

Three Counties Inter-Club Cribbage League Rules

The 'League' is formed for local clubs to enjoy a pleasant evening playing the game of cribbage in accordance with these rules.

1. REGISTRATION

- 1.1. Every team must provide the 'Fixture Secretary' with a list of registered players (who must be at least 16 years of age) and all players must be registered and play for one participating team only.
- 1.2. Subscriptions must be paid annually prior to the commencement of the 'Playing Season'. The fee is set at the AGM.
- 1.3. Players may transfer between teams up to the halfway stage of the season (Xmas Break), subject to their old teams ceasing to be members of the 'League'. No transfers are permissible after the halfway stage.
- 1.4. New players can be registered throughout the season by contacting the Fixture Secretary.
- 1.5. If a team drops out of the 'League' before the halfway stage, then all matches involving the team will be deemed not to have been played and the players 'registrations' with that team will be cancelled for that 'Season'. If a team drops out after the halfway stage, results up to the halfway point will stand.

2. MATCHES

- 2.1. Matches are to be played on Wednesday evenings starting from 8pm & with all games to be started no later than 8.30pm. Matches may be played on any other day (or start at any other time) if mutually agreed between the two teams.
- 2.2. The Fixture Secretary must be informed immediately of any postponed or rearranged matches and when it is to be played. Failure to do so will result in 2 points being deducted in the first instance and 5 points thereafter from the offending teams league score.
- 2.3. Postponement of a match MUST be for a valid reason i.e. holiday, sickness, club unavailable, etc. NOTE: if you have 4 players available then the match must go ahead. Failure to do so will result in 5 points being deducted from the offending teams league score. Only games played will result in a win being recorded for either the 'Taffy George' or 'Ockenden Cup'
- 2.4. Any rearranged match in the first half of the Season is to be played by the halfway stage of the season (Xmas break). Any match rearranged in the second half of the Season is to be played before the last League match of the current season. We now include a week at the end of each half for any outstanding matches to be played. Failure to play the match in the allotted time or "give the match away" will result in penalties being imposed. The team unable to play the match/gave the match away will have 5 points deducted from their team's league score and their opponents who will receive 5 points.
- 2.5. If a team fails to turn up for a match, or fails to give 24 hours notice of their intention to postpone a fixture, then that match will be awarded to their opponents who will receive 6 points. Furthermore, the offending team will have 3 points deducted from their teams league score.
- 2.6. If any players have not arrived by 8:30pm a minimum of 10 minutes grace is to be given to the missing players. Then at the discretion of the missing players opposing team captain additional time may be given or the games claimed. However the players that are present must have their names on the card, signed and start playing no later than 8.30pm.
- 2.7. In the event of the Result Card going missing all Teams are required to keep a record of who plays who and the result (individually & overall).

3. RESULT CARD

- 3.1. The Captains/Deputy are responsible for entering their team's details on the result card.
- 3.2. Names must be CLEARLY WRITTEN IN CAPITALS on the result card. Any names that are not clear will not be queried and therefore will not be entered into the 'Taffy George' or 'Ockenden Cup'.
- 3.3. All Players MUST sign against their name wherever it appears on the result card.
- 3.4. Captains who fail to get their players to sign the card will receive a written warning. If it continues, the Committee will take further action. If any signature is found to have been forged, the Committee reserve the right to take action.
- 3.5. At the end of the evening the Home Captain completes the card by entering the final score and winning teams' name. The opposing captain must check the card, agree the result and both captains then sign the card.
- 3.6. The home team is responsible for submitting the result card to the 'Fixture Secretary'.

4. RULES OF PLAY

- 4.1. Matches will consist of six singles and three doubles games, with one point being awarded for each game won.
- 4.2. Each game is the best of three legs.
- 4.3. The match format is that the singles are to be played first.
- 4.4. Players are to play the person across from them on the result card i.e. Player 1 (home) V Player 1 (away), Player 2 (home) V Player 2 (away), etc, etc, and the same for Doubles.
- 4.5. The Home Captain is to enter their player's names on the left-hand side of the card. This side is then to be covered, and the Away Captain is to complete the right-hand side of the card, without seeing the Home players list and in the presence of the Home Captain.
- 4.6. When cutting the cards to determine who gets the box, a minimum of 2 cards are to be left on the table.
- 4.7. Box - lowest card wins the box. Ace is low and all cards of ten and over counting equal.
- 4.8. The loser of the first box will have the second box, a cut of the pack to determine the third box.
- 4.9. The cards are to be dealt face down and not at an angle, so none of the card is visible.
- 4.10. Singles - each player is dealt six cards, discards two in the box.
- 4.11. Doubles - each player is dealt five cards, discards one to the box.
- 4.12. Jacks - two points to be awarded to the player holding the box whenever a Jack is cut.
- 4.13. Knob - one point to be awarded to the player holding the Jack of the same suit as the turned up card.
- 4.14. Flush - four or five card flush counts in hand but only five card flush counts in box.
- 4.15. Runs - ragged runs are acceptable.
- 4.16. Finish - exact number of points are not required to finish.
- 4.17. In the 'Doubles' the dealer must ensure that no one can see the face cards. The cards are to be kept close to the tabletop whilst dealing.
- 4.18. Players may be changed during the evening if so desired but not during any game. Any player withdrawing during a game will forfeit that game to their opponent.

