



## **MELKSHAM & DISTRICT SKITTLES LEAGUE RULES 2025-26**

1. The League shall be called "The Melksham & District Skittles League".

The aim is to promote interest and competitive games between teams in membership. All teams to be in a radius of six (6) miles of Melksham Town Hall.

2. The league shall consist of a Ladies and a Men's Section with a maximum of sixteen (16) teams in each Division.

3. The Officers of the League will consist of the following:-

President                                      General Secretary

Vice President                                      Treasurer

Chairman                                      Fixtures Secretary

Vice Chairman

Together with a Committee of fifteen (15) Members (Maximum).

The above Officers will enforce the Rules.

## GENERAL LEAGUE RULES

1. The entire control and management of the League, Fixtures and Cup Competitions shall be vested in the Committee of The Melksham & District Skittles League who shall have the power to formulate the Rules of the League and to alter or add to the Rules as they, from time to time, deem expedient. Once a Match playing rule has been adopted at the AGM, that rule shall apply for a minimum of 3 seasons.

2. All matches must be played on alleys approved by the Committee. The Clubs will be responsible for providing the following:-

Ball sizes to be 4 1/4" minimum to 4 3/4" maximum.

All pins must be of equal size.

Pins must be marked as follows:-

Front pin with a white 2" band around the centre and a white 1" band around the top and bottom.

The Front Quarter pins to be marked with a white 1" band around the top and bottom.

All alleys must be six (6) foot wide and a minimum length of twenty-nine (29) feet from the base line to the centre of the front pin. The base line to be marked with a white 2" Line the width of the alley.

The white diamond should be painted 4 feet 4 inches from front to back and side to side with spots for the pins.

Pins to be 4ft from centre of front pin to centre of back pin. Also the same left to right.

3. Promotion and Relegation will be two (2) up and two (2) down unless the Committee wishes to level out the Divisions.

4. (a) Result sheets - Team names, Players scores, Leg score, Overall Score and points, date and the time of commencement must be stated. Result sheets must be signed by both Teams. Point's example shown below in Ladies section rule 5 and Men's section rule 6.

(b) Should a team sheet be submitted to the Fixture Sec. Not filled in correctly, then a fine shall be issued in accordance with the Schedule of Charges.

(c) Home teams are required to send League and Cup sheets in to the Fixtures Secretary. A fine in accordance with the Schedule of Charges will be incurred for lateness if not received by the following Monday.

5. A player has to have both feet behind the foot line and within the width of the alley when throwing the ball. If a ball hits the side runner, all pins that are hit will be replaced. If a pin should fall and by some freak chance stands again, this pin will be removed and counted. All pins that stand and fall outside the white diamond are dead.
6. League/Cup match home teams to be responsible for Stickers up.

7. All teams must register on the forms provided and players sign in their own handwriting for the team they wish to play for. No player can sign for more than one (1) team. All registration forms to be returned to the Fixtures Secretary before the season commences unless otherwise instructed. Any team wishing to register players after the start of the season must fill in the form provided and this must be forwarded to the Fixtures Secretary. Players can be signed on the night of the game, registration to be sent in with score sheet result.
8. Players requesting a transfer must use the League form. This will require the signature of the two (2) captains concerned and should be passed to the Fixtures Secretary when complete. When approved by the Committee the player can then register for their new team. The only reason the players departing team can refuse to sign is due to the player owing the team money. This reason must be registered with the Fixtures Secretary within 7 days of the request. Players may transfer at any stage of the season, but should the Committee find the request inappropriate the transfer may be declined.
9. If a team plays an ineligible player their score for each leg played will be deducted. The offending team will have to pay any expenses that have been incurred. Any further dispute or protest with this Rule will be dealt with by the Committee whose decision will be final.
10. Substitutes during the game will not be allowed.
11. (a) Home and Away games shall be played. Teams shall be allowed to postpone ONE (1) game per season for failing to raise a team without penalty. If a SECOND (2nd) game is postponed by the same team, they will be penalised by deducting two (2) points from the defaulting team and a fine imposed in accordance with the Schedule of Charges. Notwithstanding the foregoing home and away provision, the Committee shall have power to order a League game to be played on a neutral alley or on the opponent's alley if they are satisfied that such action is warranted by the circumstances. In the event of the Home club alley being unavailable the fixture must be reversed subject to the opponent's alley being available.  
  
