

# **ABINGDON INVITATION CRIBBAGE LEAGUE**

## **RULES - SEASON 2014 – 2015**

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. 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.
8. Any Club/Pub 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.
9. 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.
10. A Landlord being a signed player is permitted, for a Club/Pub 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.
11. Wednesday night will be the night of play (Monday night for the Summer League). 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 12, following agreement by both Captains. Unplayed games to be conceded to the opposition. In the event of inclement weather or other unforeseen circumstances and fixtures cannot be kept to the set date games may be played on an alternative date by mutual agreement of the two Captains and the League Secretary (subject to Rule 13).

12. Teams may play with 5 players at any time during 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.
13. Any postponed game must be replayed within 28 days of original fixture and before the last game of the season (on any agreed night) otherwise the game will be deemed cancelled and the postponing team will be deducted 3 points and the opposing team awarded 6 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 3 legs twice round the board (121 holes). Points awarded shall be 1 (one) point per leg, making a possible of 9 (nine) 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. 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.
17. Home Team to supply the result card on the night of the match. The result of all games must be in the hands of League Secretary within 72 hours (Deadline 9 pm Saturday). The Captain of the WINNING TEAM will send in the result card either by post to the address on the card or as an image by email or other electronic means to [results@abingdoncrib.co.uk](mailto:results@abingdoncrib.co.uk) - failure to do so within the prescribed time may result in the WINNING TEAM losing 5 (five) points from their total points.
18. Should a Club, Team or Member wish to protest, they may do so in writing within 48 hours, to the League Secretary and inform him personally.
19. Any dispute arising out of, or not covered by these rules shall be referred to the Disputes Committee whose decision shall be FINAL.

### **Five Card Crib Doubles – Rules of Play**

1. At the start of each game the cards will be shuffled face down and will then be cut by one player from each team (the box cut). The player cutting the lowest card will become the dealer for the first hand. The dealer will have the box. In the event that both players cut a card of equal face value then the cards will be re-cut. During the cut Aces will count low as 1 and all face cards will count as 10.
2. The player losing the box cut in the first game will have the first box on the second game. For the third game, the two players not involved in the first box cut shall cut the shuffled pack again. The player cutting the lowest card will become the dealer for the first hand. The dealer will have the box.
3. The cards are shuffled face down by the dealer and are then offered to the player to the right of the dealer and the pack is cut. The dealer then deals a card to each player going round the table in a clockwise direction. This is repeated until each player has five cards. The remaining cards are placed face down on the table. For subsequent hands the deal moves to the next player clockwise around the table.
4. Each player discards one card of their choice face down into the box. When this has been completed the player to the dealers left cuts the remaining cards and the card below the cut is turned face up and is placed on top of the pack. If the card on top of the pack is a Jack then the dealer scores two holes on all occasions.