- 4.19. When cutting the cards, the bottom card is not to be looked at. If it is, the cards are to be recut.

5. **KNOCKOUT COMPETITIONS**

All knockout finals are to be adjudicated by a member of the Committee or a neutral umpire approved by the committee.

5.1. **Team Competition**

- 5.1.1. The Team Competition is the same as a normal League match – see 2.1
- 5.1.2. The draw is to be carried out by the Competition Secretary and a Team Captain or Player from another Club.
- 5.1.3. The match format is that the Doubles are to be played first.
- 5.1.4. Home captains to email/text results to Competition Secretary.

5.2. **Individual Competitions**

- 5.2.1. The fee to enter the Individual Competitions is set at the AGM.
- 5.2.2. Players must be registered and monies paid prior to the start of the competition.
- 5.2.3. The draw is to be carried out by the Competition Secretary. To maximise the number of players going through to the next round from any one team, players will be spread across the venues – unless otherwise instructed on the registration form.
- 5.2.4. Late entries will not be permitted once the 'Competition Secretary' has done the draw and issued the draw sheets.
- 5.2.5. The 1st Round of each competition is split across a number of venues, with the venue winners going forward into the Final. Note: the venue final is the best of 5 legs.
- 5.2.6. Players are to arrive at their allotted venue no later than 7.45pm. However if you know that you will be late, you must inform the venue otherwise you will not be included in the drawer.
- 5.2.7. The host Captain will do the drawer between 7.45pm & 7.55pm.
- 5.2.8. Play is to commence at 8pm.
- 5.2.9. Players arriving after play has started will not be permitted to take part, unless the host has been informed of your later arrival.
- 5.2.10. If a player is unable to take part a replacement can take their place (this only applies to the first round of the competition). The replacement must continue in the competition if they get through to the next round.
- 5.2.11. Home captains to email/text results to Competition Secretary.

5.3. **Competition Finals**

- 5.3.1. The final of each competition will be the best of 5 legs.

6. **VENUES FOR NON LEAGUE EVENTS & COMPETITION FINALS**

- 6.1. Once the Fixture list has been issued all the registered Teams will be entered into a draw to host one of the following:

Singles Individual KO final	AGM
Doubles Individual KO final	Charity Night
Captains Cup	

- 6.2. 2. The successful Teams will be notified and asked to confirm their availability to host the event prior to the list being issued.

7. LEAGUE TITLES

- 7.1. 1. In the event of either the 'Taffy George' or 'Ockenden Cup' competitions being tied, i.e. equal points won, the places will be awarded to the players who have played the least amount of games throughout the season.
- 7.2. 2. In the event of the League being tied, i.e. equal points won; the team with the most wins will be winners of the league.

8. TROPHIES

- 8.1. All 'Clubs' are responsible for the safety and general upkeep of their respective trophies held for the year. Damage or loss is to be made good by the Club concerned.
- 8.2. A limit of eight individual trophies will be purchased for Winning Team(s). Any extra trophies will be purchased (subject to finance) at the discretion of the Committee.
- 8.3. All trophies are to be returned no later than the Captains Cup.
- 8.4. The Committee reserve the right to request the return of any trophies from Teams withdrawing from the league or not signing up for the following season.
- 8.5. When trophies are replaced, the trophy will be given to the Club that last won it.

9. PLAYERS

- 9.1. Captains will be held responsible for the conduct of all their players.
- 9.2. Intimidation &/or aggressive behaviour will not be tolerated and action will be taken against the offending player.
- 9.3. If anyone is found under the influence of alcohol &/or drugs to the extent that they are unable to play, their opponent may claim the game following a discussion between both captains.
- 9.4. Any complaints must be made to the Committee within 48 hours of the incident otherwise no action will be taken.

10. DISPUTES

- 10.1. Any protest or complaint must be notified to the Committee within 48 hours of the end of the match or event, otherwise no action will be taken.
- 10.2. The Committee's decision is and must be final on all matters of dispute. All knockout finals are to be adjudicated by a member of the Committee or a neutral umpire approved by the committee.

11. GENERAL

- 11.1. The Committee shall be totally responsible at any League functions regarding any monies accumulated from ticket sales and raffle income etc.