

ANCHOR CRIBBAGE LEAGUE --- RULES AS AT MAY 2016.

1. a) A Committee consisting of a Chairperson, Secretary, Treasurer & two members will be elected at the AGM. The Committee positions will become effective from the AGM.
2. The committee will decide the make-up of the league.
3. Any proposal, once voted on and agreed, can not be changed by any subsequent meeting except at an E.G.M. or the A.G.M.
4. The fees for the season will be fixed at the A.G.M & paid before the start of the season. The pairs & singles shall be payable at a date set by the Secretary.
5. Each team to have ONE vote at an A.G.M. or any E.G.M.
6. The financial year shall end on the AGM. The Treasurer shall present an audited balance sheet to the AGM.
7. Entries to all competitions must be in by the dates set by the committee, and no late entries will be accepted.

SECTION B - MATCH RULES.

1. Match Night - Thursday - unless by mutual agreement between teams. If any team wishes to alter the night of a match the team Secretary is to inform opponents by 7.30 pm. on the Monday before the match.
In the event of a team not turning up, said team will lose 6-0, gain NO points and be fined £4. The other team will win 6-0 and gain 2 points. The League Secretary's permission must be sought BEFORE any fixture is changed.
2. Games to commence NOT LATER than 8.45 pm. If one team is a pair short, providing the said pair are in attendance before the first round is finished, they shall be allowed to play the remaining games, thus losing the first game 3-0. If no attendance by the said pair 12 chinks to be awarded to the opposition.
If a team is more than one pair short the opposition can claim the game 6-0. If both teams are more than a pair short the game must be rearranged.
3. Each team to consist of up to 10 players who shall be grouped in 4 pairs, plus 2 substitutes. The substitutes (upto 4) will be allowed to play AFTER the second leg and BEFORE the start of the third leg.
4. Each player must remain with the same partner throughout the match, EXCEPT where substitutions are made.
5. Playing cards must be checked before play commences.
6. The match will consist of 16 separate games. Each pair plays each opposing pair 3 chinks of 61 holes, the match will be decided on the best of 48 chinks.
7. The home team shall provide three counters, which will be placed on the table, the leg winners shall take one counter.
8. Home players shall move up after each set of 3 chinks, away players remaining at the same table and in the same seats.
9. The cut for crib will be taken on the value of the card; King High then Queen, Jack, Ten etc. to the Ace which is Low; Low card wins.
10. Any player 'passing' when able to play a card will forfeit the said card. The card will be returned to the pack and take no further part in the hand being played.
11. Any player holding more, or less, than the prescribed number of cards at the end of a hand shall forfeit 1 chink to the opposing pair. Should this happen in the box the score will not count.
12. In the event of the pegs or board being knocked over during the course of play and the players not being able to agree on either the position of the pegs or to restart the game, the offending pair loses the chink.
13. Bystanders must make no comment while watching games in progress.

14. If any players, through urgent circumstances, have to leave the game, reserve players may take their places by mutual agreement of both captains.
15. Fees for league, cup, pairs and singles, agreed at the A.G.M. will be imposed regardless of whether fixtures are played. Each team's official shall be responsible for paying the same to the League Treasurer, by the agreed dates. Any team with outstanding fees will be suspended for the rest of the season. All fees and fines must be paid before the Presentation Night. Any outstanding thereafter, that team will not be allowed to re-enter the League.
16. No player shall play for more than 1 team in any 1 season with the exception of Landlords, Landladies, Stewards, or Stewardesses providing there is more than one team at their venue.
17. It is the responsibility of both team's Secretary/Captain to send the result by text,email or answerphone as a true and accurate record of the match, which shall be returned to the League Secretary not later than the Monday following the fixture.
18. Team captains must have a copy of these rules available at every match.
19. Any player wishing to raise a complaint must inform the League Secretary (via their own team representative) in writing, within 7 days of the complaint arising. Any written complaint shall be accompanied by £10. If the complaint is upheld the £10 will be returned, if the complaint is lost the £10 will be donated to charity. All complaints will be dealt with at the following committee meeting.Conduct in games Captains to be informed of bad language etc then publican to be asked to intervene & then forward complaint to committee.
20. Any team being suspended or dropping out shall have their league record deleted.
21. If any AWAY team calls a match off with less than 24hours notice they shall reimburse the HOME team for the buffet up to the sum of £8.

22. PAIRS COMPETITION.(SUBJECT TO CHANGE)

Venues will be announced by the league secretary

- a) All players must be in attendance to start at 8pm.
- b) Play is as for normal league games.
- c) ALL rounds will be played as a round robin, 1 game of 121 holes, ie. twice round the crib board .
- d) Cut for the box at the start of each game.
- e) Play all tables in group & change table's or seats every game.
- f) In any one round, up to but not including the Finals Night, one of the originally declared players may be substituted. This is providing the substitute has not previously played in the competition. A substitution may only be made ONCE per pair.

On Finals Night a substitute may only be used under exceptional circumstances and at the Committee's discretion.

NOTE;- Players in the Pairs and Singles are advised to have a copy of these rules available when playing in the competition.

23. KNOCKOUT COMPETITION.

- a) In the event of a knockout fixture ending in a draw, each team shall nominate one pair to play a deciding best of three chinks, to be played on a neutral table. This must be a pair that has finished the match together, not a pair who has been substituted out
- b) Knockout cup finals to be played on a home and away basis, aggregate score shall decide winners, or a one off game at a neutral venue, depending on how many weeks are available.
- c) All cup draws to take place at either League Meetings, or a FULL committee meeting.

24. All matters not governed by these rules, and any irregularity, will be dealt with by the committee whose decision will be final.

25. Death in team or inclement weather being only reason for call-offs.COMMON SENSE TO PREVAIL!

Any team wishing to postpone a match must notify the opposition and the League secretary at the earliest opportunity.

26. Any proposed rule changes must be sent to the League Secretary three weeks prior to the A.G.M.

27.Swapping of players at venues in Pairs & Singles Comps.

- 1) Teams to inform Sec. of numbers of pairs & singles only with fee's for same (£3 pairs & £2 singles)
- 2) Sec.to send out venues for those numbers.
- 3) Teams to send back names of players playing at those venues & teams to keep a copy of same list.
- 4) Sec.to send out score sheets to refs.