

# Weston-super-Mare & District Men's Skittle League

## 100 Ball competition

### **Rules + Format**

1. Teams will consist of 10 players
2. Teams can be made up of any 10 players registered for that team with the league prior to the competition starting. The 10 players can differ throughout rounds of the competition providing they are registered to that Team.
3. Each Player has 10 balls, to be played consecutively.
4. Each player will begin with 10 balls and a full set up of pins (9)
5. The pins are NOT reset until all pins have been cleared, so for example if a player hits 7 with their first ball, they then have 9 more balls to get the remaining 2 pins and will continue to play until they are cleared before getting a reset.
6. If a player knocks down a full diamond of pins (A Flopper) with a single ball, then they will receive a bonus ball after their 10<sup>th</sup> ball has been thrown – the frame is not reset for this.
7. Any subsequent “Floppers” will result in further bonus balls where applicable.
8. Playing Format: Player 1 from Team 1 bowls their 10 balls, then Player 1 from the opposition team(s) will play, then move on to player 2, player 3, player 4, player 5 etc
9. A Lowest Score can be played in place of the 10<sup>th</sup> player should a team only have 9 players. The lowest score of the player on the night will go in place of a 10<sup>th</sup> player and L/S will be written on the scoreboard in place of a name.
10. The Highest Scoring team on the night from each alley will progress to the next round of the tournament until the final – where the highest scoring team will be crowned champions.
11. In the event of a tied game, the team captains will select one player who has already played on the night to participate in 1 ball play off. Each player will start with just 1 ball and a full set up of pins (9) and the highest scoring players team will advance. This format will continue until a winner can be decided.
12. Teams will be drawn to an alley in order of play from 1-4 (pending on how many teams) and will play in the order they are drawn.
13. A minimum Sticker up fee of £25 to be paid on the night, split evenly between the number of teams on the alley.