

YATTON AND DISTRICT SUMMER SKITTLES LEAGUE RULES (Changes for 2025 Season in red)

1. The league shall be called the "Yatton & District Summer Skittles League" and match nights will be Mondays or Tuesdays.
2. Each team shall consist of nine players. i.e. three sets of three. Prior registration of a player is NOT required.
3. League Fees and Charity Donations shall be raised annually by the rate of inflation. Fees for the 2024 Season will be £55.00 League Fees and £60 Charity Donation.
4. All fees will be advised to teams on invoice via email and payment should be made by Direct Payment or by cheque to YDSSL as stated on the invoice. A DONATION FOR THE DESIGNATED CHARITY also to be paid in instalments as per the invoices.
5. No player may play for more than one team. No player may transfer to another team without the prior agreement of both Captains and the League Committee.
6. Any team being one player short may count the lowest score on the alley.
7. The Home team shall pay alley fees and shall complete a score card/sheet which will be signed by both Captains and sent to the Fixtures and Web Secretary either by scan via email or photo via Whatsapp (free) or Text Message (may cost) within 48 hours (on the night preferred). A photo of the scoreboard is acceptable providing names and scores are written clearly. Please remember to identify Ladies playing. Please check the photo is in focus and includes the whole board. Failure may result in a fine.
8. All games must be played before the end of the season. Any team wishing to postpone a match must give 48 hours notice to the opposing Captain and the Fixtures and Web Secretary. If a game is postponed, the postponing team will receive a 4 points deduction.
If the postponed match cannot be played before the end of the season, then the postponing team will receive a further 10 points deduction. Any team not turning up to a game without notice will be fined £30. The fine will be offered to the Team / Alley to cover any costs incurred. If a Captain cannot get hold of the opposing Captain with this regard, they should contact the Fixtures and Web Secretary.
9. All matches shall commence at 8.00pm.
10. Two points will be awarded per set, four points for a win. In the event of a tie the points will be shared.
11. If Team points are equal in the League Table, games won will be considered. If games won are equal, total away pins will be used.
12. A no-ball may be called by the opposing Team Captain or Appointed Referee if in attendance if a player stands on or over the line during or after delivery of the ball which must pitch before the line. Any pins hit by no-ball shall stay down and not count. A ball hitting the side of the alley shall be deemed a dead ball and any pins hit shall be reset.
13. In the event of a dispute over the number of pins hit, the Captains should agree. If no agreement is reached, the sticker-up's word will be final.
14. Any team owing money to the League after the final meeting may not be considered for re-entry to the League. Players from such a team may not be eligible to play for any other team.
15. Any team not represented at the A.G.M. WILL be liable to a fine.
16. If a player is unable to complete a game for any reason that player's present score will stand.
17. Players names can only be put on the scoreboard to play if they are present on the alley, no catch-up hands are allowed.
18. Any team playing at a licensed club must, by law, send a list of players and supporters to that club at least 48 hours in advance.
19. A new Team joining the League will start in the Lowest Division. An amalgamation of two existing Teams will mean the Team in the lowest Division will remain.
20. Food to be provided by the Home Team unless the Fixtures and Web Secretary is notified otherwise. Last date for notification is a week before the season starts. Details to be included on the fixtures list.
21. The Players Code of Conduct Statement must be adhered to. Attached.
22. The decision of the League Committee shall be final in all matters.

CHARITY CUP (Additional Rules)

1. Each registered team shall be entered and pay an entry fee.
2. Any team failing to play a notified round shall be fined in addition to paying match and alley fees.
3. Teams will play in groups of three, in three sets of two (all three teams playing one pair in each set).
4. Scoring will be 6 points; 4 points; and 2 points for each set, and 12 points; 8 points; and 4 points for the game, making a possible total of 30 points. A tie between a set or game will result in the points for such a set or game being shared. If any Teams are tied on points, total pins will be used.
5. In the event of a tie in cup games before the final (points and pins), a further three balls each shall be bowled by two nominated players from each team, until one team has gained a lead. If this happens in the final a full set will be played by two nominated players to get a winner.
6. A stated number of teams will go forward in each round, depending on the number of entries. It may be necessary for some teams to play off in each round or for the number of teams to be adjusted to avoid such play offs.
7. No player may play for more than one team, even if that player's original team has already been eliminated from the competition.
8. To be eligible to play in the semi-finals or final a player must have played in at least one game in the previous rounds or two previous league games.
9. A full team of six players will take part. Any team being a player short will play five only. The lowest score will not count.
10. The match fee, including Sticker-up fee, will be charged on the team's invoice from the League Treasurer.
11. When playing at a licensed club players and supporters' names must be submitted at least 48 hours in advance.

PAIRS COMPETITION (Additional Rules)

1. This competition is open to League members only playing for the same team.
2. Pairs must be registered with the Cup and Pairs Organiser.
3. Substitutions may be made prior to playing in Round One, with these players playing in each further round.
4. The competition will be played over three rounds (depending on the number of entries), plus Finals Night.
5. Pairs should play in the order drawn and listed and all rounds should start at 8.00pm sharp.
6. Any pair not registered on the alley by 8.00pm will not be eligible to play but fees will still be due.
7. The match fee, including Sticker-up fee, will be charged on the team's invoice from the League Treasurer.
8. In the event of a tie a further three balls each shall be bowled by each player until one pair has gained a lead.

FRONT PIN FIRST COMPETITION (Additional Rules)

1. Each registered team in Divisions 1, 2 and 3 shall be entered.
2. Any team failing to play a notified round shall be fined in addition to paying match and alley fees.
3. Teams will play in groups of three, in three sets of two (all three teams playing one pair in each set)
4. Games will be played on a Monday evening unless notified otherwise.
5. Scoring will be 6 points; 4 points; and 2 points for each set, and 12 points; 8 points; and 4 points for the game, making a possible total of 30 points. A tie between a set or game will result in the points for such a set or game being shared. If any Teams are tied on points, total pins will be used.
6. In the event of a tie in games before the final (total pins), a further three balls each shall be bowled by two nominated players from each team, until one team has gained a lead. If this happens in the final a full set will be played by two nominated players to get a winner.
7. No player may play for more than one team, even if that player's original team has already been eliminated from the competition.

8. To be eligible to play in the final a player must have played in at least one game in the previous rounds or two previous league games.
9. A Full Team of 6 players will take part. Any team being one player short may count the lowest score on the alley.
10. The match fee, including Sticker-up fee, will be charged on the team's invoice from the League Treasurer.
11. The pins to be counted are those which are struck down after the front pin has been directly hit by a ball fairly bowled causing it to fall, whether or not the front pin is the first to fall.
12. After the front pin has been struck down by a direct hit, the bowler may knock down any pin or pins remaining on the frame with the remaining ball or balls and those also are scored.
13. Any pins struck down leaving the front pin standing stay down but are not counted in the score except in the case of a spare ball.
14. To score a spare a bowler must either:-
 - a. Strike the front pin first ball, causing it to fall, and clear the remaining pins with his second ball; or
 - b. Have a "flopper" off the front pin with his first ball or if this goes through, with his second ball; or
 - c. Having removed part of the frame with his first ball leaving the front pin standing, hits the front pin down together with the rest of the frame with his second ball.
15. If the ball hits a pin other than the front pin first, and the ball or pin comes back and knocks over the front pin, that is deemed to be a foul and dead hand, i.e. no score.