NAILSEA AND DISTRICT SKITTLES LEAGUE RULES

GENERAL LEAGUE RULES

1. The league will be called "THE NAILSEA AND DISTRICT SKITTLES LEAGUE" and the headquarters will be Nailsea Grove Sports Centre.

2. The League Committee will consist of the President and one member of each affiliated club who will at their Annual Meeting elect from their number: Chairman, Vice Chairman, Secretary, Treasurer, Fixture Secretary and Website Secretary.

3. Each affiliated team will pay an Annual Subscription of £120, Zero payable at pre-season meeting. £60 at Mid-season and £60 at end of Season meeting.

4. Cups are awarded to the winners and runners-up of Division One and Division Two. The Challenge Cup to be held for a season by the team securing the most points in home and away matches. The Challenge Cup to be a perpetual trophy.

5. Each player to play 6 hands and a set to consist of 2 players. 2 points will be awarded to a team winning a set and 1 point to be awarded to each team for a tied set. 10 points to be awarded to the team winning a match (team with most accumulated pins after 6 sets) and 5 points to be awarded to each team for a tied match.

   The total points available in any match will not exceed 22.

6. At the beginning of each season the top two teams from Division two of the previous season will be promoted to Division one. Teams will be relegated from Division one as appropriate to keep the size of the Division as equal as possible. Division one will be the larger Division if the League comprises an odd number of teams.

7. If the accumulated points of two or more teams after the completion of all league fixtures are equal a deciding game or games between the tied teams will be played on a neutral alley mutually agreed upon by the opposing captains. If an agreement cannot be reached the match or matches to be played on the headquarters alley. In the event of such team or teams normally playing on the headquarters alley, then the deciding games will be played on a neutral alley selected by the League Committee.

8. Matches to be played with pins and balls of the home team, the same balls and pins to be used throughout the season. Balls to be diameter of 4.75 inches maximum, 4.5 inches minimum and the set (three balls) to be of uniform size and weight.

   If pins or balls are changed during the season due to unavoidable circumstances e.g. damage, loss or theft etc, then this must be communicated to the League Secretary at the earliest opportunity who will keep all team captain informed.

9. The front pin must bear a two-inch line painted round the centre, and the two front quarters to bear a two-inch line painted above and below the belly of the pin.

10. The white line will be at least 14 feet forward from the back strip of the alley.

11. Each ball must be delivered and pitched before the line. A no-ball shall be called if the ball, when delivered, does not first touch the alley behind the line, or a player stands on or over the line after delivering the ball.

    Pins knocked over by a ball that leaves or hits the boundary of the alley shall be reset. Pins knocked over by a pin or ball leaving the pin deck (diamond) and returning shall be reset. Any pins knocked down by a No-Ball shall not be reset.

    Note: Any localised alley rules that contradict this rule must be communicated to the visiting captain(s) before a match begins e.g. permitting pins or balls rebounding from an adjacent wall.

12. Any team failing to complete four or more league fixtures shall be disqualified from the league and all previous results declared void.

13. Any league fixture needing to be postponed during the season must be played prior to the final week of the season.
    1. The home captain is responsible for notifying the away captain and League Fixture Secretary of a league fixture postponement.
    2. If the cause of the postponement is foreseen the league fixture may be played on an earlier date.
    3. In the event of the original home alley not being available, a neutral alley may be used.
    4. The rearranged date of the match must be mutually agreed by both Captains and the League Fixture Secretary.
    5. Failure to rearrange a postponed fixture to result (depending on circumstances) in either the fixture being awarded to one, shared between both team(s) or the fixture being null and void e.g. zero points awarded, see rule 27 and 28.

14. League and Cup matches are to start at 8pm. If a side does not have at least two players on the alley and ready to play by 8:30pm then the opposing side can claim the match and all the associated points.

    Note: If both teams agree a fixture may start earlier than 8pm.

15. The home team is responsible for providing a legible and complete (including totals and allocation of points) copy of the scoreboard to the League Fixture Secretary within 48 hrs of the match and for paying all alley expenses e.g. sticker-up. Food to be provided at the discretion of the home team (not mandatory).

16. The number of players per team will normally be twelve playing in sets of two. If a team is under-represented.
    1. For Division One teams: - up to two lowest scores (on the whole board) may be counted (lowest two scores not the lowest score twice).
    2. For Division Two teams: - up to two lowest scores (on the whole board) may be counted (lowest two scores not the lowest score twice) or up to two players recording the lowest two scores for their team may play a second time as substitutes for missing players.

17. Players must be registered with the League Secretary or Fixtures Secretary before playing. If the player is being registered on the day of the match, then registration must be completed by 8pm.

Registration of new players is not permitted after the penultimate league fixture.

Failure to comply will result in a fine of £5 and the score of the unregistered player being omitted from the final match result.

A player can only be registered for one team.

18. A player may make one transfer to another team during the season provided the transfer is completed before the 1st January. That player may not play for the second team before their re-registration, see rule 17.

    Note: For transferring only, a player that has not played a match will be deemed unregistered.

    Any player who has played for a team in a cup competition may not play for any other team in the same competition.
    1. The Front Pin First and Fred Williams cups are considered the same competition
    2. Joe Stokes and Vera Baker cups are considered the same competition

19. Any Team or Player that brings the league into disrepute e.g. violent or abusive behaviour, illegal activity, etc will be referred to the League Committee, see rule 28.