5. The player to the left of the dealer places a card of their choice face up on the table. This continues clockwise around the table. If a player does not have a card which keeps the total of face up cards to 31 or less, or if they have played all four of their cards, they must pass. The round of play finishes when the total of face up cards is equal to 31 or when all players have passed. The face up cards are turned face down and play continues in the same manner until all players have played all of their cards, at which point the hand is completed.
6. During play all cards that are face up on the table must be placed in such a manner that their face value is visible to all players.
7. Holes are awarded during play on the following basis:
  - If the total of all face up cards is 15 then two holes are scored.
  - If the total of all face up cards is 31 then two holes are scored.
  - If the total of all face up cards is less than 31 and all players have passed then one point is scored.
  - If two consecutive cards within the same round have the same face value two holes are scored.
  - If three consecutive cards within the same round have the same face value six holes are scored.
  - If four consecutive cards within the same round have the same face value then twelve holes are scored.
  - When three or more cards that are played, in any order, can be rearranged into a consecutive sequence (a run), the score is the number of holes equal to the number of cards in the run. For example, if the following cards were played, 3, 5, 6, 7, 4 this counts three holes when the 7 card is played (run of 5, 6, 7) and counts five holes when the 4 card is played (run of 3, 5, 6, 7, 4). Scoring of runs may include previously played cards that have been covered by subsequently played cards that also form part of the run.
  - When calculating the total, face cards count as 10, when calculating pairs or runs then face cards retain their own value.
  - If holes are scored under two categories, for example if a pair of cards makes the total score 15, then the holes pegged are the total in both categories (in this case four holes).
8. All holes scored must be declared and must be agreed by all players before the next card is played.
9. At the end of each hand players are awarded holes for the cards in their hands. All players are able to include the value of the face up card in their calculations. Counting starts with the player to the left of the dealer and moves clockwise around the table. If at any point when holes are added to the pegboard the front peg passes the 121st hole then the game is over and no more scores are added.
10. Holes for cards in players hands are calculated on the following basis:
  - 2 holes for each combination of cards which add up to 15. Cards may be counted in more than one combination provided one of the cards in that combination is unique.
  - 2 holes for each pair of cards. Cards may be counted in more than one pair provided one of the cards in that pair is unique.
  - One hole for each card in a run of consecutive cards. Cards may be counted in more than one run provided one of the cards in that run is unique.
  - Four holes if all four cards in the players hand are of the same suit, five holes if the face up card is also of that same suit.
  - One hole if the players hand contains the Jack of the suit of the face up card.
11. The total of holes pegged will be the total of holes scored under all appropriate categories.

12. Players must not stack their cards after declaring their total until all other players at that table have had the chance to count the total for themselves and to challenge the declared score if necessary. Once agreed, the holes are added to the pegboard and no further challenges are permitted.
13. After all players have added the total of holes scored in their hand the dealer picks up the box and calculates the hole total in a similar manner. The total of holes scored in the box are added to the dealers score. Holes for cards of the same suit are only scored in the box if all five cards are of the same suit.

### **Five Card Crib Singles – Rules of Play**

The rules for Five Card Crib (as played during singles competitions) are the same as for Five Card Crib Doubles with the following exceptions:-

14. **Cut for first box:** Ace low, low takes the box. 3 holes are pegged immediately by the player not having the first box; this player will have the first box on the second game. If necessary, cut again for the first box of the third game. The game is played over 61 holes (once around the board).
15. **Dealing:** The dealer deals five cards to each player. Each player then discards two of their cards face down into the box.
16. **Pegging:** Peg up to "31" once only; any remaining cards are not played.
17. **Flushes:** 3 cards of the same suit in the hand = 3 holes; 3 cards of the same suit in the hand plus the top card = 4 holes; BUT in the box, ALL 5 cards must of the same suit to score 5 holes.

### **Five Card Losing Crib Doubles – Rules of Play**

During each Summer League game 3 additional legs of Five Card Losing Crib are to be played. Losing Crib results will form a seperate league. Captains are to agree the format of play (e.g. whether 1 pair plays all 3 legs or 3 pairs play 1 leg each). The rules are the same as for Five Card Crib Doubles with the following exceptions:-

**Aim:** The aim of 'losing crib' is to lose the game (so, for example keep low hands and 'load' the opponents box). The game is played over 61 holes (once around the board).

**Winner:** The winners are the pair that avoids pegging 61 holes before their opponents.

**Cut for first box:** Ace low, high takes the box. When cutting for the box the highest card wins the box (face cards all count as 10 as per normal league crib).

**Cut a Jack:** Cutting a Jack at the beginning of a hand counts 2 holes to the opposition.

**Scoring:** The winning pair will score 1 point for each of the 3 legs played, so 3 points are available to win.

**Includes all amendments passed up to, and including, the 2014 A.G.M**

9 September 2014

Rule 7 of **Five Card Crib Doubles – Rules of Play** amended to clarify scoring of runs.

League Secretary  
24 October 2014