

# DUNTON BASSETT LEAGUE RULES

## February 2026

1. This league shall be called the DUNTON BASSETT & DISTRICT MEN'S TABLE SKITTLE LEAGUE. (Hereinafter referred to as the League) and shall comprise of both Winter and Summer sections.
2. The Officers of the league shall consist of a Chairman, Vice Chairman, Treasurer, Secretary and/or Secretaries.  
The Management Committee shall consist of the named Officers and four members who shall be elected annually by member teams. Four members shall form a quorum at any meeting. Should any member be absent from three consecutive meetings without satisfactory explanation, his seat shall be declared vacant. The Management Committee shall have the power to fill any vacancy that occurs during the year.  
Election of Officers: Any nomination for the post of an officer of the league shall be made in writing and in the hands of the League Secretary 28 days prior to the A.G.M.
3. All the Officers and Management Committee shall be elected by a show of hands at the A.G.M. Each team and each member of the Management Committee shall have one vote at this meeting. (Pubs and clubs with more than one team shall carry a vote for each of their teams.)
4. The A.G.M. shall be held on a date set by the Committee, each year, and seven days' notice of such meetings shall be given to each team in membership. Teams not represented at the A.G.M. shall be deducted four points for the coming season. A Special General Meeting shall be summoned by the League Secretary on receipt of a request signed by a minimum of eight member teams.
5. No alterations shall be made to these rules except at the A.G.M. All proposed alterations of the rules must be sent in writing, whether by letter, email or other electronic submission, to the Secretary and received by him twenty eight days before the A.G.M. Such proposed alterations shall be printed on the A.G.M. agenda and sent to teams at least seven days prior to the A.G.M.
6. Election of Officers will be on a simple majority, changes to the rules shall require a two thirds majority.
7. Teams must register for the winter season on a date to be notified by the Secretary. Summer season registration to be made at a time and place set by the League Secretary. In both cases the League Secretary shall be given the Captain/Secretaries name, postal address, email address and team contact numbers. Team name and players names on registration forms supplied by the League Secretary or letter or email or other electronic submission, to be accompanied by appropriate fees, which can be made by cash, cheque or online banking
8. The Chairman, Secretary, Treasurer and one other member shall be appointed Trustees of the League. Should the occasion arise, the Trustees shall be responsible for the safekeeping of all trophies belonging to the League and determine all investments of the League funds.
9. The Management Committee shall be empowered to arrange all matches and competitions.
10. Games to be played on Wednesday, starting at 8.30pm prompt. Any team not arriving by 8.45pm will forfeit the game subject to a complaint in writing being with the Secretary within 4 days of the event.
11. All protests relative to arrangements for the match must be formally intimated to the opposition before the commencement of the match. Protests must be in writing, whether by letter, email or other electronic submission, and with the League Secretary within 4 days of the match and include all relevant details and facts. In dealing with protests the Management Committee may take into consideration the possession by the protesting team any knowledge which if used properly might have obviated the protest.
12. Any team breaking a League fixture without the consent of the League Secretary and/or their

opponents will be deducted two points, this will be in addition to the points deducted under rule 18.

13. Postponed matches shall be re-arranged, played and the match result posted on the skittle App no later than the season end date. The cancelling team to post on the skittles App within 24 hours of the postponed fixture date giving details of the cancellation and the new date if known no later than the season end date. Any cancelled match not played by the season end date will be declared void and NO points will be awarded to either team. Should there be any misuse of this rule to manipulate the outcome of a Championship the Committee reserve the right to award points accordingly.

14. A subscription shall be paid for each team entered, and a fee shall be paid for each registered player. The scale of fees and subscriptions will be set at the AGM. All fees and subscriptions will be paid at the time of registration. New teams seeking membership must pay on application, these monies will be refunded if the application is refused. Payment is accepted by cash, cheque or online banking.

15. No player shall be allowed to play in League matches unless he has been registered with the League Secretary a minimum of forty eight hours prior to the match start time. Any team playing an unregistered player will lose 2 points plus any points and legs gained in a match. The minimum age of a registered player to be 16 years of age.

