

THATCHAM & DISTRICT CRIB LEAGUE

Chairman – Nina Hopkinson

Secretary – Linda Pye

Fixture Secretary – Doug Nichols

Treasurer – Pam Haines

RULES - Issued with effect from 8th September 2014

TEAMS – PLAYERS

1. All Team Names to be lodged with the League Secretary & Fixture Secretary prior to commencement of the season, together with the Team Captain's name.
2. All players to be registered with the League Secretary & Fixture Secretary upon payment of the Team Registration Fee. Up to date copies are also to be made available to the Chairperson, Treasurer and any venue requiring advance notification of a "Guest Attendance" (currently Shaw Social Club).
3. No "Player" will be allowed to compete in any Match or Competition unless the player has been registered with the League Secretary & Fixture Secretary.
4. No Player may transfer to another Team during the course of a playing season. However, a pub's Landlord/Manager may transfer at any time, provided he/she changes his/her place of work at the same time.
5. New Players may register at any time but at least seven days notice should be given to both the League Secretary and Fixture Secretary to enable the players to be registered.

MATCHES

6. All Matches to be played on a Tuesday night. If a Fixture cannot be played on a Tuesday night both Captains must agree the reason and notify the League Secretary at least 48 hours prior to the designated Tuesday. Cancelled games should be played either within 3 weeks or on the next spare night but in any event by the end of the half season. All arrangements to be by mutual agreement with both Team Captain's The re-arranged Fixture does not have to be played on a Tuesday night, but can be on a day that is mutually agreeable to both Captains.

In the event of bad weather preventing fulfilment of a fixture, both Captains are to inform the League Secretary.

The Committee to decide matters if Captains fail to agree! Failure to do so could result in points being deducted by default.

7. All Matches to conform to the published Fixture List. Non-fulfilment of a Fixture, 6-0 will be awarded to the opposing Team plus the 2 points for a win as given in Rule 19.
8. All Matches decided over nine Games – six Singles and three Doubles. All Games are best of three.
9. Teams are expected to arrive at the Venue not later than 8:00pm.
10. All Singles Games to be drawn by 8:10 pm and play to commence by 8:15 pm.
11. At least four players are to be available to commence play at 8:15 pm and the full team should be present by 8:45 pm; otherwise Rule 13 may take effect (drawn players not available to play by 8:45 pm may be withdrawn and point(s) lost). All Matches should be finished by 11:00 pm.
12. Teams are expected to supply a full team each week. However:
If a team has only 5 players:
 - The game can be played without penalty to the team fielding 5 players.
 - One player can play 2 singles games. Only the first game on the card that person plays will count towards individual singles wins.
 - Another player can play twice in the doubles, but this MUST be a different player to the one that 'doubled-up' in the singles.
 - If the same player is used to 'double-up' twice the doubles game they play will be void. This is to avoid teams fielding players who are perceived to be 'better' players.

If a team has only 4 players:

- The game can be played but the team fielding 4 players will be subject to a 1 point deduction from their score for the game - win or lose.
- Two players can play 2 singles games. Only the first game on the card each player plays will count towards their individual singles wins.
- ANOTHER 2 players can play twice in the doubles, but this MUST be different players to those that 'doubled-up' in the singles.
- For example singles are played by players 1,2,3,4, 1, and 2 - then the doubles must be played by players 1,2, 3 twice, 4 twice.
- If a player is used to 'double-up' twice the doubles game they play will be void. This is to avoid teams fielding players who are perceived to be 'better' players.

If a team has less than 4 players:

- The game cannot be played, and if the 2 teams concerned cannot reschedule and play the match within 3 weeks the match or on the next spare night but in any event by the end of the half season the match will be forfeited and declared a 6-0 win for the team who had the required minimum players. Re-arranged games can be played on any night of the week mutually agreed between the 2 teams.

As per Rule 25, a grievance procedure is in place for appeals against forfeiting a game as above.

13. If a Match is unduly held up because a drawn player is not available to play then the opposing Captain may claim the Game (points) by default.
14. Doubles draw to take place after the singles have been completed.
15. Provided the game could be finished before 11pm then the Captain's Cup should be played. Therefore the order of play would be Singles, Doubles and then Captain's Cup.
16. If the Team Captains have a grievance and cannot agree, the Committee can only apply the Rules strictly unless blatant "gamesmanship" is evident.

SCORING

17. One point per Game i.e. 9 points per Match.
18. Two additional points will be awarded to the Team winning the Match.
19. In order to avoid discrepancies in "local" Rules, the following, which are likely to be the points concerned, will apply:

a. SINGLES Cut for the first "box" – ace low – low takes. Dealer deals five cards to each player and two face down, each player discards one card and places it face down with the two placed by the dealer. This is the "box".

Player losing the first cut for "box" will automatically take the first "box" in the second game. If necessary, re-cut for first box in the third game. All games are played over 121 holes of the board.

b. MIXED RUNS These count, for example 4-2-3 = 9 for 3 holes. It does not have to be 2-3-4 or 4-3-2. Similarly 4-6-3-5-2 = 20 for 5 holes etc.

c. JACKS A jack in hand or "box" and a card of the same suit as the top scores "one for his hat" (one hole).

