

RULES FOR 2024/25 SEASON

1. The league is open to any combination of male and female members
2. Each team may register any number of players and these players must be fully paid up club members, with the exception of new players who are allowed to play a maximum of three games before they have to become a member of Chippenham Sports Club.
3. Each team must complete their team registration form by the end of September with full membership payment and hand it in at the bar. Further names can be added throughout the season by making a note on your score sheet.
4. Match fees (League & cup competitions) are £6 per team per game, they are to be paid over the bar and team captain is to sign on making payment.
5. Score sheets to be handed in at the bar.
6. Each team are to pay a minimum of £6 to their Sticker up for each match played
7. There are a maximum of 2 games per alley each night the early game MUST start by 7:30pm and the second game needs to start between 8:45-9pm.
8. In the event of a team not being present at the start time of their match, there will be no toss and the present team will start. Should the opposing team not turn up ready to play the continuing leg, 3's will be awarded until they do turn up. If there is a 2nd match on the alley, this match will start on the same basis as above.
9. Games where one team doesn't turn up at all, the absent team will be responsible for paying the full sticker up fee. The procedure will be that the sports club will pay the sticker up on the night and then the absent team will need to reimburse the club.
10. Competition fees are £2 per player per competition
11. Please refrain from standing at the bar or behind the right side skittle alley, there are ample tables to be seated at so please use them. In theory the home team gets to use the high table unless they would prefer to sit at a lower round table. This then means the person marking the board is near his/her team as the home team marks the board unless otherwise agreed by the opposing captain on the night.
12. Matches consist of teams of 6 players, if in the event a team only has 4 players, the missing players will score 3 points for each leg of the game. If a player arrives late but arrives before the end of the 3rd leg they can play the whole 6 legs but if the player arrives after the first 3 legs have been played they can play from the 4th leg onwards. In the event of a team with missing players in a cup game this player will score 0 for each leg.
13. In any single match a team may comprise of up to 12 players with 6 players starting the game and 6 changes allowed after half time.
14. Once anyone has played for a team, they will be registered for that team and **WILL NOT** be allowed to play for any other team for the rest of the season.
15. The 1st named team are the home team and should provide a Marker to complete the score board, unless captains agree otherwise on the night. The Marker should keep the game flowing and ensure the game starts on time.
16. Bowling off is restricted to a maximum of one player per team after agreement from opposition. It must be prior to the match starting and it must be witnessed and signed by a third party. If 6 players turn up for the game then the bowled off scores will be disregarded from that leg onwards
17. Scoring – League matches
 - a. Official match cards must be completed with full names for every game and signed by both captains. Total each column and fill in for any spares.
 - b. A qualifying spare is where the first 2 balls have resulted in all 9 pins going down, a miss with the 3rd ball at 9 pins is a 9 spare and still counts
 - i. 2 points for winner of each leg (shared for a draws)
 - ii. 1 point for the higher total first 3 legs (shared for a draw)
 - iii. 1 point for the higher total second 3 legs (shared for a draw)

- iv. 1 point for the higher overall pins (shared for a draw)
 - c. Maximum points obtainable per match = 15
 - d. The League competition will be decided on total points scored, in the event of a tie, the results will then be decided on the basis of number of games won / drawn / lost
18. Scoring – Cup matches – Medley cup, Nomination Cup, Knockout Cup and Front Pin cup
- a. Official match cards must be completed in full for every game and signed by both captains. Total each column and fill in for any spares.
 - b. All cup competitions will be decided on the pin score over 6 legs. In the event of a draw at the end, an extra leg(s) will be played to decide on a winner
 - i. Medley cup
 - 1. 1st & 4th legs are normal skittles
 - 2. 2nd & 5th legs are front pin first (you must knock down the front pin first to start scoring and then everything after that counts. If you achieve a spare, only the pins after you knocked down the front pin go back up and you do not have to knock the front pin first to continue scoring)
 - 3. 3rd & 6th leg are full nomination, you must hit down a nominated pin first and then you must nominate the pin you will hit each and every ball.
19. Only 1 postponement per team will be allowed in each half of the season (except for in exceptional circumstances) Both captains must mutually agree the to reschedule, decide on a date from one of the available spare dates and then contact the sports club (enquiries@chippenhamsportsclub.co.uk) to confirm the change.
20. Any further cancellations the team will be docked 8 points and would still be required to reschedule and play the game.
21. Postponements should be made and notify the Sports Club at least 7 days prior to the match date. The rescheduled date must be confirmed with the opposing captain and the Sports Club within 1 week of the previously postponed game.
22. No postponements will be allowed for cup competitions and in the event a team cannot play, the opposition will get a bye through to the next round.
23. Failure to turn up for a scheduled league game will result in the team not showing up being deducted 8 points and a fine of £12 to pay the sticker up. The game will need to be rescheduled and played as per normal rules & payments.
24. In the singles, doubles, trebles and captains cup competitions, entrants must be present for the duration of the competition, there is to be no playing off and leaving.
25. In the event of a pin(s) falling over and then returning to an upright position within the diamond, they will be deemed as still in play and will not be removed.
26. Any ball that hits either side of the alley or the end wall prior to hitting a pin is deemed a **No Ball** and any pin knocked down gets replaced.
27. Any pin or ball that rebounds back into the diamond knocking over further pins doesn't count and pins will be replaced

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