



Carterton Invitation Aunt Sally League

RULES 2026/27 Season

Changes from last season

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.
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. Guest members not allocated to a team may only play for a team having less than 6 players.
10. Other 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.*
Callers should not obscure the doll viewed from the computer desk.

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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. Non – Singles sides will be randomly selected from entrant lists.
This may 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.
A Committee member will be present at the desk for competition matches.
6. The agreed call is final and the audience will accept it.

Guidance Notes for Timesaving

Last year, we introduced the following measures to tighten up on timings.

Tossing - Do the tossing for ALL legs 'off-pitch' **BEFORE** the game.

Player Order - The default throwing order for your players has already been loaded into the laptop. If any of your players are not available on the night, indicate them on the scorecard in the appropriate week column and put it on the computer desk as soon as possible. Whoever is on desk duty will then delete those player names if required.

Player queuing - Encourage the 'next' player to queue up to throw.

Sticks - Get the sticks 'off pitch' immediately your game has finished.

Handshakes - Do all handshakes, hugs, kisses etc 'off-pitch'.

Finishing time - Although this season we've paid up to 11:00 pm, we still need to clear down as quickly as possible so that staff can go home. No game should still be in progress at 11:00 pm.