(b) Exceptions to the above rule will be allowed if a league fixture has been brought forward from the original fixture date or if a game is postponed due to adverse weather conditions i.e. snow, ice, floods or the Police closing access roads.  
  
(c) The defaulting team shall rearrange the game date within two (2) weeks of the original fixture and play the postponed game before year end if it was in the first half of the season or before the last fixture at the end of season if postponed in the second half of the season (notice of the rearranged date to be given to the Fixture Secretary before the two (2) weeks are up.)  
  
(d) Should games not be rearranged and played within these periods the defaulting Team shall be dealt with by the Committee who shall have the power to award the points from the League game in question to the opponents, or otherwise deal with them, except the award of the aggregate.  
  
(e) No games can be postponed in the last two (2) weeks of the season. If games are not played during this period the full 7 points will be awarded to the Non-Defaulting team and the Offending team shall be fined in accordance with the Schedule of Charges. Games can still be brought forward.  
  
(f) A Team unable to raise a side for more than five (5) matches in a season may be removed from the League or relegated to a lower division at the following A.G.M. Should a team fail to complete all of its games, they shall be required to seek re-election to the League at the following AGM.

12. (a) All players arriving after the end of the second (2nd) leg, can only play the remaining legs. If a player arrives on the alley before the end of the second (2nd) leg, they may play all the legs.
- (b) A player can throw off at any time during a game. The opposition Captain must be informed before the player starts their throw off sequence.
- (c) If a player knows they are playing off before the game commences, then their names should be entered at the top of the scoreboard/score sheets (i.e. first Player)".
13. If any teams resign during the season, then all points gained by other Teams will be deducted.
14. (a) If at the end of the season teams finish with the same Points then the Higher Aggregate will decide the final position.
- (b) If Points and Aggregate are the same then head to head from the current season will decide League position.
- (c) If two (2) Teams cannot be separated with the above, then a play-off game will be required at the end of the season.
15. All teams are expected to send their players Highest Average or Highest Individual score to the Fixtures Secretary fourteen (14) days after the last League game has been played. Players must have played in 75% of games to qualify for the Average but any number of games for the highest score.
16. Teams gaining honours in the League and Cup Competitions will be allocated Trophies and/or Prize Money.
17. (a) Competition winners to keep the trophy from the time they are presented to them until on or before 1<sup>st</sup> April in the following season when they must be returned to a League Officer. If the cup is returned late, then a fine will be applied in accordance with the schedule of charges.
- (b) Trophy winners are expected to return them in a clean and reasonable condition. Or a fine will be applied in accordance with the schedule of charges.
- (c) Any damage or loss whilst under your care will result in a charge for a replacement or repair.
18. Monthly Newsletters will be sent to teams each month.

## LADIES SECTION

1. **ALL GENERAL LEAGUE RULES APPLY.**
2. **Each Team to consist of eight (8) players and played over five (5) legs as currently stated. Teams are allowed to play one (1) A.N.Other in each leg. A.N.Other will be the lowest scorer within that leg and will throw again in the position of Number eight (8) on the board at the end of each leg. If the lowest scorer within that leg has thrown off and left the alley, then the second lowest will play in that position.**
3. **Each Team will play home and away in their division. Players should attend by 8.00pm and commence no later than 8.15pm.**
4. **Ladies Divisions will play Ordinary skittles.**
5. **Ladies play five (5) legs with one (1) point for each leg plus two (2) points for the aggregate.**

**Score sheet point's layout example below. Home team wins 3 legs (1 point each leg) and the aggregate (2 points), added together equals 5 TOT PTS.**

**Please note TOT PTS is Total game points each team scores.**

HOME	1st Leg	2nd Leg	3rd Leg	4th Leg	5th Leg	Aggregate	AWAY	1st Leg	2nd Leg	3rd Leg	4th Leg	5th Leg	Aggregate
TOTALS	50	50	49	50	49	248	TOTALS	49	49	50	49	50	247
POINTS	1	1	-	1	-	2	POINTS	-	-	1	-	1	-
						TOT							TOT
						PTS							PTS
						5							2

