



Carterton Invitation Aunt Sally League

RULES 2024/25 Season

This season's changes in blue

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 all 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. Teams having only 5 players will randomly draw one (different) player per leg.
6. Teams having only 4 players :-
Leg 1 – Draw 2 from 4 to play twice
Leg 2 – Play the other two players
Leg 3 – Draw 2 from 4 to play twice

Draw to be made in the presence of both captains at the computer desk.
7. Teams having less than 4 players will re-arrange the match to be played on Catch-Up night
8. Matches cancelled after 6:00pm on the night will result in 3 points and average dolls awarded to the opposing team.
9. Non-registered members may only play for a team having less than 6 players
10. Guests (non-members) will be allocated to the lowest scoring team with a vacancy.
11. 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. 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.
12. Teams will start with whatever number of their players are available at their due start time.
If no players are available, the leg (inc average dolls) is awarded to the other team.
Players unavailable for the first leg may play in subsequent legs.
13. 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.
14. 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.*

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Competitions

1. All heats to be best of three legs, played out to a result using 3* and 1* stickers in all legs. *No tossing.
 2. All Singles Finals will be best of 5 legs.
 3. Players arriving late will, where possible, be accommodated providing the round has not been completed.
 4. Pairs/Mixed Pairs/3 A Side/Six A Side will be random computer selected from entrant lists. This will include seeding based on current doll average.
 5. Competition scoring is a joint task between the scorer and the picker-up, with desk support as a back-up. The agreed call is final and the audience will accept it.
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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.