RULES

Registration

1. Players must be registered at the first Captain's meeting each season when a registration fee of £20.00 per team will be payable. The fee will be charged in the September bill which covers unlimited players. However, players can be registered for free until 31st October. After this, registration will be £1 per new player.
2. New players can be registered at £1 per player by contacting the Deputy Secretary via email or by marking the scorecard on match night with (NR) New Registration. Failure to do so will result in a fine of £5 being imposed and all scores by ineligible players will be deleted
3. All teams will be provided with a Fixture List and Rule sheet at the beginning of each season. Further copies can be obtained from the Central League website.
4. The deadline for registering any player is 1st March.

Transfers

5. Players can only play for one team during a season unless a transfer is granted and approved by the Committee.
6. All transfers must be completed by the 31st December.
7. A player who has transferred to another team cannot play in a Cup match if he has played previously in the same competition.

Matches

8. Matches shall be played by 12 players. (Should there be a shortage of players, see Rules 14 and 15)
9. All matches are to commence no later than 8pm. If at least 3 players from each team are present, the match should begin. The game should be started by the Home team and breaks between sets should not exceed 5 minutes, except after the 3rd set when 10 minutes are allowed.
10. Each player is to deliver 18 balls - 3 at each of 6 full frames. Players must stand between the heel strip and the white line to deliver the ball.
11. NO-BALL should be called if (a) The ball is pitched over the white line, (b) The ball strikes the side of the alley before it reaches the pins or (c) Any part of the players body touches any part of the alley over the white line. Any pins knocked down by a no-ball should be reset. Only the opposing Captain or appointed referee is entitled to call a no-ball.
12. If a pin is knocked off the frame but remains standing, it is counted as down. However, if the pins leaves it's spot (but doesn't leave the frame) and remains standing it should stay in that position until it is struck down or the hand concluded.
13. If a pin or ball leaves the frame but returns via the side of the alley and strikes further pins, these pins will remain down and count towards the players score. However, any pin or ball which returns from the Back Wall, Shute or Ceiling will result in any struck pins being reset.

Shortage of Players

14. League matches - Should either team be short of players, the lowest score from the previous 3 sets may be recorded on up to 2 occasions. No team can record the lowest score if any other team members are present and no ladies are permitted to play in any match.
15. **Cup Matches - The shortage of player rule applied to League games should be followed EXCEPT in any Semi-Final or Final, where NO lowest score can be recorded.**

Pins and Balls

16. Pins should be 10inch high and between 4.5 inches & 5 inches in diameter at the widest part.
17. Markings - The front pin should have a 2in band around the centre. Front quarter pins should have a 2in band at the top and bottom.
18. Wooden pins should have white bands. Plastic pins should have black bands.
19. Balls should be made from rubber or a rubber compound and be between 4.5 and 5in in diameter.
20. The pins and balls should remain the same throughout a match EXCEPT where a pin or ball is damaged during the match.

Reporting League Matches

21. The Home team are responsible for completing the Scoreboard and the Away team are responsible for completing a Scoresheet.
22. The scoresheet should be checked carefully and signed by BOTH Captains.
23. Scoresheets to be sent by the Away Captain to the Fixtures Secretary within 48 hours of the match being played – a picture of scoresheets can be sent via email or Private Message, it should be noted that a picture of the scoreboard is NOT acceptable. Failure to do so will result in a fine of £3 to the Away Team.
24. 2 points are awarded for winning a set, 1 point is awarded for a tied set, 6 points are awarded for winning the match. A tied match will result in 3 points being awarded to each team.

Alley and League Fees

25. In League matches the Home team will be responsible for payment of the minimum of £24.00 sticker-up fee at the time of the match.
26. A fee of £7.50 per match will be billed monthly and all bills should be paid at the monthly Captain's meeting.
27. Team account must be cleared by the due date in each month otherwise a £5.00 fine will be added to the next bill.
28. Each team must be represented at any Captain's meeting otherwise a £5.00 fine will be added to the next bill.
29. Any outstanding payments must be cleared by the end of the season otherwise a £10.00 fine will be charged.

Matches at Registered Clubs

30. 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 prior to the match taking place.

Postponements

31. 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.
32. The League Secretary must be informed of a postponement at least 72 hours prior to the match being played. Failure to do so will result in a fine of £5.00.

