

Cribbage Rules

Team Participants

- Teams will consist of 4 Cribbage players with 2 alternates to substitute in between games. (any gender)
- Once 6 players have registered at the event, no additional players or substitutes may register.
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub). See Eligibility/E-Sub rules [here](#)

Event Format

- Your team of 4 will compete as two 2-person teams assigned as Pair A and Pair B.
- Tournament format will be an open draw.
- Each 2-person team will play 6 games against other teams in the division, for a total of 12 games for each company.
- Substitutions may take the place of any player in Pair A or Pair B only at the start of a game.

Tournament Rules

Set up

- Pair A and Pair B from each company will both play at the same time.
- Pair A will play all games throughout the night at the same table.
- Pair B will move from table to table for each game.
- Pair A and Pair B from the same company will never play each other, nor will they play the same company (unless there are not enough companies for each pair to play a different company).
- Members of the appropriate pair must sit diagonally across from each other during the games.
- Playing the wrong team: Please confirm you're playing the correct opponent according to the schedule. It is Pair B's responsibility to ensure they've moved to the correct table. If Pair B has sat at the wrong table and play has commenced before the error is noticed, Pair A will win with a score of 121-0

Time to play

- DURATION OF TOURNAMENT PLAY: 12 games will take approx. 3-3 ½ hours.
- Teams will have 17 minutes to play each game. After 17 minutes of play, the score must be recorded as is and the team with the most points will take the win. Teams who are in the middle of a hand (i.e. where one card has been played) will

be allowed to finish the hand and count the points. Slow players or teams may not start games early or continue to play past the end of game announcement.

End of game

- At the end of each game, teams will be required to complete a results card. The winning team must bring the completed results card to the results table prior to starting the next game.
- Please remember to indicate on the results card whether you are pair A or pair B. A member of the winning team and the losing team must sign the results card before it is submitted to the scorekeeper. Players that have a BYE are also required to bring a results card to the Results Table.

Game ties:

- If teams are tied after 17 minutes of play:
- -They will be allowed to play one more hand (including the crib) only if in doing so it evens out the number of cribs each pair has had during the game (i.e. if you started with the crib, you can't end with the crib). If an additional hand is played, the winner after this hand will be declared the winner. If the teams are still tied, the captain of each pair will cut the deck and the pair with the highest card will be declared the winner by one point (where ace is the lowest card and the king is the highest card).
- -In the event that teams are tied after 17 minutes of play and an even number of cribs have already been played by each team (i.e. one team started with the crib, and the other team ended with the crib), an additional hand will not be allowed. Instead, the captain will cut the deck and the team with the highest card will be declared the winner by one point (where ace is the lowest card and the king is the highest card).

Crib Rules

1. Deal & Discard:

- One player from each team is designated to cut the cards. The other player from each team are designated to keep score.
- The first deal is determined by cutting the cards. The player cutting the lower card deals and has the first crib (the Ace is defined as the lowest possible card). If the cards are equal - there is another cut for the first deal. The deal then alternates from hand to hand until the game is over.
- The player winning the deal will shuffle the cards and deal 5 cards to each player. The deal will commence with the player to the left of the dealer. Upon completion of the deal, the deck of cards is to be placed on the table and not touched until all players have discarded one card to form the crib.

2. Start Card:

- The dealer will offer the deck of cards to the player on his left to perform the cut. Upon completion of the cut, the dealer will take the top card off the portion of the deck remaining on the table and the player who performed the cut will replace the portion of the deck that had been cut. The dealer will place the playing card face up on the top of the deck of cards.
- The person performing the cut will not “flash” or look at the bottom playing card of the portion of the deck that was picked up during the cut. Should this card be “flashed” or looked at, the opponents may call a misdeal and the dealer will re-deal. A two (2) point pegging penalty will be imposed against the team making the cut (i.e. the team in the wrong must move their pegs back by two).

3. Play of the Cards:

- Starting with the non-dealer, the players take turns to play single cards. The deal moves to the left. Players must form a face-up pile in front of themselves, keeping them separate from other players’ cards. Total value of the cards played by both players must not exceed 31. Do NOT turn over your cards at the close of the round of cards.
- As each card is played, the player announces the running total (i.e. play a king, say 10, then play an 8 and say 18....).
- If a card is played which brings the total to exactly 31, the players peg 2 claiming thirty-one for two. If 31 cannot be reached, the player with the last card would claim one point for the “last card”.

