

Chippenham Sports Club

Bristol Road | Chippenham | SN15 1NH | 01249 652 867

www.chippenhamsportsclub.co.uk | enquiries@chippenhamsportsclub.co.uk

RULES FOR 2026 SUMMER SEASON

1. The league is open to any combination of 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 20 May with full membership payment and hand it in at the bar. If you are already a section or social member then no payment is required, just the registration form. Further names can be added throughout the season by making a note on your score sheet.
4. Match fees 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. First match **STARTS** at 7:30pm. In the event of a team not being present, 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. The 2nd match will **START** around 8:45pm on the same basis as above.
8. Matches consist of teams of 6 players, if in the event a team only has 5 players, the lowest scoring player of that leg can play again. If the team is missing 2 players then the 2nd missing player will score 3s across the board for the whole 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.
9. 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.
10. 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.
11. Bowling off is restricted to one player and is allowed if the opposition are in agreement. 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
12. Scoring – League matches
 - 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. 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