33. Postponed matches must be played within 28 days of the original match date. However, this cannot go beyond the end of the season. Failure to do so will result in the League Committee arranging a date and venue for the match to be completed.
34. In the event of a match NOT being played then allocation of points will be determined by League/Deputy Secretary in consultation with the League Committee
35. The Captain of the team postponing the match is responsible for contacting the Captain of the opposing team to make arrangements for the match to be played within the 28 day limit.
36. In the event that the match is not played by the end of the season, the team failing to fulfil the fixture will be charged both their own and their opponent's League fees. No points will be awarded for this match.

Protest and Complaints

37. Any protest or complaints should be sent to the League Secretary within 7 days of the of the match. Should the complaint be directed at another team, a copy of the complaint should be sent to the Captain of that team within the same period. Protests will be considered by the Committee, whose decision shall be final.

Cup Competitions

38. The sticker-up fee of £24.00 should be paid. The payment should be split between the teams.
39. All matches will be played on neutral alleys, with the Committee determining the date and venue.
40. Referees are appointed by the Committee for Cup Finals. Their decision will be final.
41. If there is a shortage of players, the lowest score may be recorded up to a maximum of 2 occasions EXCEPT in Semi-Finals or Finals where NO lowest score may be recorded.
42. In the event of a tie, a "sudden death" hand should be played. This will involve 3 players from each team who have played during the match. However, in the event of a tied result at the end of the 4th set of a Final, a complete 5th set should be played.
43. Should a "sudden death" hand or 5th set be necessary, the sticker-up fee should be increased pro rata.
44. The first-named team in each match is responsible for submitting a scorecard for the game within 72 hours of it's completion. Failure to do so will result in a fine of £3.00.

Front Pin Competition

45. No pins will count until the Front Pin has been struck down by a ball.
46. If any pins are struck before the Front Pin has fallen, they will not count towards a score or reset. If the Front Pin also from this strike, the hand is concluded with no score, even if all 3 balls have not been used.
47. If the front pin is struck with the 2nd ball and results in the frame being cleared, then only the pins standing when the second ball was delivered will be reset for the 3rd ball.
48. If the Front Pin is struck with the 1st or 2nd ball and the frame is cleared, any subsequent ball may score from any pin.
49. No pins will be reset if struck by a no-ball. If the Front Pin is struck by a no-ball, the hand is concluded with no score.

George Davis/Chairmans Shield Tournament

50. **The Tournament will be conducted in a World Cup format with teams divided into Groups of four based on League Positions at the halfway stage of the season.**
51. **Group games & later rounds will be played on Neutral Alleys. Group Matches only will be played for points as in League fixtures –2 pts per set & 6 pts for a win.**

52. **Top two in each Group progress into George Davis Cup Round of 16 with Bottom two playing in the Chairmans Shield.**

Pairs Competition

53. Both players must be registered with the same team.
54. Substitutes are allowed only in the first round in which the pair is scheduled to play and must be from the same team. The substitute then becomes part of the pair and must play in subsequent rounds.
55. Each player must report to the MC on the alley before the 8pm deadline. Any pair not recorded as present by this time will be disqualified from the Competition.
56. In the event of a tie, a further hand should be played and repeated until a result is reached.
57. The entry fee of £6.00 will be included on the relevant bill. Payments will not be refunded for no shows.
58. Pairs must carefully check the scorecard for any mistakes as the League cannot accept responsibility for any errors.
59. All matches must be played on the date and alley determined by the Committee.

Individuals Competition

60. Players must report to the MC on the alley before the 8pm deadline. Any player not recorded as present by this time will be disqualified from the Competition.
61. In the event of a tie, a further hand should be played and repeated until a result is reached.
62. The entry fee of £3.00 will be included on the relevant bill. Payments will not be refunded for no shows.
63. Individuals must carefully check the scorecard for any mistakes as the League cannot accept responsibility for any errors.
64. All matches must be played on the date and alley determined by the League.

Return of Cups

65. All perpetual cups and trophies remain the property of the League. The team winning a cup or trophy shall ensure it is kept clean and in good order whilst in their possession and should be returned in good, clean condition when asked to do so by the League. Failure to do so will result in a repair or replacement charge being imposed.

How things are decided….

66. League - 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 will be placed higher. If this fails to divide them, then the team with the most away wins/points will determine the final placing.
67. John Player Cup (Highest Away Team Average) - Calculated using results of all League matches.
68. Roy Vowles Cup (Highest Away Team Total) - Highest score during a League match.
69. Individual Away Average - Average of a players top 7 away League scores.