

ANCHOR CRIBBAGE LEAGUE – RULES 2018

NOTE: Rules marked **like this** are different between the Anchor and Wensum Cribbage Leagues

1 GENERAL

The league shall be called the ANCHOR CRIBBAGE LEAGUE.

Any team wishing to register will forward to the League Secretary their Team Name, Venue and Contact Details. By doing so, the team gives consent for their details to be published on the 'Cribbage in Norwich' website.

A committee will consist of Chair, Secretary, Treasurer, Vice-Chair, Publicity & Development Officer and two members.

The committee will decide the make-up of the divisions.

New teams will be placed in the lowest division.

A copy of these rules should be available at every venue for every match/competition.

The committee shall have the power to suspend any team or player guilty of wilful breach of these rules.

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

2 AGM/EGM(s)

All teams must be represented at any AGM/EGM, where each team will have ONE vote.

Any proposed rule change must be sent to the Secretary three weeks prior to the AGM.

Any proposal, once voted on and agreed, can only be changed at a subsequent AGM/EGM.

The Financial Year shall end at the AGM. The Treasurer shall present an audited balance sheet to the AGM.

The committee will be elected at the AGM and the committee positions will become effective from the AGM.

The AGM to be held annually following Presentation Night or in August/September depending on venue availability.

3 FEES & ENTRIES

Fees for the forthcoming seasons (i.e. Winter league, Summer League, Pairs and Singles) will be agreed, as an agenda item, at the AGM.

Each team's representative shall be responsible for paying fees to the Treasurer, by the agreed date.

The Pairs and Singles fees shall be payable by a date set by the Secretary.

4 MATCH RULES

Matches to be played on Thursday nights.

Match start time is 8.30pm. All games to commence by 8.45pm.

If a player/pair fails to arrive by 8.45pm, the opposing team can request play to start at the other three tables and claim 3-0 on the table in default. Should the player(s) arrive before the start of the second round, the pair can play the remaining 3 rounds.

If, however the second round has started, the table in default shall be scored 12-0 to the opponents.

Playing cards must be checked before play commences.

Three coins or counters, are to be placed with each crib board. The winner of each leg shall take a counter.

The cut for crib will be taken on the value of the card, King then Queen, Jack, Ten etc. to the Ace, which is low, low card wins.

'Home' players, not visitors, will change tables after each game.

'Away' players remain at the same table and in the same seats.

The match will consist of 16 separate games.

Teams to consist of 8 players, playing in 4 pairs.

Each pair to play each opposing pair, 3 legs of 61 holes.

The match will be decided on the best of 48 legs.

Any player 'passing' when able to play a card will forfeit said card. The card will be returned to the pack and take no further part in the hand being played.

Any player holding more/less than the prescribed number of cards at the end of a hand shall forfeit one leg to the opposing pair. Should this happen in the box, the score will not count.

At the end of a hand, cards are to remain on the table, and visible, until checked and agreed by both pairs.

In the event of the pegs/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 leg.

SCORE & SCOREBOARD

The updating of the match board after each round should be done by the 'home' team. The visitors should check that their score has been recorded correctly.

The last pair to record their score for each round should total the score for the round. For the last round, they should also total the score for the match.

Bystanders must make no comment while watching games in progress.

5 PLAYERS & SUBSTITUTES

No player shall play for more than one team in any one season with the exception of landlords/landladies, stewards/stewardesses providing there is more than one team at their venue.

They can play for either league team but only one cup team. Any points gained using ineligible players will be deducted.

Each player must remain with the same partner throughout the match except where substitutions have been made.

LEAGUE/CUP GAMES

Substitutes (up to 4) will be allowed to play after the second round and before the start of the third round only.

If any player(s), through urgent circumstances, have to leave the game, substitute player(s) may take their place(s) by mutual agreement of both Captains.

PAIRS

Both players in a pairs entry must be from the same team.

In any round up to, but not including, Finals Night, one of the originally declared players may be substituted, providing the substitute has not previously played in that year's competition.

The substitute must be from the same team as the player they are replacing. A substitution may only be made ONCE per pair. Once substituted out that player may not be substituted back in for any later round or Finals Night.

On Finals Night a substitute may only be used under exceptional circumstances, at the Committee's discretion and only if they have not previously played in that year's competition.

6 CALL OFF/CANCELLATION OF MATCHES

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

Inclement weather; a death in the team or if both teams are more than a pair short are the only valid reasons for a match being called off, COMMON SENSE TO PREVAIL!

If both teams are more than a pair short the match **must** be rearranged.

In the event of a team not turning up or cancelling the fixture, said team will lose 6-0 and gain no points. The other team will win 6-0 and gain 2 points.

If a team is more than one pair short the opposition can claim the match 6-0 and gain 2 points.

If the fixture is a Knockout (i.e. Cup or Losers' Plate) and the reason for call off is other than inclement weather or death in the team, the defaulting team shall forfeit the match and the opposition go through to the next round.

7 RESULTS & LEAGUES/DIVISIONS

At the end of the match the Captains should agree the final score. The 'home' team shall be responsible for the return of the result no later than 48 hours after the game, irrespective of the result of the game.

