

# 2026 Skittle Ball Schedule

**Teams:** Augoston 1, Augoston 2, Swift 1, Swift 2, Sandy Hill 1, Sandy Hill 2, McMillan 1, McMillan 2, IKT 1, Mountain 1, Mountain 2, Prince Charles 1, Prince Charles 2, Margaret Stenersen

## Wednesday, January 14, 2026

Home	Away	Time
Augoston 1	Sandy Hill 2	3:00 pm
McMillan 1	Augoston 2	3:00 pm

## Wednesday, January 21, 2026

Home	Away	Time
Sandy Hill 2	Augoston 1	3:00 pm
Augoston 2	Swift 2	3:00 pm

## Wednesday, January 28, 2026

Home	Away	Time
Augoston 1	Sandy Hill 1	3:00 pm

*Buy: Augoston 2*

## Wednesday, February 4, 2026

Home	Away	Time
Mountain 2	Augoston 2	3:30 pm

*Buy: Augoston 1*

## Wednesday, February 11, 2026

Home	Away	Time
Augoston 1	Mountain 1	3:30 pm
McMillan 2	Augoston 2	3:00 pm

**OBJECT OF THE GAME:**

The object of the game is to knock down the opponent's pins or skittles. Each pin is worth one point when keeping score. Pins may be knocked down by throwing and hitting the pins, or by making the goalie move so that they accidentally knock down their own pins. Each circle contains two pins.

**RULES OF THE GAME:**

For our league school play we will set our number at seven per line shift which includes one goalie and six players. This could be changed depending on the coaches' decision prior to the game.

Please encourage coed play with at least three of the seven players should be girls, if at all possible, without having the same girls play the whole game.

Each school should be providing their own referees for home games.

Line changes will occur every 3-5 minutes. Coaches will need to decide this before the game. Please encourage the next line to be on the court and ready to play in 15 seconds so time is not wasted.

Game length will be decided on by the coaches. A suggestion is to play for 45 minutes and no more than an hour. Try to make is so each line gets the same number of shifts.

Start the game with a tip ball at the center. Identify players' checks and choose two players to 'jump ball.'

After each shift change players start at the center again. Identify new checks and another jump ball.