

Hereford & District Invitation Skittle League

OPERATION MANUAL

Section 13 - Rules.

13.2 Rules of the Game of Skittles As played by Hereford & District Invitation Skittle League

1. General: These rules have been formulated at an Annual General Meeting of Hereford and District Invitation Skittle League held at the Richmond Place Club, Hereford, on 4th July, 1981 and may only be amended, after giving due notice of the amendment proposed, by a General Meeting of that League.

2. Application: Rules 3 to 14 inclusive apply to all games played under the auspices of the League.

3. Alleys: The length of an alley shall not be less than eleven yards and not more than thirteen yards between the line and the front pin.

Cushions shall be cut off level with the line and, if possible, level with the front pin. Cushions not cut off level with the front pin shall be coloured white from that point to the end, and where the cushion is so cut off a white line one inch in width shall be laid from the cut to the pit.

The line at the bowler's end shall be two inches wide.

The frame shall conform to the standard possessed by the League.

Cups on the frame shall be coloured white and kept coloured during the progress of all competitions, the disc being the same size as the base of the pins.

Alleys should possess adequate lighting without dazzle; adequate heating; a suitable scoreboard placed near the frame where possible; a chute; and must be made and kept clean during games.

Illumination of pins should be from a source so placed as to avoid shadow at the front of No.1 pin.

A copy of these rules should be exhibited on the alley.

4. Pins: Pins used in games promoted by the League shall be those obtainable through the League, all of which shall be of a uniform size.

Four pins, and no more, shall be numbered with one numeral only on the neck respectively 1, 2, 3 and 4 in white characters three inches in height, and such numbers shall be visible at all times from the bowler's end.

No.1 pin shall be placed in front, No.2 pin on the right of the front pin, No.3 on the left of the front pin and No.4 at the rear of the frame looking from the bowler's end.

The Executive Committee of the League shall have power to condemn unsatisfactory pins.

5. Balls: The balls shall be of rubber, or be rubber covered, of a maximum diameter of five inches and a minimum diameter of four inches. Each ball in set shall be of equal size, and shall be obtained through the League.

The Executive Committee of the League shall have the power to condemn unsatisfactory balls.

All matches shall be played with the balls of the home club, and matches played with balls not conforming to this rule shall be declared void.

6. Bowling: A ball shall be delivered by the bowler from behind the white line, without restriction as to the position of the bowler, and shall strike the alley before crossing the white line. When the ball crosses the line it shall be considered in play. A ball striking the alley on the line shall be a good ball and in play.

A ball not so delivered (an 'over' ball) and a ball hitting the cushion after crossing the white line (a 'cush' ball) shall be a 'foul' ball. All pins knocked down by a foul ball shall stay down and not be counted in the score.

Should a foul ball knock down all the remaining pins, no other balls of that leg shall be bowled by that player, and pins which have been knocked down by a ball in play in that leg shall not be replaced for the purposes of a spare.

A ball hitting the cushion where painted white between the front pin and the pit, or crossing the white line in the same position or passing No.4 pin shall be considered a 'dead' ball and pins knocked down by such a ball returning to the alley shall be replaced as near as may be in the position they occupied before being knocked down.

7. Scoring: After being hit by a ball in play, or by other pins hit by a ball in play, a pin shall be deemed to be knocked down if it is in a horizontal position within the inside limits of the cushions, and shall be considered 'live' so as to be capable of knocking other pins down until such time as all pins and the ball have become stationary or dead.

A pin completely over the white line between the front pin and the pit, or hitting the cushion painted white in the same position, shall be considered 'dead' and knocked down, and any pins subsequently knocked down by such a pin returning to the alley after becoming dead shall be replaced as near as may be in the position they occupied before being knocked down.

Only pins knocked down legitimately shall count towards the score.

8. Eligibility of Players: Any bona-fide member of a club shall be allowed to play for a team and take part in other competitions promoted by the League provided he has not been registered for any other Club in the same season.

A bona-fide member of a Club is one who has been registered with the Hon. Secretary of the League as such not less than 24 hours before playing. In the event of (a) player being registered for two or more clubs, priority of registration by the Hon. Secretary shall determine the Club for which the player is eligible to play.

All players shall sign the official registration Form of the League.

With the consent of his Club Secretary. And the Secretary of the team for which he wishes to play, the registration of a player may be transferred by the Hon. Secretary on receipt of a valid form of transfer. In the event of the Club for which the player is registered objecting to the proposed transfer, the application shall be referred to the Executive Committee who shall require the attendance of the player to present his case. Transfers shall not be granted after a competition has been half completed, and shall take effect 24 hours after being granted.

The scores of ineligible players taking part in a match shall be deleted from the score sheet and shall not count towards the result of a match.

In the event of less than twelve players being present at the start of a game a person who may be present be allowed to sign on and play with the agreement of both captains. Both captains to sign the scorecard and the player concerned to sign to say that he is not signed on with any other team, the correct signing on fee to accompany the scorecard.

9. Linesman: One linesman (and a deputy if thought fit) may be selected by the mutual agreement of both Captains, or be appointed by the Executive Committee, and if a linesman officiates his decision on all matters pertaining to the game shall be final.

No Club may protest on any matter within the linesman's purview unless a linesman officiated.

10. Play-offs and Replayed Games: If a play-off or a replay results in a tie after the normal duration of the game, the teams concerned will play leg and leg, after tossing for choice of bowling, until a decision is reached.

