

Lower Dales Quoits League

Committee

Chair	Dickie Broatch	07751 988469
Secretary / Vice Chair	Joff Firby	07858 743143
Treasurer	Ben Hodgson	07710 143658

Lower Dales Quoits League General Rules

- G1. The League shall be known as the The Lower Dales Quoits League (LDQL).
- G2. A Chairman, Secretary, Treasurer and Vice Chairman shall be appointed at the AGM and these four shall form 'The Committee'.
- G3. The Committee shall be responsible for the administration of the League and making any matters pertaining to the running of the League.
- G4. Captains may request an Extraordinary General Meeting (EGM) for matters of severity and urgency that are unable to wait until the Annual General Meeting. This must be done in writing to the Secretary via email to secretary@lowerdalesquoits.co.uk
- G5. Each club may send any number of representatives to the AGM but that club may have only one vote per motion.
- G6. A quorum shall be two-thirds of total representation.
- G7. All minutes and proposals shall be passed by a majority. If the vote is split the Chair has the deciding vote.
- G8. No individual may stand for two consecutive terms of office unless it is shown that no one is willing to stand for election.
- G9. An amount decided on at the AGM shall be paid as a subscription by each club, and should be paid to the Treasurer before the 1st of April.
- G10. Clubs are able register players on the night of the match by including them on your scorecard. Players must not have played for any other team on the LDQL that season.
- G11. The AGM is to be held on a date decided on by the Committee.
- G12. The League and Playing rules may only be changed at an AGM, and only then if the Secretary has been notified in writing of a change at least three weeks prior to the AGM.

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- G13. New players may be registered at any time during the season in accordance to rule G9.
- G14. All matches are to be played in accordance with League Rules.
- G15. All matches are to be played on the specified date whenever possible, if not the match must be played within fourteen days of that date if possible, or longer due to exceptional circumstances with permission from The Secretary. A Breach of this will cause the team in default to forfeit all points for that game.
- G16. Electronic versions of fully completed scorecards are to be sent to the secretary within twenty four hours of a game being played. Teams not complying with this rule will be deducted 1 point for each instance after the first indiscretion.
- G17. Scorecards are to show both the aggregate score and the individual score. They must be fully completed to show the first and second names of each player and signed by both teams. Only a Captain or Vice Captain can sign the score sheet. Only then will the score sheet be counted as 'fully completed'.
- G18. The league will take out a suitable insurance to cover the risk of injury to players or spectators when a game is in progress on team grounds.
- G19. Teams must ensure that their venue has the appropriate insurance in place to cover the risk of injury to players or spectators on their home ground. Unless playing at a pub where liability insurance is legally required venues will need to provide proof to the league that they are covered or sign the waiver on the registration form.
- G20. Each club representative shall be given a card to show when voting at a League meeting.
- G21. All teams must be registered as a separate club, and no interchange of players can be allowed.
- G22. Each team must have a registered Captain and Vice Captain who will be responsible for the completion of score cards, communicating with the Secretary and other League Officials (including Captains and Vice Captains) on league matters (such as rearranging games etc).
- G23. That the First and Second Divisions of the League shall consist of an equal number of teams where possible. This format to be maintained by a minimum of one team being relegated from Division One and the winners of Division Two being promoted. The Committee will then decide if any further teams will be promoted or relegated dependant on any new teams entering the league. Any team wishing to join the League must start in Division Two.

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- G24. When a venue is hosting a League Competition there must be one person from the host team present pitch side for duration of the competition. They must take responsibility for the running of the competition ensuring that the pitches and equipment and in correct order for the competition to take place.
- G25. All trophies are to be returned at the AGM. Trophies will be awarded at the competition for a photo and then given back to the league. The trophies will then be awarded at Presentation Night.
- G26. Only Lower Dales Quoits League Club registered players would be able to play in the Alan Bowen Handicap Shield.

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Playing Rules (in force during each match)

- P1. All scoreboards must enable score traceability for the duration of the game being played.
- P2. The quoits shall not be more than 5 ¼ lbs in weight, nor more than 8 ½ ins in diameter on the outside, and 5 ½ ins on the inside, and not more than 1 ½ ins in height. They shall be made of malleable steel or iron. Quoits faced or partly faced with steel will not be permitted. No grooved quoits shall be used.
- P3. The pins shall be placed in the centre of the clay and shall not project more than or less than 3 ins. The pins should be at least 3ft long with exposed point ½ inch diameter.
- P4. The pins should be eleven yards apart. The pins and the clay can be adjusted at the discretion of the umpire.
- P5. No quoit shall count if it is more than 18ins from the pin.
- P6. When a match is played one person from each side may act as umpires and their decision shall be final. No person except the umpire shall interfere, but each captain may advise their player. Only players may raise queries with the umpire(s) during the game.
- P7. A player in delivering their quoit shall stand with their foot opposite the pin and from not more than 3ft on either side of the pin, and must deliver their quoit from behind a toe rail placed 6ft in front of the pin. Should they not do so, the quoit thrown shall be called a 'no quoit'.
- P8. The two quoits nearest the pin shall count as one point each if they belong to the same player, if not then only the nearest quoit shall count one point. Opposing quoits touching the pin (top or side) shall be declared equal and no points will be awarded to these quoits.

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- P9. When inside of a quoit taken perpendicularly from the pin upwards shall surround the top of the pin it shall be called a ringer and count as two points. If a player has two quoits in this position they shall count as two points each. If their opponent has one quoit dividing them then only the uppermost one shall count. If each player has one quoit each on the pin then only the uppermost one shall count.
- P10. No quoit shall be called a ringer if a quoit under it covers any part of the top of the pin.
- P11. No clay shall be removed to aid measuring the distance between the quoits or between quoits and the pin, nor shall any quoit be moved to aid measuring.
- P12. When two quoits belonging to opposite players are at equal distances from or are touching the pin neither player shall score but the first thrower shall retain their lead.
- P13. Any player after throwing their first quoit and claiming a point or points and asks for a measure shall not be allowed to throw their second quoit.
- P14. All measurements are to be made with the straight legged compasses.
- P15. All games are to start promptly at the stated time.
- P16. All clubs must have two pitches, and they must be of a standard acceptable to the League Committee.
- P17. If a quoit is disturbed by the umpire when measuring it is to be classed as a no end and the first thrower will retain their lead.
- P18. To decide who throws first in a match the umpire will toss a coin and the away player shall call before the coin touches the ground.
- P19. Teams to consist of seven players each side. If a team has less than seven players then one game may be subject to the redraw rule in Rule 20. Any other additional games are forfeit by a score of 21-0 to the opposition. In the event of both teams having an equal amount of players, but less than the requisite seven after using Rule 20, those games will be scored 0-0.

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- P20. A team may only redraw one game per match. A team may only redraw five times in a season and the Captain and Vice Captain may be included in the redraw. The Alan Bowen Handicap Shield is excluded from the redraw rule.
- P21. Players are not permitted to stand in front of the trig line whilst quoits are being thrown until all 4 quoits have been thrown.