Winning teams will receive 2 points. In the event of a drawn match each team will receive 1 point. The number of legs scored to be recorded on the result.

Division winners and runners-up to be decided on a points basis. In the event of a draw, the number of legs difference (i.e. 'for' minus 'against') to count. If this does not resolve the situation, the teams involved shall play off as decided by the Committee.

Winners and runners-up in the divisions will receive an annual trophy and prize money. Any Trophy awarded to the overall division winners will be held by that team for twelve months.

Promotion & Relegation (2 up and 2 down, where possible) will operate in both Winter and Summer leagues.

In the event of a team withdrawing, or being suspended/excluded from the league, their scores and league record will be deleted.

8 KNOCKOUT CUP/PLATE COMPETITION

In the event of a knockout fixture ending in a draw, each team shall nominate one pair to play a deciding best of three legs, to be played on a neutral table. This must be a pair that has finished the match playing together, not a player/pair who has been substituted out.

Knockout cup finals to be played EITHER on a home and away basis (aggregate score shall decide winners) OR, depending on how many weeks are available, a one-off game at a neutral venue.

All cup draws to take place at a full committee meeting.

9 PAIRS/SINGLES COMPETITIONS

PAIRS

Allocation of Pairs to venues

- 1) Teams to submit to League Secretary the numbers of pairs with fees.
- 2) League Secretary to send to teams the venues for those numbers.
- 3) Teams to return names of pairs playing at those venues & to keep a copy of the same list.
- 4) League Secretary to send out score sheets to venue referees.

The Referee at each venue is responsible for ensuring the competition is played within the rules. Failure to comply with the rules of the competition will result in disqualification.

- a) All players must be in attendance to start at 8.30pm. No entry after 1st round has started. (Start time subject to change)
- b) Play is as for normal league games.
- c) All nights will be played as a round robin (i.e. each pair to play each other).
- d) Each game will be one game twice round the crib board (i.e. 121 holes).
- d) Cut for the box at the start of each game.
- e) Number of holes difference to be counted at the end of each game. 2pts per win & holes difference to be recorded.
- f) Play all tables in group & change tables or seats every game.
- g) Winning 2 pairs from each venue going through to the next night. In the event of a points tie it will be decided on number of holes difference (i.e. 'for' minus 'against').

SINGLES

First night to be played 'in house'.

- a) The start will be 8pm sharp. No entry after 1st round has started. (Start time subject to change)
- b) Play is as for normal league games. Deal 5 cards each & 2 cards from pack in to the box.
- c) All nights will be played as a round robin (i.e. each player to play each other).
- d) Each game will be one game twice round the crib board (i.e. 121 holes)
- e) Cut for the box at the start of each game.
- f) Number of holes difference to be counted at the end of each game. 2pts per win & holes difference to be recorded.
- g) Play all tables in group & change tables or seats every game.
- h) Winning 2 players from each venue going through to Finals Night. In the event of a points tie it will be decided on number of holes difference (i.e. 'for' minus 'against').

10 COMPLAINTS

Any player wishing to raise a complaint must inform the League Secretary (via their own team representative) within 3 days and in writing, within 7 days of the complaint arising.

If the complaint arises during a match the team captain must inform the opposing captain of his intention and the reason on the evening of the match before following the above procedure.

The League does not condone conduct unbecoming. During matches Captains to deal with bad behaviour, bad language etc. If problem persists then landlord/lady to be asked to intervene. If this does not resolve the issue then the complaints procedure is to be followed.

All complaints will be dealt with at a full committee meeting.

11 DEFINITIONS – used for the wording of these rules

- LEAGUE – ANCHOR or WENSUM
- DIVISION – 1 or 2, subject to number of entries in the league
- FIXTURE – a match not yet played
- MATCH – played on a Thursday
- TABLE – what we sit at, numbered 1 to 4
- ROUND – a quarter of a match, numbered 1 to 4
- GAME – when one pair plays an opposing pair (i.e. best of 3 legs)
- LEG – once round a peg board (i.e. 61 holes)
- HOLES – used to determine win difference in Pairs/Singles round robin competitions
- PEGS – what we use on a peg board
- TEAM – 8 players and substitutes

12 and finally – ETIQUETTE (not Rules!)

Once you have your starting team present, your captain should inform the opposing captain that you are all present and ready to start playing.

As your opposition are your visitors, and are required to stay in the same seats all night, it is only considerate of you to allow them to choose their seats first.

Once the visitors are settled, the moving of the crib board should only be done with their agreement.

It is customary to play for 10p on the game, anything else should be agreed before play on that table commences.

Smoking breaks should be kept as brief as possible.

At the end of the match, each pair should ensure that the pair they finished playing against are offered and directed to food.

Many teams have to pay for their food so it only considerate of you to participate in their fund raising e.g. football card, raffle, etc.

On Pairs & Singles nights it is up to the Landlord's discretion whether food is supplied.

NEW Players should be made welcome; made aware of the rules and given time to play without being rushed.