

IRISH SKITTLES ORGANISATION - ALL-IRELAND SKITTLES RULES

- (I) RING: The ring is 1.5 metres (5ft) in diameter. This would leave standers about 60cm (2ft) apart.
- (II) STANDERS DIMENSIONS: Standers should be 10cm (4") high and slightly tapered to the top, to approx. 5cm (2"). They should have a 7.5cm (3") sq. base. There are five standers placed in a 'cross' shape as per diagram.
- (III) STANDERS MARKINGS: (a) For a stander to count, it must be clear of the ring.
(b) When a stander is knocked out of the ring, but rolls back in without striking an obstacle outside the circle, then this is not a score, but a stander knocked back by a later skittle remains a score.
- (IV) THROWERS: There are four-throwers or throwing skittles. Throwers should be not less than 25 cm (10") and not more than 30 cm long and 7.5 cm (3") in diameter. Throwers should not be less than a kilogram in weight, but as near to 1.25 kg as possible. (2.5 - 3 lbs).
- (V) THE THROWING DISTANCE: The throwing distance is 9 metres for men from skittle (1), (7 metres for Ladies). Under 16 age groups also throw from 7 metres. Under 14's throw from a distance of 6 metres. Under 12's throw from 5 metres from stander 1.
The throw line or 'spud' is 3 metres long and squared at ends with 5 cm (2") strip of wood or angle iron.
- (VI) SHORT LINE FOUL THROW: (a) A mark is made along the ground 1 metre (3ft) out from skittle (1). Throwers landing short of this line, or on this line, do not count whatever is tossed. The player may not have the skittle back. (This rule disallows 'skidding')
(b) A throw taken when the player steps on or over the throw line is a foul throw.
(c) Players may not follow through over the line.
(d) Any stander knocked with a foul throw will be deemed dead for the duration of the throw and is to be removed from the ring.
- (VII) SKITTLES MATCH: (a) ROUNDS: There are five rounds in a match. (For a round each player throws 4 skittles) . In the event of a tie, there shall be a play-off of two rounds. In the event of a further tie, single rounds will be played until the contest is decided.
(b) When the ring is tossed with 3 fair skittles (or less) the ring is put up again to finish the throw.
- (VIII) TEAMS: (a) A team has 5 players and 1 sub. Subs can replace at any time, but not during any one game, and only after two rounds in a "rounds" match.
(b) A player may not change teams during a competition.
- (IX) WATER: No water is allowed near the pitches but players may use towels if desired.
- (X) JUNIOR WINNERS: A Team who wins the Junior must play Senior for the following 2 years. If they fail to make the semi-final in either of the 2 years they can return Junior in the 3rd year.
- (XI) REFEREE: The Referee's decision is final.