16. Any player wishing to transfer to another team part way through a season may do so providing both Team Captains/Secretaries agree to the transfer and notify the League Secretary to this effect. No transfers are allowed after two thirds of the season has elapsed with the exception of mitigating circumstances that require the Committee to make a decision. Any transferred player having played in a cup round for his former team will not be eligible to play for his new team in that season's competition. The K. O. Cup & Waddington Plate will be deemed separate competitions.

17. A player may only sign on for one team in the Dunton Bassett Skittle League.

18. Any team who without good reason fails to meet its fixtures, or does not give a minimum of one full day's notice of cancellation will forfeit the match and the points. No legs/pins will be given to the Team claiming the points.

19. Any team not adhering to the League rules may be subject to disciplinary action.

20. For Winter: games to consist of seven legs: The home team shall set the first leg: Teams to consist of eight male players, however a team may play with seven players and the lowest score of the seven players shall be entered as that of the eighth player (the lowest scorer, without actually throwing.) (This applies to each leg played.)

A team may play with six players on a maximum of two occasions in a season, (including cup games.) A team playing with six players will have the lowest two scores of each leg entered as the seventh and eighth player (L/S 1 and L/S 2, without actually throwing.)

Games to be decided by legs in the Winter league and pins in the Summer league.

21. Match results to be posted on the skittle App by the winning team, within 24 hours of the match finishing. In the case of a draw either team will submit the result. Failure to do so will result in loss of any points etc. gained in the match. Copies of the score book/board can be submitted via the group WhatsApp – DB Mens Skittles.

22. Teams will be awarded two points for a win and one point for a draw. At the conclusion of the season the team scoring the highest number of points in their division shall be Champions. The team with the next highest shall be Runner Up. In the event of a tie, the team with the highest number of legs shall be first.

22a. Summer league teams will be awarded two points for a win and one point for a draw. At the conclusion of the season the team with the highest number of points shall Champions, the team with the next highest shall be Runners Up. Where points are equal then the best pin difference (Pins for minus Pins against) will decide the finishing positions. Should there still be a tie then the Team with the highest number of "pins for" will decide the final positions.

23. At the conclusion of the season the bottom two teams will change places with the top two teams of the lower division, providing there are sufficient teams playing.
24. The Management Committee reserve the right to award cash prizes instead of Trophies, to a maximum of 12 players per team, to winners and runners up from each division. The amounts to be reviewed accordingly.
25. An Oche shall be placed on the floor and shall be a line with two side lines the same width as the table. The Oche shall be marked nine feet from the front pin in a horizontal line, exemptions only by consent of the Management Committee. A thrower shall have one foot in the Oche and both feet behind the throwing line when throwing. The visiting Captain can insist on an Oche being marked.
- 25a. A player's throw is deemed to be over when he has thrown all his cheeses and leaves the Oche or playing area (Playing area designated as between and in line with the Oche and the table). His score at this time is the score to be recorded. All spinning cheeses and pins may then be reset by the setters up.
26. All pins and cheeses to be plastic and of Northampton type, and consist of nine pins and three cheeses.
27. Any cheese or pin hitting the back of the table, net or rebounding from any area outside the table will be counted as a back ball and all pins knocked down by such a ball/pin shall be replaced. Only back balls and pins shall be removed from the table, other pins and cheeses to remain on the table where they lay.
- 27a. Cheeses must be thrown under arm or from below shoulder height. Failure to do so will result in a "No Ball" being called by the Captains and all pins knocked down by the foul throw will be reset.
28. All pins knocked down to count, i.e. laying horizontal to the table.
- 28a. A player may have cheeses removed at his request.
29. A player may choose his own front pin if not satisfied with the one put on. The pin to be replaced by the setter.
30. The Captains to appoint Setters Up, only the Setters Up are entitled to call back balls.
- 30a. Setters Up must stand at least one foot away from the side of the table and must not obstruct any part of the player's view of the table at any time during the player's throw. Any disputes to be resolved by team Captains. (Any exceptions to this rule due to venue constrictions must be approved by the Committee).
31. Any team resigning during the playing season to notify the League Secretary in writing, either by letter, email or other electronic submission. All players of such a team shall be subject to such disciplinary measures as the Management Committee deems necessary. All results to be erased from the League Table.
32. The Management Committee shall have the power to exclude from the following season any team or player whose conduct has merited such exclusion.
33. Teams moving to a new home venue shall be allowed to remain in the same division for both leagues, provided at least six players were registered with the team for the whole of the previous season. In the case of a team splitting up and six players remaining at the original home venue, the original team shall maintain its status, and the players moving shall apply to join the league as a new team. All applications to transfer shall be made in writing, either by letter, email or other electronic submission, to the league secretary stating reasons; and will only take place by consent of the Management Committee.
34. All teams to be regarded individually even if from the same home venue.
35. The composition and number of teams in each division shall be left to the discretion of the Management Committee. The teams to play fixtures as decided by the Management Committee.

