



Carterton Invitation Aunt Sally League

RULES 2017/18 Season

League

1. There will be six teams. Each team shall play each of the others *three* times, making a 15 week league period.
2. All matches will consist of 3 legs. No practice is permitted.
3. Legs score: Win = 2 points; Draw = 1 point. (No three or one stickers). League wins are based on points with doll count as a decider if required.
4. League matches are scored as six a side, but team members will throw and will have their doll count recorded for the stats table (Highest doll score medal). The computer will total only the highest six scores towards the match result. Throwing order is immaterial.
5. In extreme circumstances, Team Captains can ask the Committee to postpone a match until the 'catch up night' near the end of the season. However, if both Captains agree, a match can go ahead with an equal number of players on each team.
6. Matches are to be nominally completed in three 45 minute time slots. The first pair of teams must have registered on the computer by 7:50pm and start their match at 8:00pm promptly with whatever number of their players are available. Players unavailable for the first leg may play in subsequent legs. If no players are available, the leg is awarded to the other team. An announcement will be made at the start of leg 2 for the next pair of teams to register their players.
At the end of a game a maximum 5 minute period is allowed for changeover including removal of sticks. The 'Home' team will use the left stick box and the 'Away' team will use the right box.
7. In exceptional circumstances, and with the agreement of the Committee, the times of matches may be changed but, this must be with the agreement of all team Captains involved, who will be responsible for informing ALL members of their teams.
8. In addition to electronic scoring, callers will indicate a clean score by calling 'Doll' loudly enough to be heard by the thrower. *If a doll is in slight doubt – give it.*

Competitions

1. All games to be best of three legs, played out to a result using 3 and 1 stickers in the final leg.
2. Players arriving late will, where possible, be accommodated providing the round has not been completed.
3. Substitution may take place in Pairs and Threes and Sixes competitions in the event of a player being unable to compete. The substituted player cannot have already played and must be of equal or lower standard (apart from Sixes). The substitution cannot be reversed in subsequent heats. Only one substitution is permitted.
4. Calling will be by consent between the nominated caller and sticker up with Committee member adjudication from the desk if appropriate.

Guidance Notes

Callers

All members are encouraged to take turns calling a match in accordance with rule 8 above.

Captains

1. Note and pass on any messages on the screen or in the paperwork on your desk.
2. Fill in the scorecard with player order (You might want to keep a copy for your records).
3. Deliver to the computer desk with match/competition fees.
4. Ensure that your team are ready to start promptly according to your time slot.
5. Coach and mentor your callers.