

Bicester League Rules

THE LEAGUE

- 1) The league shall be called “Bicester & District Aunt Sally League”
- 2) The Committee of the above said league should consist of a Chairperson, Secretary, Treasurer and a Master of Ceremonies. These positions are currently as follows:

Chairman: George Deans

Secretary: Phil Allen

Treasurer: Keith Skinner

Master of Ceremonies: George Deans

THE PITCH & EQUIPMENT

- 3) The ‘*Ochee*’ will be clearly marked and fixed. Where practical a 2” high marker is preferred to prevent feet from crossing the throwing line.
- 4) From the ‘*Ochee*’ to the base of the ‘*Doll Stand*’ will measure 30’, And the back cloth to be a minimum of 30” from the back of the doll stand to eliminate any rebounds.
- 5) The ‘*Doll*’ must be of regulation size; 6” high, made of natural wood and painted white. The ‘*Doll*’ must be placed on a swivel stand, 2’ 6” from the ground and the swivel arm to stand out 6” from the stand and to be rounded off at the ends.
- 6) All ‘*Sticks*’ must be 18” in length, made from natural wood and rounded off on the ends.

THE GAME

- 7) The game shall be played by 8 players on each side. Games to be of ‘*3Legs*’ followed by a ‘*Beer Leg*’ (optional). Captains are to toss for the first leg. The winning Captain has the choice to Set or Chase in that leg. The losing Captain then has the choice in the second leg. Captains to toss again for the choice of the third leg. Captains will not toss for ‘*Throw Offs*’; the same team should set. Subs/extras may be used for the ‘*Beer Leg*’.
- 8) In the event of a ‘*Drawn Leg*’ the said leg will be decided by a throw off. This will be done by a ‘*3 Stick*’ Leg, where each player will only throw 3 sticks. (The Thrower may hold all six sticks if he/she wishes but only allowed to throw 3 sticks.) If still drawn after 3 sticks then each player of each team will throw a ‘*1 Stick*’ Leg. Same rules apply for the 1 stick leg as did for the 3-stick leg. If still drawn after 1 stick each, then it’s back to 6 sticks again. Each leg must be completed before moving on to the next leg.
- 9) All ‘*Dolls*’ are to be knocked off cleanly. No doll will be allowed if the stick makes any other contact first. When a doll falls the “Umpire” **must** call “DOLL” or “IRON”, clearly and loud enough to be heard. Please respect the Umpire’s decision which is final! This one rule tends to create more controversy than any other so please ensure that your Umpires fully understand this rule.
- 10) It is the responsibility of the home team to provide both a caller and a “Picker Up” from their team. The “Picker Up” is to stand not less than 2 feet from the Iron whilst throwing is in progress. He/she will not call when the doll falls.
- 11) Each member of a team shall throw 6 sticks, underarm, with both feet behind the “Ochee” when the stick leaves the player’s hand. Pitches are to be kept as clear as possible during the matches and no interference is to be made. Please ensure that all players are aware of these rules before they throw, to avoid any disputes later.

THE MATCH

- 12) All games will start at 8:30 pm. In the event of a full team not being present at 8:30, late arrivals who have already been nominated may take their throw in the remaining legs to be played if arriving before the setting team has thrown its first stick in the said leg. **If the travelling team has not arrived at the venue in time to start, then the home team may claim the 1st leg.** However, in the interest of “Good Sportsmanship”, it is expected that if a bona fide reason has been given for the delay then discretion will be shown and the game will be played as three legs.
- 13) The games are to be played on the appropriate date unless both Captains agree to a postponement. The League Secretary **must** be notified of any postponements at the first available opportunity. **Failure to inform the secretary and no result card arriving will result in the match being declared a 0-0 draw with no points being awarded to either team.** Where possible re arranged matches should be played within 14 days of the original date. In the event of a match being abandoned after it has started, e.g. due to inclement weather, the Captains shall agree on a course of action and the home Captain should inform the League Secretary.
- 14) **Any team failing to turn up to a match, for whatever reason will forfeit all points to the opposition.** In the interests of common courtesy, if you intend not to attend a match you **must** inform the opposition by 12pm on the day of the match. It is then your responsibility to rearrange the match; if this is not done, then the match will be awarded to the opposition.

RESULT REPORTING

15) The **winning team Captain** is responsible for sending in the result card. It must be posted first class within 24 hours of the match being completed in order to reach the League Secretary by the Saturday following the match. However, before that is done, on the Thursday preferably, the scores are to be emailed to the Secretary, either using the template provided or, if unable to open it, just listing the scores in the email. Failure to do so will delay the supply of league tables. Some teams now scan and email the card, this is also acceptable.

This result will remain provisional until the card is received. In addition to league tables a number of other tables such as individual players stats are available. To cut down on costs and the secretary’s time, all information is now sent via email and provided on the website. All teams are now expected to have the facility to take information in this format.

REGISTRATION

16) Registration forms are sent to all teams before the start of the season and must be returned by 28th February. Once the season has started, and up until the halfway mark in the season’s league fixtures, teams may register new players before a match, by including new names on the match card. After the halfway mark, new registrations will be at the discretion of the Committee. Please mark new players with an asterisk (*).

THERE IS NO NEED TO RING OR EMAIL THE SECRETARY ABOUT THIS.

Also please write full names on the weekly score cards, as there have been occasions where it has not been possible to identify people from nicknames etc. No player may play for more than one team in any season. Any team found breaking this rule will forfeit all points for that match.

LEAGUE/ CUP FORMAT

17) At the end of the season, the bottom two teams in each division will be relegated and replaced by the top two teams in the following division. If there is a tie at this point, the positions will be decided by total dolls scored over the season. Information about cup matches/competitions can be found in a separate document.

DISPUTES/ COMPLAINTS

- 18) Any dispute not covered by the above rules shall be dealt with by the Committee.
- 19) All complaints are to be submitted in writing to the Committee and must be signed by the team Captain of the team making the complaint.