

Bampton & District Aunt Sally Association

President

John Rainey

Chairman

Barry Broome

Secretary

Dawn Williams

Treasurer

Tracy Smith

Committee Dave Adams, Geoff Mason, Dennis Fairall, Mike Trinder, Frank Godwin, Steve Mace, Alan Clarke, Paul Featherstone.

Rules 1996

1. The Association shall be called the Bampton and District Aunt Sally Association.
2. All monies to be banked at Barclays in the name of the Association.
3. All officers and members of the Committee shall have voting powers except the Chairman, who shall have the casting vote. A quorum shall consist of six members. The Committee shall have the power to fill any vacancy that occurs.
4. A Special General Meeting may be called by the Secretary.
5. All complaints must be made in writing by the Team Captain to the Secretary within 48 hours of its origin. A £1.00 deposit must accompany the complaint.
6. The registration fees will be decided at the Annual General Meeting. Registration fees must be paid prior to the season start. Registration forms shall be given to each team to be returned by the dates due. Teams not represented at the A.G.M. may lose their right to enter the league.
7. The Committee is allowed to use its discretion as regards sections, and reserve the right to refuse entry to the knockout competitions if it is thought that payers have been entered from other leagues just for the knockouts.
8. Players for the first four games must be selected from the original players signed on. New players may play on or after May 30th. Providing the Secretary has been advised of the names and the registration fee of £1.00 has been paid. Teams breaking this rule to be fined 3 points and shall forfeit the score of the ineligible player. Players may register until half way through the season. A player may sign for one team only and transfers are not permissible.
9. ALL LEAGUE GAMES TO BE PLAYED ON THURSDAYS. Teams must travel in all weather. Both teams must turn up at the venue. If weather conditions are too bad to play, both Captains must agree to a re-arrangement within 14 days and advise the Secretary immediately if this cannot be agreed the game must be played on the night. If the re-arranged game is not played within the 14 days the matter will be brought before the committee and their decision is FINAL.
10. Any team failing to fulfill two consecutive weeks fixtures may be expelled from the league unless there are exceptional circumstances.

11. CALLERS and STICKERS UP shall be registered players. The Caller will be from the opposition, the Sticker-up from the home team. After each stick the sticker up may adjust the swivel and doll back to the correct starting position. The Callers decision shall be final.
12. Teams should arrive by 8.15pm and shall have use of the throw for practice. Games to start at 8.30 SHARP. Teams arriving late may be reported to the Committee (see rule 5). Absent players may take their throw in the horses remaining when they arrive.
13. The game shall consist of three horses (legs), one point per horse, played six a side.
14. Captains shall toss for each leg and the winning Captain shall, if he wishes, put the losing Captain's side to throw first. This also applies to three and one stick playoffs.
15. Sticks may be thrown under or round arm but not over arm. Each player shall throw six sticks. Both feet must be behind the hocking by the time the stick has left the player's hand. A stick leaving a player's hand while his foot is standing on the hocking, will be declared a no stick. If any leg is drawn then each player shall throw 3 sticks. If after this the score is still level, play shall continue with 1 stick each. If the score is still a draw each payer shall throw 6 sticks and repeat the procedure until one team wins. When 3 or 1 sticks are being thrown, only this number may be held.
16. The team not throwing shall stand well away and should try to ensure reasonable order round the playing area. Children and dogs with the teams shall be kept under control.
17. Result Cards Each team to complete a result card and ensure that their car arrives with the Secretary by the Tuesday following the match. Any team breaking this rule on more than one occasion to be fined 2 points for each offence other than the first.
18. The pitch must be 10 yards long from the front of the iron to the hocking. The Hocking should be raised by 2".
19. The doll, must be of wood and painted white, 6" high and 3 1/4" diameter, shall stand on a vertical swivel stand 2'6" from the round. The backcloth shall be 2'0" from the iron and the swivel arm shall stand out 6". Sticks to be wooden and measure 18" long x 2" diameter maximum.
20. Competitions must be played on the dates as decided by the Committee.
21. Adequate lighting must be provided, and may be checked by the Committee.
22. If two or more teams tie at the top of a section - dolls shall count.
23. Landlords, Landladies and Stewards need not sign on but are eligible to play for any of their teams as the need arises.
24. In the case these rules do not provide for every contingency, the same shall be decided by the committee.