4. Scoring during and after play:

- The recognized standard counting procedure will apply. Partners may assist team members with counting at any time.
- All players are responsible to check the scoring (pegging and card count) at all times. Any scoring irregularities must be pointed out immediately prior to the resumption of play. Players must place their cards face up on the table when counting, and count out loud, in order to permit all other players to verify the count. The card count begins with the player on the left of the dealer and moves to the left, ending with the dealer. The dealer will count the points in his hand, and then in his crib.
- Common scores that earn pegging points include:
 - Fifteen for 2 (playing a card that brings the total to 15, claim 2 points)
 - Fifteen for 2 on the last card, the last card counts as one (1), for a total of three (3) points pegged. If playing ‘31 for 2’ on the last card, the last card DOES NOT count as one (1) for a total of two (2) points pegged.
 - Pair in a sequence or in the hand (peg 2)
 - Three of kind in a sequence or in the hand (peg 6)
 - Four of a kind in a sequence or in the hand (peg 12)

- Any run or sequence is a set of 3 or more cards of consecutive ranks (regardless of suit), such as 9, 10, jack. Note: The ace is always low, therefore queen, king, ace would not qualify as a run. The player of a card which completes a run scores for the run; the score is equal to the number of cards in the run. The cards do not have to be played in order, but no other cards must intervene. Ex. Cards are played in the following order: 4, 2, 3, 5, 6. The player of the 3 scores 3 points for the run, the player of the 5 scores 4 points, and the player of the 6 scores 5 points.
- A “Jack” (nobs) turned up on the cut will count as two (2) points for the dealer at all times, and a game may be finished in this manner. A “Jack” (nibs) of the same suit as the cut card, will count as one (1) point in the player’s hand or crib card count, and a game may be finished with this extra point.
- Four cards of the same suit in the hand counts four;
- Four cards of the same suit in the hand plus the deck card counts five;
- Four cards of the same suit in the crib plus the deck card counts five;
- Four cards of the same suit in the crib only does NOT count.
- One game of 121 points constitutes a match. As soon as a player pegs out, no further counting can be done.
- There will be no extra premium or penalty for a skunk.
- Any points missed cannot be counted once a player has finished moving his or her peg.
- If a player places a peg short of the amount to which he/she is entitled, they may not correct the error after they have played the next card, or after the cut for next deal.
- “Muggins” is NOT permitted in Corporate Challenge tournament play. The score will be based on the actual card count. (Definition of muggins is pegging points that your opponent fails to count).
- The 'stink hole' rule does NOT apply in this tournament. Teams landing in hole 120 ARE permitted to peg out.
- A player deliberately causing the count to be confused by knocking the cribbage board to the floor, turning the cribbage board over so the counting pegs fall out, or pulling counting pegs, will forfeit that game resulting in a final score of 121-0 in favor of the well behaved team.

5. Not playing cards when possible:

- A player who calls “go” to an opponent when able to play a card may not correct this error after the next card is played.
- A player who gains a “go” and fails to play additional cards when able to do so, may not correct this error after the next card is played.

- In both instances above (a & b), the card(s) withheld are “dead” as soon as seen by the opponents, and the offending player may not play or peg with them. The offending player will be assessed a penalty of two (2) pegging points.

6. Irregularities:

- In the event of a misdeal due to a card found face up in the pack, if a card is exposed in dealing, or if the pack is found to be imperfect, or an incorrect number of cards being dealt, the dealer will deal again, and no penalty pegs will be taken.
- NOTE: Any questions or issues with regards to scoring, card play, rules, etc. should be immediately identified to the Cribbage Coordinator for resolution prior to resuming play.

Scoring

- A game will be decided by the first team to score 121 points.
- Medal standings will be decided after 12 games of play.
- Pairs that have no opponent due to company no-shows, late cancellations or illness/injury will be declared the winner of that game with a score of 121-0. The team that is not present or cannot play will receive zero points.
- If a team has started and played but cannot continue to field a team of 4-players, any scoring done by the 4-person team and their opponents will stand, except for an in-progress game. The in-progress game will be defaulted and the opposing team will win with a score of 121-0. Any following games will be defaulted with a score of 121-0.

Tournament Tie Breaker

- If there is a tie where the winning records of the teams do not determine an outcome we will use a formula of Total Points For / Total Points Against. The team with the best average (percentage) being declared the winner. The scores in any default wins will NOT be considered in the tie breaker calculation.
- IF there is still a tie after the tie breaker calculation, the coordinators will look to the team's biggest point spread in their first winning game of the evening. If still tied, the coordinator will look to the biggest point spread of their second winning game of the evening and so forth until a winner can be declared. Default winning games will NOT be used in the point spread tie breaker calculations.
- NOTE DURATION OF TOURNAMENT PLAY: Play (12 games) will take approx. 3-3 ½ hours.

Corporate Challenge Points

- Each team that participates will receive 10 PARTICIPATION points.
- Top teams in each division will be awarded CHALLENGE points as follows:
 - 1st place - 10 points (Gold)

- 2nd place - 8 points (Silver)
- 3rd place - 6 points (Bronze)
- 4th place - 4 points
- 5th place - 3 points
- 6th place - 1 point
- A maximum of 6 Gold, Silver and Bronze medals will be awarded to the winning teams in each division.

Team Cancellation/No Show Penalty

Crib specific - Start time no-shows/defaults: If a company has not registered a 4-person team when the Cribbage Coordinator begins the games, then that team will not be permitted to start play or remain in the tournament.

Cancellations must be emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)

Teams that provide written notification (by email) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.