**All stars rules last updated 2025.**

**Introduction**

An *“all-star team”* is one consisting of competitors from 2 or more villages and may be formed ONLY in the event that the village(s) are unable to form a competitive team without “borrowing” from the other village(s).

**Rules**

1. If a village is unable to gather a team for a team event, they may amalgamate with another village or borrow players from another village to form an “all-stars” team.  The event officials should be notified BEFORE the start of the event that an “all-stars” team is to be fielded.

2. Players who play for an all-stars team MUST remain with that team for that event even if their own village has a team in the event.  For the avoidance of doubt, once competitors have played a match in the event for either their own village OR the all-stars team, they must remain on that team for the duration of that particular event.  Please note that this does NOT mean that competitors who play in an all-star team for one event are excluded from competing with their “home” village for other events.

3. In the event players swap from a village team to an all-stars team and this is brought to the attention of the organisers, both the all-stars team and the village that provided the players will be immediately disqualified from that event and all results (if any) will be nulled as if the all-stars team had not played at all.  For the avoidance of doubt players and teams will be allowed to compete in other events after being disqualified.

4. The all-stars team is entitled to win medals in the first 3 positions and can be awarded the trophy, however, any points they amass that would normally contribute to the overall winner’s trophy will not be given to the all-stars team and instead the points will then be awarded to the next placed team.  For the avoidance of doubt the team(s) finishing fifth would then be awarded the overall winner’s trophy points as if they had finished fourth etc.