

2024 WYCHWOOD AUNT SALLY LEAGUE RULES

1. Entrance and Match fees are £55.00 for the season. Responsibility for payment rests with the captain. This must be paid to the League at the commencement of the season when making an application to join the League. Entry to the League includes free entry to all the team & individual Competitions.
2. League Games shall consist of five legs of 6-a-side. Each leg from a playing squad of up to 9 for each match. A different team of 6 can be nominated for each leg. Each player can play from 1 to 5 legs. Two points for winning a leg, one point each for a drawn leg. Three sticks and one stick are only required in Cup Competitions. The winner of each division shall be the team with the highest number of points. If the scores are level a playoff will decide the winner. The individual player scores will count towards the top doll awards.
3. The time for starting all matches is 8.30 pm. Any team not at the venue by 8.45 pm will forfeit the first leg. In the event of a team not being present the match shall start and any players arriving late may take their throw in the remaining legs. If any team is not at their venue and ready to start by 9.00 pm the match will be awarded to their opponents.

The Fixture Secretary MUST be notified of any cancellations or rearrangements. All postponed league matches shall be played within one month of the original scheduled date unless extreme circumstances prevent this, which will need to be authorised by the Fixture Secretary. There is no limit should you wish to bring the game forwards and play it before the scheduled date. Any outstanding cup matches shall be played before the date of the next round of the competition.
4. In the event of teams arriving short on players, providing that they have four players available then the match will be expected to take place. Re-arranged dates for the postponed matches must be at the convenience of the team that did not seek postponement. The non-offending team shall offer two dates to the opposing team to play the match and in the event of a dispute this will be resolved by the Fixture Secretary and the Committee, who have the power to award the non-offending team an 8-2 victory.
5. The Captains shall toss for the first, third leg and fifth legs. The Captain losing the toss in the first leg shall have the choice in the second and fourth legs. The winning Captain may put the opposition in first.
6. Competitions are open to all registered players. A registered player is one who has been entered as a team member on the League Entry Form or one who has become registered by playing in a league match. Any new signings after the league format begins must play a minimum of two league matches to qualify to play in any competitions.
7. All players shall throw six sticks each. They may throw under or round arm with both feet behind the hocking line at the time the stick leaves the player's hand. When throwing one or three sticks only the number of sticks being thrown may be carried to the hocking line. There are no handicap allowances in the event of a three stick or one stick playoff.
8. The use of hocking umpires is at the discretion of the team captains before the start of each leg. The team not throwing must stand well clear allowing the other team a clear space to throw.
9. Sticker-Up and Caller to be from the team not throwing. The Caller is to assist the Sticker-Up to avoid any delays. Indicate and call each doll as it is scored. Nothing else is to be indicated and the caller's decision is final. (Please see Aunt Sally Etiquette page). Captains are responsible for ensuring 'fair play' by their Callers & Sticker-Up at all times
10. Result cards are to be supplied by the home team. The winning side is responsible for sending in the completed result card to the Fixture Secretary.
11. If League or Cup results are not received within 7 days, the match can be awarded to the non-offending side 8-2. If this problem recurs the matter will be debated by the Committee who have the power to award the match against the offending side 10-0.
12. The pitch must be 10 yards long from the doll standard (iron) to the throwing (hocking) line. The hocking line must be clearly defined, and an area of approx. 4 ft should be flat & level behind this hocking line.

13. The doll should be 30 inches from the ground and stand on a vertical swivel. The swivel is to stand out 6 inches from the standard. The sticks to be a maximum of 18 inches long and a maximum of 2 inch diameter.
14. The doll shall be 6 inches high, 3.25 inches in diameter and the base 2 inches in diameter. The doll is to be painted white. This standard doll to be used at all matches.
15. All matches to be played as per programme except as outlined in Rules 3 & 17.
All participants must be registered as per individual team sheets. All registered players can be found in the All Players Dolls Scored page on the website
16. A player can sign and play for one team only. A player is considered registered if he is included in the list of players submitted at the start of the season. Any new players must be notified to the Secretary 24 hours prior to either a League or Cup Match and disciplinary action will be taken against teams who fail to abide by this Rule. Registration of players closes on 1st July. Any requests for transfers must be in writing to the Secretary by the player and Captain concerned giving good reason for change. The Committee may amend a team's handicap from the date the new player is registered or transferred.
17. **Matches should be played on or before the appointed date and must be played even if teams are short of players. (See Rule 3) All matches must be completed by the last Thursday of the original league programme unless special authorisation from the committee. If a match is not played the Committee will award an 8-2 victory to the non-offending team.** Provided that the teams remain largely intact at the commencement of each season the Committee shall, wherever possible, ensure that division winners from the previous season are promoted and that the bottom side be relegated to the next lower division.
18. **In the event of matches not being played and being awarded by the committee, no dolls will be recorded to either teams or individual players overall totals.**
19. All cups must be returned in good condition. Please clean only in warm water and washing up liquid. Any lost cups will incur a £100 fee, with the captain responsible for paying this fee.
20. A deposit of £10.00 must accompany any appeal. Any proposition for an alteration to these Rules must be in the hands of the Secretary not less than 7 days before the AGM.
21. **In the event of a fixture clash, i.e. 'A' team & 'B' team both being scheduled to play at home on the same night, it is the responsibility of the captains involved to fix a different date for the fixture to be played on. This new date MUST be within one month of the original scheduled date unless extreme circumstances prevent this, which will need to be authorised by the Fixture Secretary. There is no limit should you wish to bring the game forwards and play it before the scheduled date. If no agreement is reached by the captains, a result of 5-5 will be awarded. In this event no dolls will be awarded to the teams or players involved.**
22. **Any teams in breach of the above rules will be issued with a verbal warning at first, followed by a final written warning. Any further breaches will result in expulsion from the league.**