancelled before the turn around, must be played before the commencement of the next round. The league will provide a week for this. If unavailable to play on the bye week, a double header to take place on the original table if it was cancelled by the away team in the first instance.
28. Where a team resigns from the league during the season all the results, including points, legs and highest scorers, in reference to that team will be removed.
29. If a player leaves the game during their throw they keep the legs they have won and their opponent is awarded 5 legs.
30. On signing up for the league the captains and venues acknowledge that their contact numbers will be made available to the other teams in the form of contact lists and via the website, so that they maybe contacted with regards to arranging matches etc.