11. Friendly Games: Friendly games are not played by any team on an alley on which they are drawn to play in the next following round of a knock-out competition after the draw for that round has been published by the Hon. Secretary.

12. Stickers' Fees: In League Championship games, the home team will bear the cost of stickers' fees. In all other games the cost will be shared equally between teams and/or players as the case may be.

13. Duties of 'Home' Team: It shall be the duty of the home team to ensure that the alley complies with Rule 3 in all respects, that the result of the match is transmitted to the Assistant Hon Secretary, and that stickers' fees are paid. In this rule, 'Home Team', so far as it relates to knock-out

competitions played on neutral alleys, shall mean the team shown on the left-hand side when the draw is made, but such team shall not be responsible for the alley on which the match is to be played.

14. Penalties: The Annual General Meeting of the League shall from time to time fix such penalties as it deems desirable for the better enforcement of these rule so far as they are applicable to games organised by the League.

LEAGUE CHAMPIONSHIPS

15. Teams shall consist of twelve players.

16. Games shall comprise four legs bowled in the following order:-

(a) Legs one and three shall be bowled by players in the order 1-12. Legs two and four shall be bowled by players in the order 12-1.

(b) The home team shall open the bowling with leg one, followed by legs one and two by the opponents, followed by legs two and three by the home team, followed by legs three and four by the opponents, followed by leg four by the home team.

17. The results of matches will be determined by pins knocked down legitimately.

18. Two points shall be awarded for a win and one point for a draw. The Clubs scoring the highest number of points in each competition shall be deemed the Champions and runners-up of their respective Divisions. In the event of teams being equal in points, those teams shall play to finish on a neutral alley to be selected by the Executive Committee.

19. The Executive Committee may order additional play-offs to decide final positions within a division if, in the opinion of the Committee, their recommendations for promotion and relegation may be affected thereby.

FRONT PIN KNOCK-OUT COMPETITION

20. Teams shall consist of 12 players.

21. Games shall comprise four legs. Teams will toss for choice of bowling, the team bowling first being deemed to be the 'home' team for the purposes of Rule 16 governing order of play.

22. The front pin must be knocked down first by a legitimate ball to score. If the front pin falls after being hit by other pins, or by a ball which has previously hit any other pin, the front pin, but no other, shall be replaced.

23. If the front pin is knocked down by a foul ball, no further balls may be delivered by that player in that leg.

24. The result of a match will be determined by pins knocked down in accordance with Rules 7 and 22.

25. In the event of a tie, further legs to be bowled until a result is achieved after first tossing for choice of bowling.

KNOCK OUT CUP COMPETITION

26. The rules relating to the League Championship shall apply, except as varied by Rules 27 and 28.

27. Teams shall toss for choice of bowling, the team bowling first being deemed to be the home team for the purpose of Rule 16.

28. Four legs will be bowled alternatively with 10 players playing against each other as singles, pairs, triple and foursomes. The winners of each combination shall receive one point. Should there be a draw - the team scoring the greatest total number of pins shall be declared the winner. If still a draw then the captains shall nominate a player each to bowl off until a result is achieved.

SINGLES AND PAIRS COMPETITIONS

29. The competition shall be run on a knock-out basis, player against player and pair against pair.

30. The order of play and alleys upon which games are drawn to be played shall be determined by lot.

31. Games shall comprise four legs, the left-hand side first bowling one leg from No.1 to the last

player, followed by one leg from the right-hand side in the same order. Thereafter each side shall play one leg in turn, the players bowling in the same order.

32. In the event of a tie after four legs, the players shall play off, first tossing for choice of bowling, and each player shall bowl three balls until a decision is reached.

33. The person in charge of a game, who shall be deemed to be a linesman for the purpose of Rule 9, shall call the roll at 8.15pm and shall delete from the competition all players not then on the alley. Both partners in a pair must be present.

34. Players taking part in the Pair Competition must, at the time of entry, be registered for the same Club. Substitution will be allowed in the first game in which a pair or single plays, but not thereafter, and the player substituting must take part in all subsequent rounds.

SUMMER CUP COMPETITION

35. Teams consist of six players of either gender.

36. Games comprise six legs, the player bowling from No.1 to No.6 in each leg.

37. The home team shall bowl two legs, followed by two legs from the opposing team, and so on.

38. Sections will consist of not more than eight teams, no two of whom shall play on the same alley, and shall be formed by lot.

39. The Chairman and Secretary of the League shall determine all questions arising in connection with the Competition.

40. The rules relating to League Championship games shall apply, subject to Rules 35 to 40 inclusive.

CHARITY CUP COMPETITION

41. Teams consist of eight players of either gender.

42. Games comprise five legs, and are played on Saturday night.

43. The competition shall be run as a knock-out competition.

44. In addition to the duties imposed by Rule 13, the home team shall be responsible for running a draw in aid of the Charity Fund, and shall be assisted by the opposing team.

45. In the event of a tie the teams shall play off by playing extra legs till a result is achieved after first tossing for choice of bowling.

MAN FOR MAN TROPHY

46. The rules relating to League Championship shall apply except as varied by rules 47, 48 and 49.

47. Teams shall toss for choice of bowling.

48. Four legs will be bowled alternatively.

49. Scoring will be on singles competition basis i.e. Number 1 plays Number 1: Number 2 plays Number 2: and so on.

Should there be a draw - the team scoring the greatest total number of pins shall be declared the winner. If still a draw then the captains shall nominate a player each to bowl off until a result is achieved.