



Registration

1. Players must be registered at the first captains meeting each season, when a registration fee of £20.00 per team for unlimited players up to 31 October will be charged.
2. Any team playing unregistered players in any match after the first captains meeting will be fined £5.00, and will have the scores of all such players deducted from the teams score in the match(es) concerned.
3. Additional players may be registered after 31 October, at a cost of £1 per player, provided their registration is received at least 24 hours before they take part in any match.
4. Players may play for only one team during a season, unless a transfer is granted. At the start of the season each team will be issued with a rules sheet and a fixture list.

Transfers

5. No player shall be allowed to transfer from one team to another without consent of the committee.
6. No transfer will be granted after 31st December
7. A player granted a transfer will not be allowed to play in a cup match if he has played in a previous round of the competition before the transfer.
8. The deadline for registering any player is 1st March

Matches

9. Matches shall be played by teams of twelve players. Should either team be short of players, then the lowest score hit during the first three sets shall be recorded again, on up to two occasions. No team will be allowed to record the lowest score again if sufficient registered players are present. No ladies will be allowed to participate in either League or Cup Matches.
10. All matches are to commence not later than 8pm. The start of the game shall not be held up for any reason if three players from each team are present at the alley. The game shall be started by the home team. Breaks between sets should not exceed five minutes, except after the third set, when ten minutes are allowed.
11. Each player is to deliver eighteen balls - three at each of six full frames. Players shall stand between the heel strip and white line to deliver the ball.
12. NO-BALL. A no-ball should be called if, (a) The ball is pitched over the white line, or (b) The ball strikes the side of the alley before reaching the pins, or (c) Any part of the players body touches any part of the alley over the white line. Pins knocked down by a no-ball shall be

reset. Only the opposing captain or appointed referee shall be entitled to call a no-ball.

13. Should a pin be knocked off the frame but remain standing it shall be counted as down but if a pin is removed from its spot and remains standing within the frame it shall stay in that position until its struck down or the hand concluded.
14. Should a pin or ball leave the frame before returning via the side of the alley and striking further pins, these pins will remain down and count towards the players score. However any pin or ball returning to the frame via the back wall, shute or ceiling will be re-set

Pins and Balls

15. Pins shall be 10in high and not less than 4in and not more than 4-5in in diameter at the widest part. the front pin shall have a 2in band around its centre and the front quarter pins shall have two similar bands above and below the centre. Wooden pins are to have white bands and plastic pins black bands. Balls shall be of rubber, or rubber compound and a minimum of 4 1/2 in and a maximum of 5in in diameter. The pins and balls shall remain the same throughout the match, except in the case when a pin or ball is damaged during the game.

Reporting Matches

16. The HOME team are responsible for completing the SCOREBOARD with the AWAY team filling out a SCORECARD, which should be checked and signed by both captains. The scorecard should be delivered to the Deputy Secretary within 72 hours of a match being played. Failure to do so will render the AWAY team liable to a fine of £3.00.
17. 2 points are awarded for winning a set, 1 point for a tied set,6 points for winning a match & 3 points to each team in the event of a tie.
18. In the event of two teams finishing with the same number of points, for a Championship, Runners Up or Relegation place, the team with the most League wins should be placed higher. If this fails to divide the sides then the team with the most Away wins or points, shall determine the final placings

Alley and League Fees

19. In League matches the home team will be responsible for payment of the minimum £16.80 sticker-up fee at the time of the match.
20. A fee of £7.50 per team, for each League and cup match shall be paid by the team captain to the League at the captains meeting held at Headquarters on the third Tuesday of each month. In the event of a match not being played before the end of the season, then the team

failing to fulfil the fixture will be charged both for their own and their opponents league fees.

21. Team accounts must be cleared by the due date in each month £5 fine
22. Each team should send a representative to all meetings £5 fine
23. All teams must be clear of debt to the league before the final committee meeting of each season. £10 fine

Matches at Registered Clubs

24. Any team playing a match at a licensed club must send a list of those players attending to the Club Secretary at least 48 hours before the match is due to take place.