## MEN'S SECTION

1. **ALL GENERAL LEAGUE RULES APPLY.**
2. **Each Team to consist of ten (10) players and played over five (5) legs as currently stated. Teams are allowed to play up to one (1) A.N.Other in each leg. If a Team plays one (1) A.N.Other, they will be the first lowest scorer and play in position ten (10) and at the end of each leg. If a Team has a player who has thrown off and has left the alley his score will not count as a lowest score so you move to the next lowest score.**
3. **Each Team will play home and away in their divisions. Players should attend by 8.15pm and commence no later than 8.35pm. Failure to meet this will result in a point being deducted from the league standing, unless the reason for the lateness can be explained and accepted by the opposing team.**
4. **The Men's Premier Division will play Front Pin First Skittles and Division 1 will play Ordinary Skittles.**
5. **Applies to Premier Division, Front pin only.**
  - (a) **The Front Pin must be hit first and floored before other Pins count.**
  - (b) **If the Front Pin is not floored but others fall, these are to remain down and should remain down if a spare results from the remaining pins.**
  - (c) **If the Front Pin is floored after the ball has struck another Pin this is the end of the leg for the said player.**
6. **Men play five (5) legs with one (1) point for each leg plus two (2) points for the aggregate.**

**Score sheet point's layout example below. Home team wins 3 legs (1 point each leg) and the aggregate (2 points), added together equals 5 TOT PTS.**

**Please note TOT PTS is the Total game points each team scores.**

HOME	1st Leg	2nd Leg	3rd Leg	4th Leg	5th Leg	Aggregate	AWAY	1st Leg	2nd Leg	3rd Leg	4th Leg	5th Leg	Aggregate
TOTALS	50	50	49	50	49	248	TOTALS	49	49	50	49	50	247
POINTS	1	1	-	1	-	2	POINTS	-	-	1	-	1	-
						TOT							PTS
						5							2

## GENERAL CUP COMPETITION RULES

1. ALL GENERAL LEAGUE RULES APPLY.
2. If any skittle member is overly abusive or violent towards a Committee Member who is Officiating, a fellow player or a sticker up, then that skittle member will be immediately disqualified from the Cup game and no A N Other will be able to play in his/her place.
3. Cup Sheets to be sent to the Fixtures Secretary.
4. All matches where the Sticker up is provided by the Committee the minimum age will be thirteen (13).
5. Alleys for Semi Finals and Finals will be selected by the Committee.
6. In the event of insufficient Committee Members being available to officiate at a Semi/Final cup match. The Competition can be run by the Captain's of the relevant teams playing the competition. However, there must always be 2 Committee Members present to deal with any disputes which may arise.

### Team competitions

5. Competitions are open to all Teams in membership to the League and all players are registered players.
6. Teams entering competitions must do so on forms provided. These forms must be returned to the Treasurer by the stipulated date. Any entry fees are to be paid at the time of entering.
7. All team games are to be played on a Knock-Out Basis, the highest number of pins will count. In the event of a tie an extra leg or legs will be played to find the winner.
8. First name Team is the Home Team who will give opponents two (2) separate dates (days and weeks). Away Captains must accept one (1) of these dates. All Cup games must be played on or before the fixed date, whether this is the early round games arranged by the Fixture Secretary or later rounds agreed and fixed between the Teams. If games are not played on or before those dates, fixed and agreed, then the defaulting Team shall lose the tie.

### Singles & Pairs competitions

9. Singles and Pairs entering competitions must do so on forms provided throughout the season. These forms must be returned to the Fixture Secretary by the stipulated date. Any entry fees are to be paid at the time of entering.
10. If time permits and depending on number of singles and pairs entries, the competition shall be run, initially on a knock out basis, down the board (this could be applied twice dependant on number of entries), then second phase going to knock out rounds (players drawn together) i.e. Quarter Final, Semi Final, Final.
11. The number of legs played will be at the discretion of the Fixtures Secretary or, if he is not available at the specific Cup match, then at the discretion of the duty Committee Members present at the time.
12. Failure to arrive on time may result in elimination from competitions.

### **LADIES AND MEN'S KNOCK OUT CUP**

1. All general cup competition rules apply.
2. All games to be played as Ordinary Skittles.
3. Ladies 8 A-Side plays five (5) legs.
4. Men's 10 A-Side play five (5) legs.

### **LADIES AND MEN'S FRONT PIN FIRST CUP**

1. All general cup competition rules apply.
2. The Front Pin must be hit first and floored before other Pins count.
3. If the Front Pin is not floored but others fall, these are to remain down and should remain down if a spare results from the remaining pins.
4. If the Front Pin is floored after the ball has struck another Pin this is the end of the leg for the said player.
5. Ladies 8 A-Side plays five (5) legs.
6. Men's 10 A-Side play five (5) legs.

