

THE LEAGUE

The league shall be called "Banbury and District Aunt Sally League."

The Committee of the above said league shall consist of a Chairperson, Vice Chairperson, Fixture Secretary, Cup Secretary and Treasurer.

These positions are currently as follows:

Chairperson: Darren Brain

Vice Chairperson: Wally Hastie

Fixture Secretary: James Barguss

Cup Secretary: James Risbridger

Treasurer: Pete Dempsey

Committee members: Nick Armstrong, Ant Barrett, Will Bush, Ant Bradbeer

THE PITCH & EQUIPMENT

The 'Ochee' will be clearly marked and fixed. Where practical a 2" high marker is preferred to prevent feet from crossing the throwing line.

From the 'Ochee' to the base of the 'Doll Stand' will measure 30 feet 6 inches. The back cloth to be a minimum of 30" from the back of the doll stand to eliminate any rebounds.

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.

All 'Sticks' must be 18" in length, made from natural wood and rounded off on the ends.

It is the responsibility of the team not throwing to provide an umpire and the team throwing to provide a "Picker Up." The "Picker Up" is to stand more than two feet from the iron whilst throwing is in progress. He/she will not call when the doll falls.

Each member of a team shall throw 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.

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 the rules of the game.

REGISTRATION

Registration forms are sent to all teams before the start of the season. Once the season has started, and up until the halfway mark in the season's league fixtures, teams may register new players by including new names on the match card and marking the new player with an Asterix (*). THERE IS NO NEED TO RING OR MESSAGE THE SECRETARY ABOUT THIS. 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.

Division 1-2 are permitted 16 registered players without extra charge. Divisions 3-7 are permitted 12 registered players without extra charge. The charge is £2.50 per player when the permitted number is exceeded. Invoices will be sent to team captains after 7 league games for any additional players. No further registrations are permitted after week 7 (12th June 2026) of the league season. Please be aware that you cannot use a player for a cup match if they have not been registered to play in the league.

THE MATCH

All League games will start at 8:00pm unless a prior alternative arrangement has been made between both captains. In the event of a full team not being present at 8:00, 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 first 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 in full.

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. Rearranged 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.

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 12noon 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.

LEAGUE FORMAT

The league is made up of 6 divisions with 8 teams per division.

LEAGUE GAMES

All games are begun with a toss of a coin, the winner deciding which team will 'set.' A coin is tossed again before leg 3 and leg 5, when applicable. The choosing Captain may put the opposition in first.

Any match not played on the pre-determined date must be rearranged to take place within a fortnight. Failure to do so will result in the team who were able to attend receiving all of the points. The dolls will be calculated on the average of the top 8 or 6 players (depending on division) and awarded to both players for Top Doll and the team. It is therefore recommended before postponing a match that a date is agreed for the rearranged fixture. Please let the secretary know as soon as possible if a match cannot be played and the date for the rearranged fixture.

DIVISION 1

League Games shall consist of 4 legs and played eight-a-side. One point is scored for each leg won. If a leg is drawn then three stickers shall be played until a leg is won. Points gained in three stickers are not added into the leg scores and are not used to calculate the 'top doll' score. If a leg is drawn, it would be helpful if the winning score was circled so that the secretary can easily see who won that particular leg. A beer leg can be played after the match if agreed upon by both teams.

If a **six is scored**, this should be circled on the score card to make it more visible to the secretary.

One point will be awarded for each winning leg. The winner of each division shall be the team with the highest number of points. If teams are drawn on points at the end of the season then there will be a playoff match.

Top Doll will be awarded to the player with the greatest number of dolls scored in the league season.