Postponements

25. Any team wishing to postpone a match will be deducted 4 points unless the match is re-arranged and played BEFORE the original match date. Any protests relating to point deductions should be forwarded to the Executive Committee for consideration.
26. Any postponed matches should be advised to the League Secretary at least 72 hours before the scheduled date, failure to do so will result in a fine of £5.00 being imposed.
27. All postponed matches must be played within 28 days of the original date provided that this period does not extend beyond the end of the league season. Non-compliance will result in the league committee arranging a date and venue for the match to be completed.
28. It is the responsibility of the Captain postponing the match to contact the Captain of the opposing team to make suitable arrangements for the game to be played within the 28 day period.

Protests and Complaints

29. Protests in connection with any match or matches shall be sent to the League Secretary within seven days of the match in question. If a complaint is directed against another team, a copy of the protest should be sent to the teams captain within the same period. Protests will be considered by the Committee, whose decision shall be final.

CUP COMPETITIONS

30. Each team will be responsible for payment of the minimum £8.40 sticker-up fee at the time of the match.
31. All matches will be played on neutral alleys.

32. All cup matches must be played on the dates and venue determined by the committee.
33. Referees shall be appointed by the League for the finals of competitions, and their decisions shall be final.
34. No team shall be allowed to record a lowest score again in any semi final or final. In all other rounds, if a team is short of players, the rule for League matches will apply
35. In the event of a tie, teams should play a further "sudden death" hand involving three players, each of whom must have played earlier in the match, to determine the result. In the case of a drawn Cup Final a full set of three players will be played to determine the result. Captains are reminded that in the case of extra hands or sets the sticker up fee should be increased pro rata.
36. All perpetual cups and trophies remain the property of the League. The team winning a cup or trophy shall ensure that it is kept clean and in good order whilst in the possession of the team and return it in good condition when requested to do so. Failure to comply will result in a repair or replacement charge being imposed.
37. The first-named team in each match will be responsible for submitting a scorecard for the game, and failure to do so within 72 hours of the match will result in a fine of £3.00 being imposed.

Front Pin Competition

38. No pins shall count for a player until the front pin has been struck down by a delivered ball, whether or not it is the first pin to fall.
39. If any pins are struck before the front pin, those pins knocked down from the strike will neither score nor be reset. Should the front pin fall as well from such a strike, the hand is concluded with no score, even though not all three balls may have been used.
40. If the front pin is struck with the second ball and results in the frame being cleared, then only those pins standing when the second ball was delivered shall be reset for the third ball.
41. If the front pin is struck with the first or second ball and the frame is cleared the spare ball(s) may score from any pin.
42. No pins shall be reset if struck down by no-ball. If the front pin is struck by a no-ball the hand is concluded with no score.

Pairs/Individuals Competition

- (a) Both/each player(s) in each pair/individual must be registered with the same team.
- (b) Substitutes are allowed only in the first round in which the pair is scheduled to play. The substitute player then becomes part of the pair and must play in any subsequent rounds. He also must be a member of the same team as his partner.
- (c) Each member should report to the MC on the alley that they are scheduled to play, before the deadline of 8pm. Any pair/individual not recorded as present by this time will be disqualified from the competition.
- (d) In the event of a tie, both pairs/individuals will play a further hand until a result is reached.
- (e) Teams will be responsible for payment to the League of alley expenses incurred by their players, whether or not the match concerned is played.
- (f) Pairs/Individuals will be responsible for ensuring that their scores are correctly recorded on the scorecard provided as the League cannot accept responsibility for errors.
- (g) All matches shall be played on the date and alley determined by the committee.

Team & Individual Awards

John Player Cup - Highest Away Team Average all matches

Roy Vowles Cup - Highest Away Team Total

Divisional Individual Away Averages - Div 1-top 9 scores Div 2&3 top 8 scores