36. Any player excluded or barred from a venue shall be deemed responsible to advise his team captain of the situation.

It would be the team captain's responsibility to contact the landlord/steward of the venue and request admission of the player, if this is refused it is the responsibility of the team captain to rearrange the fixture.

If a team arrives at a venue with an excluded/barred player who has been refused admission by the landlord/steward that team shall play with seven players or forfeit the points.

37. Trophy winners to return cups in a clean condition. Notification will given via Whats App. Failure to return a cup will result in non-acceptance of any future registration.

38. If a player is named by a team on the appropriate score board and he is known to be on his way, but the game starts prior to his arrival, that player shall be permitted to enter the game for the remaining legs, however, the legs played before the players arrival shall stand as recorded.

39. Knockout Cup: Home team to set. To be played over seven legs, first team to win four legs shall be the winners. If the game is tied after seven legs, team captains to toss a coin to decide who sets a further three legs. This procedure continues to a result.

40. Waddington Plate: Home team to set. Games to be decided on total number of pins knocked down after seven legs. If the game is tied after seven legs, team captains toss a coin to decide who sets a further three legs. This procedure continues to a result.

41. The semi-finals and final of the plate and cup will be played on neutral tables, the toss of a coin will decide which team shall set.

42. Highest away score: A cash prize will be awarded to the highest away score for each division in both winter and summer leagues.

42a. The highest away score must be away from your home table.

43. A singles competition will be arranged during the summer season. All registered players are eligible to enter on payment of a fee as determined by the Committee.

43a. The singles competition will be played at a single venue. The winner from each table will go forward to a final to be played on presentation night. All four finalists will receive an award as designated by the Committee.

43b. All tied legs to be decided by a ONE CHEESE throw off.

43c. All game, excluding the final, will be won by the first player to win five legs. The set will be decided by the toss of a coin.

44. A pairs competition will be arranged during the winter season. The Final will be played on presentation night. All registered players are eligible to enter on payment of a fee as determined by the Committee.

44a. Winners and runners will receive awards as designated by the Committee.

44b. All games, excluding the final, will be won by the first pair to win five games. The final will be won by the first pair to win seven games. The set will be decided by the toss of a coin.

44c. All tied legs to be decided by a ONE CHEESE throw off.

45. A champion's trophy competition will be held at the summer league presentation night. Participants will be the champions from each of the divisions. Teams will be drawn to determine order of play and the format determined by the Committee, according to the number of teams participating. The winners and runners up will receive awards as designated by the Committee.

In the case of only 3 teams participating, a round robin will be played.

Division 3 v Division 2

Division 3 v Division 1

Division 2 v Division 1

Each game is first to 4 legs, unless a tie after 7 legs, this will result in one point for a tied game and 2 points for a win.

The team with the most points wins the cup, if there is a tie in points between the teams after all 3 games, then it will be based on legs difference. Team with the biggest difference wins.

If still tied, then a 3 leg play off will occur, the toss of a coin decides who sets, and the first team to win 2 legs wins (tied legs will be null) the Champions Cup.

46. The Management Committee shall have the power to deal with any offending team, player or players and any matter not provided for in these rules, as they may determine.