

ABINGDON INVITATION CRIBBAGE LEAGUE

RULES-SEASON 2009 – 2010

1. The League shall be run in sections and the affairs of the League, except those matters reserved under the Rules of the Club in General Meeting, shall be managed by the General Committee.
2. The Officers of the Club, who shall be elected at the Annual General Meeting, shall consist of the Chairman, Hon. Treasurer, Hon. Secretary, Asst. Secretary, together with 5 (five) elected members who shall constitute the General Committee. The League shall be known as the Abingdon Invitation Cribbage League.
3. If a casual vacancy occurs in the General Committee by the death, resignation, etc. of one of the members, the General Committee can appoint another member of the League to fill the vacancy.
4. The General Committee may form from time to time, byelaws (not inconsistent with the rules) for the regulation of the internal affairs of the League.
5. The League is for Male or Female members aged 16 years or over. Players under the age of 18 MUST AT ALL TIMES OBSERVE THE LAW ON DRINKING OR PURCHASING AND UNDER NO CIRCUMSTANCES ATTEMPT TO PURCHASE OR CONSUME INTOXICATING LIQUOR. Captains are responsible to see that this Rule is strictly adhered to.
6. All Teams must be registered and entrance fees paid on or before the AGM. No Team will be accepted after this date. Teams shall consist of a minimum of 6 (six) players.
7. Wednesday night will be the night of play. The Captain shall arrange for three pairs to play as nominated on the card. Two tables MUST commence by 8.30 pm. Three tables may be used, subject to Rule 8, following agreement by both Captains. Unplayed games to be conceded to the opposition. In the event of inclement weather or other unforeseen circumstances, fixtures cannot be kept to the set date games may be played by mutual agreement with the two Captains and the Honorary Secretary.
8. Teams may play with 5 players on up to 4 occasions during the course of the season. Where this rule is applied the Team Captain shall nominate 1 player to play twice. The opposing Team Captain is to be informed that this rule is being applied at the beginning of the match. Under this rule two tables are to be used.
9. A Club/Pub may enter more than one team, but a member may only play for the team he/she signed for. Every member must sign the registration form declaring which team they desire to play for during the season. Any new member must be registered 48 hours before playing. December 31st shall be the limit for registration of new players except in extenuating circumstances when the Chairman and Secretary will be approached. NO PLAYER AFTER PLAYING FOR ONE TEAM SHALL BE ALLOWED TO PLAY OR SIGN FOR ANY OTHER TEAM. THIS MEANS ONE PLAYER ONE TEAM. THIS INCLUDES ALL COMPETITIONS.
10. Any Club or Public House which has more than one team in the League will not be permitted to have more than one team in the same Division, unless the number of teams exceeds the number of Divisions.
11. In the event of a team or teams dropping out of the league during the season, if the half way stage of the season has been reached, then their opponents will keep the points up to the half-way point. If they drop out before the half way stage, then all

points will be deducted. If they drop out during the second half of the season, the points will be deducted back to the half way point.

12. A Landlord being a signed player is permitted, for a house having more than one team, to play for either team, should it be short on the night of play, but may not play for more than one team on the same night.
13. Any postponed game must be replayed within 14 days of original fixture (on any agreed night) otherwise postponing team forfeits 3 points.
14. It is the duty of both Captains to get score cards correctly filled in and signed by all players and to check the players signatures.
15. The games shall be played in pairs, each pair playing twice round the board (121 holes) best out of 3 legs. Points awarded shall be 1 (one) point per table, making a possible of 3 (three) points in all. In the event of a tie at the end of the season, matches won will count. If there is still a tie situation then a play-off will be held.
16. Each pair shall cut for Crib, cards to be put on the table at all times. Low cut takes Crib Ace counts low. The loser of the first leg takes the Crib at the start of the second leg. A fresh cut will be made for the third leg. During game play the cut of a Jack counts 2 (two) points on all occasions.
17. No person other than the playing partners shall be allowed to count the hands. Prompting is strictly forbidden by players or spectators. The Disputes Committee will deal with any complaints reported.
18. Home Team to supply the result card on the night of the match. Result cards are supplied free. The result of all games must be in the hands of Honorary Secretary within 72 hours of all games being completed (Deadline 9 pm Saturday). The Captain of the WINNING TEAM will send in the result card - failure to do so within the prescribed time will result in the WINNING TEAM losing 2 (two) points from their total points. This rule will be strictly enforced owing to recurring lateness of results. Result cards will have the Secretary's address on reverse for posting.
19. Should a Club, Team or Member wish to protest, they may do so in writing within 48 hours, to the Honorary Secretary and inform him personally.
20. Any dispute arising out of, or not covered by these rules shall be referred to the Disputes Committee whose decision shall be FINAL.

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