

Mid Suffolk Cribbage League Rules

League games

- 1 The league to consist of not more than sixteen (16) teams. Applications to join the league must be sent by post to the secretary.
- 2 Teams to consist of eight (8) players. (All games played in pairs)
- 3 All league games to be played on Tuesday evening as shown on the fixture list.
- 4 Five (5) games shall be played by each pair during the evening. Twice round the board, home team to remain seated, visitors to move (20 games in all). Each team is to provide a scoreboard prominently displayed throughout each match.
- 5 Two points to be awarded to the winning team - one each in the case of a draw. Games won and lost will be taken into consideration if one or more teams are equal on points at the end of the season.
- 6 All league games to start promptly at 8.30pm unless previously agreed by both captains.
- 7 If a team fails to turn up for its normal league fixture, the available team shall be awarded the match, awarded two points and a nil-nil score. Any team turning up short will automatically forfeit the number of games that being short of players demands. Any disputes to be decided by the committee.
- 8 Matches only to be postponed due to bad weather and matches to be played within two weeks. The match secretary or chairman must be informed by the home captain within 24 hours. In the event of a match being cancelled, the non-defaulting team is to offer at least two dates within the period, one of which must be accepted by the cancelling team. Failure to play the postponed match – loss of match by cancelling team.
- 9 Any team wishing to cancel a match for any reason other than that covered in Rule 8 must obtain permission from the fixture secretary or chairman before 6.00pm on the evening of the match concerned.
- 10 No player, having played for one club team, can play for another club or team that season.
- 11 At the end of each game all home and away captains are responsible for sending the results via text or email to the fixture/match secretary

Knock-out Cup and Plate games

- 12 A result must be obtained in all games connected with the Knockout Cup and Knockout Plate games, thus before the tournament begins, it must be decided which table will be dropped for the final game in the event of a 10-all draw.
- 13 Teams eliminated in the Knock out Cup 1st round will compete for the Knock out Plate.
- 14 All Knock out Cup and Knock out Plate matches to be played on the dates shown on the fixture list. Matches only to be postponed due to bad weather, and matches to be played within three weeks. The fixture secretary or chairman must be informed by the home captain within 24 hours. In the event of a match being cancelled the non-defaulting team is to offer at least two dates within the period, one of which must be accepted by the cancelling team. Failure to play KO Cup and Plate matches - loss of match by cancelling team.
- 14a Any team wishing to cancel a match for any reason other than that covered in Rule 14 must obtain permission from the fixture secretary or chairman before 6.00pm on the evening of the match concerned.

Competitions

15. Protocol:

- 15a Each team to provide four players for the five and six card singles competitions (two to each venue), also two ladies for the Ladies Singles, and two pairs for the Pairs and Mixed Pairs competitions (one pair to each venue), one pair for Gents Pairs, one player for the Captains Cup (Team Captain only) and one player for Champion of Champions (Team Champion only) and one pair for the Archie McMillan Cup.
- 15b Where there are two players from each team the two slips of paper with the name of their team should be marked 'A' and 'B'. All the A's should be put in one pile and all the B's in the other. Where there is only one player, one slip is put in either pile and the other one discarded. After counting all the slips, the difference between the amount of slips and 32 are written on the sheet in the first column as Bys, taking care not to put two Bys together. In the event that there are less than 16 at the competition then the Bys are inserted in the second column. Slips are drawn, one by one, from the first pile (A's) and team names entered on the sheet starting at the top. When all the A's have been used up, the B's are used.
- 15c The winners' names are inserted as the games progress and players move on to the next level at the earliest opportunity.
- 15d The names of each of the winning players are written on the sheet ready for Finals Night. The information is passed to the Fixture/Competition Secretary.
- 15e UNDER NO CIRCUMSTANCES CAN ANY LATE ARRIVALS BE INCLUDED AFTER THE GAMES HAVE COMMENCED. A player who arrives in the few minutes between the draw and start of the games MAY replace a bye position at the organiser's discretion but absolutely cannot be added to the bottom of the sheet if no byes are available.

Five Card Singles

Four players – two to each venue

Arrive by 7.50pm Draw at 7.55pm Start at 8.00pm Finish at final – one player at each venue

Six Card Singles

Four players – two to each venue Arrive by 7.20pm Draw at 7.25pm Start at 7.30pm Finish at final – one player at each venue

Ladies Singles

Two ladies – one venue

Arrive by 7.20pm Draw at 7.25pm Start at 7.30pm Finish at semi-final (last two players)

Pairs and Mixed Pairs

Four players – two to each venue

Arrive by 7.50pm Draw at 7.55pm Start at 8.00pm Finish at final – one pair at each venue

Gents Pairs

Two gents – one venue

Arrive by 7.50pm Draw at 7.55pm Start at 8.00pm Finish at final – through to winner

Captains Cup

One player (Captain only)

Arrive by 7.50pm Draw at 7.55pm Start at 8.00pm Played to semi- final (two players)

Champion of Champions

One player (Team champion)

Arrive by 7.50pm Draw at 7.55pm Start at 8.00pm Played to semi- final (two players)

Archie Macmillan Cup

One pair to one venue (Pair with the best averages who have played a minimum of half of the league games)

Arrive by 7.50pm Draw at 7.55pm Start at 8.00pm Played to final – winning pair

29 Trophy (for all players who score maximum 29 hand - to be verified by both captains)

- 16 All singles games to be played with six cards, two out, twice round the board; five cards, two out, once round the board.
- 17 A draw sheet will be provided for all venues. A non-playing member of the host venue team is to act as organiser and referee. Failure to conform strictly to the Protocol for competitions will result in the host venue forfeiting the chance to stage a competition in the following year and will receive a penalty of the deduction of two points. NB Players are only allowed to qualify for a maximum of two (2) competitions to be played on Finals Night (Archie MacMillan Memorial Trophy excepted). Should any player qualify for two finals they will be required to start at 7.30pm on Finals Night
- 18 Substitution in pairs championship games is only acceptable if one of the finalists is ill on Finals Night.
- 18a There can be no substitution for singles finalists
- 19 Etiquette at league matches and competitions:
 - Interruption of games in progress is only at the invitation of the players which includes talking to a non-player during the game.
 - Use of mobile phones during games is limited to urgent calls only.
 - Intimidating or discourteous behavior during league matches or competitions is not acceptable.
- 20 The officers and committee ruling shall be final.

Admin

- 21 All teams to pay the subscription fee to the Treasurer before the commencement of the season to cover all the games organised by the League. Any team that fails to pay the fee before the start of the season will be fined £5 per League match until the subscriptions are paid.
- 22 At all general meetings voting will be on the basis of one vote per team plus the committee. The Chairman has the casting vote.
- 23 Officers to be elected annually at the AGM, viz Chairman, Vice-Chairman, Secretary, Fixture Secretary, Treasurer plus three (3) members to form a Committee of eight (8).
- 24 The league is formed and run for the enjoyment of all concerned so peg what you hold. All hands to be left on the table until the scoring is completed. In the event of a miscount the peg board may only be altered during the period up until the box is counted and pegged. Any decision is by mutual agreement of players.
- 25 All proposed amendments to the rules to be advised to the secretary not later than 30th April.

Revised May 2022