

BRIDGWATER & DISTRICT SUMMER SKITTLE LEAGUE

(SIX – A – SIDE – SIX HANDS)

RULES AS AMENDED IN 2024

1. TEAM MAKE UP.

A team shall consist of six players as follows: - Monday 6 men. Tuesday 3 men and 3 ladies only, no other combination. Wednesday 6 ladies. If after two hands a team is a player short, they may ask anybody in the location of the relevant denomination to play, providing they have not played for any other team in the same division. Houses with more than one team in the League are allowed to interchange players providing the teams are in separate divisions. If a team is still short, they take the lowest score on each hand, unless the two Captains mutually agree to loan a reserve to the opposing team.

2. START & PLAY ORDER.

Matches to start at 8.30p.m. and no later than 8.45p.m. with the away team throwing one hand, followed by two, two and finishing with one. The home team throwing two, two, two. In each instance the second hand is in reverse sequence.

3. STARTING DATE.

The Summer League will usually start on the first Monday in April and will run for fourteen or eighteen weeks depending on whether eight or ten teams comprise a division. No matches will be programmed for the weeks of the two May Bank Holidays to allow teams to play any re-arranged matches.

4. RESULT CARDS.

Dates already written on result cards must never be crossed out or altered, neither must the wrong card be used. If a match is reversed or for some reason played on other than its proper date, such date must be endorsed after the captains signature on the reverse of the card. Each team to keep their own records as well in case of a card being lost or mislaid in transit. The winning team is responsible for the delivery of the card to the address on the reverse, if a stamp is required that is the responsibility of the home team. Once a result card is signed no dispute can be entertained. Any disputes will be dealt with by the Committee.

5. PERSONNEL.

Each team Secretary should keep his or her own register of every member of their side. As far as the League is concerned, all registrations are automatically taken from the names as they appear on weekly scorecards, which must always show the full Christian name in addition to Surname. Teams may play who they wish as long as they apply as per rule 1.

6. POINTS.

3 points for an away win, 2 for a home win, 1 each for tied match. All cards to be delivered by the winning team at the latest within seven days to get the points.

7. ANNUAL GENERAL MEETING.

The Annual General Meeting will take place on the first Tuesday in September. Amendments to these rules must be in the hands of the Secretary in writing 14 days prior to the Annual General Meeting. The A. G. M. shall elect a Chairman, Secretary & Treasurer plus as many Committee members as deemed necessary to run the League. One representative from all teams entered in the League must attend the A.G.M. Failure to attend will result in a 2-point deduction unless notification of non-attendance is given in writing to the secretary before the A.G.M. Deduction of points will occur at the beginning on the following season.

8. AWARDS.

The Summer League make an award to the Champions of each division only and will hold a presentation night on a Friday near the end of September. All trophies must be kept at your home alley and any loss or damage will be the responsibility of the winning team who will have to pay for any replacement or repairs. Trophies must be returned to the League Headquarters at the following A.G.M. in good order.

9. POSTPONED MATCHES.

Postponed matches must be played within four weeks or before the end of the season, whichever is soonest. The captain of the team who postponed the match must give the opposing team two alternative dates when the match could be played. If it's the last match of the season it must be played within two weeks. If a team cancels and does not re-arrange the match, they will lose the match. The Secretary to be notified in advance if a match is postponed.