### **LADIES AND MEN'S CAPTAINS CUP**

1. All general cup competition rules apply.
2. All games to be played as Ordinary Skittles.
3. Each Team Captain (or the designated Vice Captain) are expected to enter.
4. Semi-Final and Final will be five (5) legs.
5. Captains Cup Men's winner to play Captains Cup Ladies winner to find Champion of Captains.

### **MIXED PAIRS ORDINARY**

1. All general cup competition rules apply.
2. Each pair to consist of one (1) female and one (1) male who must be a Registered Member of the League at the time of entering.
3. All games to be played as Ordinary Skittles.

### **LADIES TROTMAN SINGLES & MEN'S HILLIER SINGLES**

1. All general cup competition rules apply.
2. All games to be played as Ordinary Skittles.

### **LADIES PAIRS & MEN'S PAIRS**

1. All general cup competition rules apply.
2. All games to be played as Ordinary Skittles.

### **MEN'S ALEC BUTLER CUP – NOMINATION RULES**

1. All general cup competition rules apply.
2. The Pin that the player clearly nominates must be hit and be floored to count. If Pins other than the nominated pin are hit and are floored, these must remain down and not be put up if a spare results from those left standing.
3. All games played are 8 A-Side with five (5) legs.

## **ANNUAL GENERAL MEETING PROCEDURES**

1. The President and Vice President will be elected at the A.G.M. until she/he decides to retire. All other Officers plus the Committee will be elected at the A.G.M. who will serve a one (1) year period. The Chairman and Vice Chairman will be elected annually by the Committee.
2. All fees are fixed annually at the A.G.M. League and Cup fees are to be paid by the date shown on the Entry form. All Match fees incurred during the season (League and Cup) are to be paid along with any other expenses: i.e. score books, etc., by the date shown on the end of the season bill. Failure to do so will incur a fine in accordance with the Schedule of Charges.
3. Teams already elected to the League shall be deemed as Members unless they have resigned or have not paid their fines or other payment by the due date or failed to complete the fixtures.
4. Ladies and Gentlemen will vote separately on issues relating to their respective League. All items regarding the fees will remain a joint vote.
5. In the case of equality of votes the Chairman will have the casting vote.
6. All Proposals etc., for the A.G.M. must be sent in writing to the Fixtures Secretary six (6) weeks prior to the A.G.M.
7. The date of the A.G.M. will be fixed by the Committee. An agenda and any proposals will be received by team captains at least twenty-eight (28) days prior to the date of the A.G.M.
8. Any rule amendments or adjustments made at the A.G.M. will be sent to teams before the start of the new season, along with A.G.M minutes and fixtures. Please keep the A.G.M minutes safe for the next A.G.M. They are also available to download from the website.
9. Teams wishing to resign from the League must do so in writing to the Fixtures Secretary one (1) month before the A.G.M. Teams that resign after the A.G.M. will incur a fine in accordance with the Schedule of Charges.
10. Applications by new Teams to join the League must be made in writing to the Fixtures Secretary before the A.G.M.
11. A Special General Meeting can be called upon by a Requisition Letter being signed and supported by nine (9) different Team Representatives. Upon receipt of such Requisition the Committee will convene a meeting within twenty-one (21) days. The business to hand must receive a two-thirds (2/3rds) majority of Representatives present. Each Team Representative will be allowed one (1) vote only.
12. Any Team not attending the A.G.M. or not sending their apologies will incur a fine in accordance with the Schedule of Charges which will be added to their following season's bill.



## **MELKSHAM & DISTRICT SKITTLES LEAGUE**

### **Schedule of Charges**

Apology not received for Non Attendance at the AGM - £5

Ladies Registration - £14

Men's Registration - £17

Ladies KO Cup & FPF Cup - £3 each Cup competition

Men's KO Cup, FPF Cup and 8 aside Full Nom Cup - £3 each Cup competition

Postponement fine - £10 + 2 Points deduction

Game postponed in last two (2) weeks of the season - £25

Game not played – 5 Points awarded to non defaulting Team, 7 points if it's in the last two weeks of the season

Late Team sheet - £1

Incorrectly filled Team sheet - £3

Withdrawal from League (During season or at AGM) - £25

Ladies End of Season fees (per League game & Cup game) - £4

Men's End of Season fees (per League game & Cup game) - £5

Late payment of Registration fees & End of Season fees - £1 per day late

New Score books - £6

Late Cup return/Cups returned in poor condition - £10

Note; Charges have been removed from the Rules to enable ease of update in the future.