20. Prizes will be awarded to the winners and runner-up of league and cup competitions, the value of such to be left to the discretion of the League Committee.

21. The holders of a cup are responsible for the safe custody and return to the League Committee at the final Captains meeting.

22. All outstanding accounts due to the League will be paid within one month of the close of the season to the League Secretary.

23. A Teams name can only be changed at the Annual General Meeting. Team name changes must be communicated in writing to the League Secretary before the Annual General Meeting.

24. Teams not being represented at any meeting, including the Annual General Meeting will be fined £15.00. No apologies will be accepted.

25. All application forms for membership must be submitted to the League Secretary prior to the Annual General Meeting.

26. Any team or individual failing to turn up on the presentation night to collect their awards will forfeit their prize money to charity. Charity to be nominated during the Annual General Meeting.

27. Protests in connection with league matches must be made in writing and in the hands of the League Secretary within three clear days of the match in question.

28. The League Committee's decision is final on any matters arising during a season.

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TEAM CUP COMPETITION RULES

1. Cup matches must be played in accordance with the League rules.

2. All cup competitions are perpetual trophies.

3. All teams in the League are eligible to enter cup competitions if they meet the cup competition entry criteria: -.
    1. All Teams are eligible to enter the Front Pin First Cup.
    2. Only Teams knocked out of the first round of the Front Pin First cup are eligible to compete in the Fred Williams Cup[1]
    3. Only First Division Teams are eligible to enter the Joe Stokes Cup
    4. Only Second Division Teams are eligible to enter the Vera Baker Cup

4. Any cup fixture needing to be postponed must be played prior to the next round of the cup tie (unless point 3 below applies) otherwise the team postponing the match will forfeit the tie.
    1. The captain postponing the cup fixture is responsible for notifying the opposing captain and Fixture Secretary of a cup fixture postponement.
    2. If the cause of the postponement is foreseen the cup fixture may be played on an earlier date.
    3. If both teams have a bye on the next round of the cup, they can re-arrange the cup fixture for that date. An alternate alley may be used if the original alley is unavailable.

5. All rounds of the cup competitions will be drawn randomly and play order will be played according to the draw e.g. team drawn out first will be the home side. The play order of a cup final will be decided on the night via a coin toss.

6. All rounds prior to the semi-finals will be played on the alley of the team drawn home. Neutral Alleys will be deployed for the Semi-Finals and Finals, neutral alleys to selected by the League Fixture Secretary.

    In the event a team is drawn home, and their alley is already hosting a match. The home and away team will be swapped so the away team will become the home team. In the event the alleys of both teams are hosting a match then the Committee will allocate a neutral alley.

7. Sticker-up cost to be shared by both teams.

8. The winning team is responsible for providing a legible and complete (including totals and allocation of points) copy of the scoreboard to the Fixture Secretary within 48 hrs of the match.

9. In the event of a tie, the last pair on either side to play an additional three hands to settle the result and in the event of a tie at the termination of three hands then a sudden death play-off to decide the winner, i.e. highest score at the duration of the next subsequent hand.

10. Only registered players of League teams are eligible to play in cup competitions.

[1] For 2026-2027 season FPF cup round one will be a group phase – 4 groups of 5 – finishing positions 1st and 2nd continue to progress in the FPF cup. Finishing positions 3rd and 4th will proceed to the FW cup.

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FRONT PIN FIRST CUP – ADDITIONAL RULES

1. Only pins knocked down after the front pin has been knocked down are to be counted. If the front pin is knocked down by a rolling pin or ball ricocheting off another pin, to be re-set. All pins knocked down prior to the front pin being knocked down to be consider dead until the hand is completed.

2. Should any player get a spare, all dead pins to lie. Only pins knocked down after the front pin (including the front pin) to be reset.

3. One member of each team to act as a marker, but in the event of disagreement. The decision of the sticker-up to be final.

SINGLES & PAIRS COMPITITION – ADDITIONAL RULES

1. Matches must be played in accordance with the League Rules and Front Pin First Cup - additional rules.

2. The alley for each round will be neutral and will be selected by the League Fixture Secretary.

3. Pairs Competition Only: Substitutes will be allowed in the first round only where for any reason one of the pair is unable to play. The substitute, however, becomes part of the pair and must play in any further rounds. The substitute must also be a member of the same team.

4. The first 8 players in the draw must be on their respective alleys by 8pm. All other players must be on their respective alleys by 8.30pm. The League Fixture Secretary will nominate a representative to take charge of each alley who will be responsible for forwarding the winners names and scores to the League Fixture Secretary.

5. Singles and Pairs must be played in order of the draw.

6. The early rounds to be played with the highest scores on each alley going forward. From the round of 16 onwards the competition to revert to a knockout basis, winners progressing to the next round. Lucky losers will be designated from the round prior to the round of 16 and will be randomly ordered to replace any player or pair that can't play the round of 16 (to avoid byes).

7. If a semi-finalist does not appear on finals night before the start (usually 8.15pm), the three remaining semi-finalists will all compete, and the highest two scores will advance to contest the final.

8. In the event of a tie after six hands both players / pairs will play three additional hands. If the scores are still level, sudden death will prevail until a winner is found.

9. Alley expenses to be paid by the participants, i.e. sticker up fee. Except for the Semi-Finals and Finals, which will be paid for by the league.