If a Jack is cut as the top card the dealer scores "two for doing it" (two holes). Unless the player requires six or less holes to win the Game, the player cannot then claim the two holes.

d. DOUBLES As above except dealer deals five cards to each player who then discards one card each, face down to the Dealer to form the "box".

e. MARKERS The players take the pegs, each checking their opponent's scores. A player may correct their partners score in doubles before the pegs are moved. Once a score is pegged it cannot be altered, except to correct an 'over peg' when attention is drawn to it by one of the players.

f. BOARDS Traditional boards (i.e. up and down twice is 120 holes) are the preferred Scoring Board to be used, but "Snake Boards" may be used if agreeable to BOTH Team Captains.

20. Spectators, whether players or not, should not interfere with the Game either to advise player in play, to correct scores called or correct pegging.

RESULTS

21. Both Team Captains must keep a record of their Team Player Results and check that the League Results correctly reflect the relevant Scores and Points.
22. The Winning Team Captain is responsible for sending the Result Card to the Fixture Secretary by the following Saturday or in emergency provided by an e-mail or telephone call. Non receipt of Result Card will result in a three-point deduction to the offending Team.

THE COMMITTEE

- 23 The Committee consists of:
- Chairperson
 - Treasurer
 - League Secretary
 - Fixtures Secretary
 - Team Captains
- a. For matters which require a decision of majority, each Team Captain has one vote. In event of a split decision the Chairperson has casting vote.
- b. If any individual cannot attend a Committee Meeting, a representative may attend and vote in place of the Committee Member.
- c. The Offices of Chairperson, Treasurer, League Secretary and Fixtures Secretary is for one year only after which he/she may indicate at the AGM their willingness to continue in office. If this is in agreement with Team Captains the individual may continue in office, otherwise other nominees must be put forward for office and majority vote by Team Captains will prevail.

NEW TEAMS

24. New Teams cannot enter the League during the playing season. The representative of a new Team must apply to the League Secretary for entry prior to playing season. Each new Team application will be discussed by Committee followed by a vote of election – majority decision to prevail.

GRIEVANCE PROCEDURE

25. If common sense does not prevail and Team Captains cannot agree at Matches the following procedure is applicable.
- a. Team Captain with grievance to inform League Secretary within 24 hours following the Match giving the full facts. This is to be accompanied by a fee of £5.00. The League Secretary will then make contact with the opposing Team Captain for their facts. A Committee meeting will then be convened, whenever possible by the following week at the latest, to consider the matter and decide by majority vote on the grievance.
- b. If the grievance is considered to be justified the £5.00 will be returned and the appropriate remedial action taken. If the grievance is considered not to be justified the £5.00 will be deemed as a fine against the Team and banked into the League treasury.
- c. Unacceptable standards of language and behaviour will not be tolerated, and it is the duty of all Team Captains to ensure that his/her players are fully aware of this. If satisfactory standards are not maintained on a regular basis the League Secretary should be notified and the Committee will deal with the situation accordingly.

COMPETITIONS

26. No Player can be substituted after the first round in Singles Competitions. A Player can be substituted after the first round in Doubles Competitions provided that he/she has not played in previous rounds and is a registered Player of same Team.
27. Only signed on Players of the same Team may enter as a 'Pair' in Doubles Competitions.
28. The draw for all Competitions will be made at 8pm prompt with the Players present at the Venue. Latecomers will be excluded from the Competition unless they have informed the adjudicator in advance.

29. 'Byes' will only be allowed in the First Round of any Competition.

ANNUAL GENERAL MEETING

30. The AGM will be held on the second Tuesday of July unless otherwise agreed.
31. Voting at the AGM is open to any previous Seasons Member present at the AGM.
32. Any proposals for Rule changes must be with the League Secretary in writing one month before the AGM to allow for distribution to Teams prior to the AGM.
33. The AGM will be a Registration Meeting for all Teams present and those giving a written Application.

ANNUAL PRESENTATION NIGHT

- 34 Will usually take place during the last two weeks of May or first two weeks of June.

FINANCIAL

35. The Financial Accounting Year will run from 1st July to 30th June each year.
38. Committee members may claim legitimate expenses incurred in the course of their duties as agreed by the committee. All invoices to be submitted to the treasurer within one month.

TEAM (Captain's) CUP

39. To be played by one nominated player from each Team on the night of League Matches, however should be played by 11pm.

FINALS NIGHT

40. This will take place on the first Tuesday after the end of the Season (all League, Cup and Competition Matches have been completed).

MATCH ARBITRATORS & ADJUDICATORS

41. For League & KO Team Matches both Team Captains to act as Arbitrators as necessary. For Singles, Doubles, Cup, Trophy, Shield & similar 'Player' Competitions the 'hosting' Venue Team Captain or the nominated Representative shall act as Adjudicator along with any other Committee Member present if necessary.