DIVISIONS 2-6

League Games shall consist of five legs and played six-a-side each leg, chosen from a playing squad of up to Ten for each game. A different team of six can be nominated for each leg and each player can play from one to five legs. *(Simplistically, it means if you turn up with six players, all six will play the whole five legs that evening. If you turn up with more than six players, the captain will select six players to play the first leg, and then they can change the team for the next leg, utilising the players who did not throw in the first leg if they so wish. This is then allowed for each leg.)* The final leg of the match, the fifth leg may also be the beer leg if agreed upon by both teams. If a leg is drawn then three stickers shall be played until a leg is won. Points gained in three stickers are not added into the leg scores and are not used to calculate the 'top doll' score. If a leg is drawn, it would be helpful if the winning score was circled so that the secretary can easily see who won that particular leg.

One point will be awarded for each winning leg. The winner of each division shall be the team with the highest number of points. If the point scores are level, the team with the highest number of dolls will be the winner.

If a **six is scored**, this should be circled on the score card to make it more visible to the secretary.

Top Doll will be decided by the average score of an individual player over the season, but they must throw a minimum of 42 league game legs before they are eligible. Should there be a tie between players with the highest average, then it will go to the one with the greatest number of dolls.

CUP COMPETITIONS

There is no obligation on the home team to offer food for cup matches.

No three stickers to be played in any cup competition except in the final leg if all legs have been drawn!

HANDICAP CUP (Compulsory Entry)

The handicap will be calculated after the sixth league game has taken place. This will be played as per the rules for Divisions 3 to 7 above, with the exception of three-stickers. The team with the higher handicap giving the difference to the team with the lower handicap.

Two points are awarded for a leg won & one point each for a draw. You need to have most points to win over 5 legs. If you draw all five legs that's five points each then It's sudden death 3 sticks. In short, the first team to reach six points wins.

PAIRS CUPS (Compulsory Entry)

The Dave Gibbard Cup will be played for by Division 1. The Team will consist of four pairs.

The pairs are drawn at random on the night by the opposition captain. From the drawn pairs, the captain of each team shall nominate one pair to play the deciding leg if there is a draw after the normal legs have been played. **Both draw and nomination must take place before the game begins.**

Two points are awarded for a leg won & one point each for a draw. Each set of pairs plays 3 games. You need to have most points to win over 12 legs. Games are played for 24 points, there are six points available for each set of two pairs. If after the 12 legs, if points are even the nominated pair from each team plays a further three legs of to decide the winning team. If this results in a draw then a three-sticker from the same nominated pair will decide the winner.

The Francis Hillier Cup will be played by Divisions 2 to 6. The team will consist of three pairs.

The pairs are drawn at random on the night by the opposition captain. From the drawn pairs, the captain of each team shall nominate one pair to play the deciding leg if there is a draw after the normal legs have been played. **Both draw and nomination must take place before the game begins.**

Two points are awarded for a leg won & one point each for a draw. Each set of pairs plays 5 games. You need to have most points to win over 15 legs. Games are played for 30 points, there are 10 points available for each set of two pairs. If after the 15 legs points are even, the nominated pair from each team plays a further five legs of to decide the winning team. If this also results in a draw then a three-sticker from the same nominated pairs will decide the winner.

SINGLES, PAIRS AND FOUR-A-SIDES (Voluntary entry)

You will be asked in the weeks leading up to these competitions if your team would like to submit a team for these competitions and the names of those players. All entries will be drawn and a location designated. This location is non-negotiable. If you only have one set of sticks that you share then it is sensible to only submit one team as there is a chance if more teams were entered then they could be drawn at different locations.

Two points are awarded for a leg won & one point each for a draw. You need to have most points to win over 3 legs. If you draw 3 legs that's 3 points each then It's sudden death 3 sticks. In short, the first team to reach four points wins.

RESULT REPORTING

The winning team Captain is responsible for sending to the league secretary, via WhatsApp, a photograph of the result sheet on the day of the match or by 6am the following morning. Failure to do so will delay the supply of league tables.

DISPUTES/ COMPLAINTS

Any dispute not covered by the above rules shall be dealt with by the Committee co-opted by the Chairperson and the Secretary.

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.