

CITY OF McALLEN
PARKS AND RECREATION

GOLDEN AGE OLYMPICS
CRIBBAGE

Rules and Regulations

All play governed by the American Cribbage Congress unless otherwise stated below.

1. 2 DIVISIONS: SINGLES - MEN & WOMEN
2. TOURNAMENT PLAY: SIX GAMES WILL BE PLAYED. TOTAL POINTS SCORED IN EACH GAME WILL BE ADDED TOGETHER.
BONUS POINTS:
WIN = 10 POINTS / SKUNK = 20 POINTS / DOUBLE SKUNK = 40 POINTS
2. SKUNK = 61 - 90 GAME POINTS / DOUBLE SKUNK = 60 OR LESS GAME POINTS.
4. PLAYERS WILL BE ASSIGNED A NUMBER AND TABLE TO START PLAY. EACH GAME THE ODD NUMBERED PLAYERS WILL MOVE TO THE NEXT HIGHER NUMBER TABLE. THIS WILL INSURE THAT OPPONENTS WILL NOT BE THE SAME. IF AN ODD NUMBER OF PLAYERS EXIST THOSE PLAYERS WHO SIT OUT A ROUND WILL PLAY EACH OTHER AFTER 6 ROUNDS TO MAKE-UP THEIR MISSED GAME.
5. A PLAYER IS ENTITLED TO THE FULL VALUE OF ANY HAND WHEN COUNTING SCORE, EVEN IF COUNTED INCORRECTLY, BUT NO CORRECTION MAY BE MADE AFTER THE FINAL SCORE HAS BEEN AGREED UPON BY BOTH SIDES AND ENTERED ON THE BOARD. MUGGINS WILL NOT BE USED FOR THE TOURNAMENT.
6. IN CUTTING FOR DEAL, THE LOW CARD WINS.
7. THE PACK MUST BE MIXED AT LEAST THREE TIMES WITH THE CARDS FACE DOWN. THE DEALER IS NOT PERMITTED TO LOOK AT THE BOTTOM CARD AFTER THE LAST SHUFFLE.
8. AFTER SHUFFLING, THE NON-DEALER CUTS AND DEALER UNITES CARDS AND DEAL ONE CARD AT A TIME. NON-DEALER SHALL NOT LOOK AT THE BOTTOM CARD OF THE PACKET.
9. NO AID FROM A PONY, SCORING CHART, OR ANY PERSON IS PERMITTED IN COUNTING HAND CRIBS, OR ANY SCORES DURING THE PLAY OF THE CARDS.
10. THE TOURNAMENT DIRECTOR WILL HANDLE ANY DISPUTES OR PROBLEMS. THE TOURNAMENT DIRECTOR'S DECISIONS ARE FINAL.
11. A PLAYER CAN GO OUT IF A JACK IS TURNED ON THE DEAL
12. TIE BEAKER TO BE DETERMINED BY PLAY OFF ROUND.

Rule I. The Mechanics of Playing Cribbage

Section 1. The Object of the game

Be the first player to reach the game hole (121 points) through selection and play of the cards (See Rule VIII, Section 10).

Section 2. Number of players

The basic game is for two players and these rules apply only to the two-player game in tournaments sanctioned by the ACC. There are also three- and four-handed versions of the game played with essentially the same rules.

Section 3. The Cards

- a. A standard pack of 52 playing cards is used.
- b. The four suits are considered equal.
- c. The card ranking and pip-values are as follows:

Card	K	Q	J	10	9	8	7	6	5	4	3	2	A	
Pip-value	10	10	10	10	9	8	7	6	5	4	3	2	1	

Section 4. The Cribbage Board

The cribbage board is used to show the score accumulated by each player during the play of a game (front peg), and the amount of the latest incremental score (difference between front and rear pegs).

Section 5. Outline of Playing Sequences

The following listed sequence is an outline of the actions performed in playing a game of cribbage and is intended for the benefit of those learning the game. It does not include any detailed playing rules, which are specified else where in Rule I and thereafter.

- a. The pack is cut to determine which player will deal first in the first game of a match; the low card wins the deal. Thereafter the loser of the previous game deals first.
- b. The dealer shuffles and after a mandatory cut by the pone (non-dealer), distributes one card alternately to each player, beginning with the pone, until each has six cards.
- c. Each player discards two cards to form the crib, which belongs to the dealer.
- d. The pone cuts the remainder of the pack to select a starter card which is used in counting the value of each player's hand and the crib.
- e. Play Of The Cards
 - (1) Players alternately play (place face-up on table) one card at a time, starting with the pone. A cumulative total of the pip-value of the cards played is announced as each card is played.
 - (2) When a player cannot play a card without the cumulative total exceeding 31, that player calls, "Go," and the opponent continues to play all cards possible (not exceeding a 31 -count). The player who calls "Go" plays first in the following 31-count sequence.
 - (3) Points are scored during this play of the cards (see scoring chart in Section 7).
- f. When both players have played all their cards, the pone's hand is counted and pegged by the pone (see scoring chart). The dealer then does the same for the dealer's hand and then for the crib.
- g. The deal alternates between the players until the game ends, which occurs when either player pegs into the game hole (see Rule VIII, Section 10).

Section 6. Definitions

- a. Crib: Four cards (two from each player) set aside for the dealer to score after the dealer's hand.
- b. Flush: Four cards of the same suit held in the hand count four points; five cards of the same suit including the starter card) count five points in the hand or crib.
- c. Game Hole: Hole number 121.
- d. Go: Called by a player who cannot play a card without exceeding the cumulative pip-count of 31; the opponent scores one point, or two if reaching exactly 31.
- e. Hand: The cards dealt to each player or the cards remaining after discarding to the crib.
- f. His Heels (Nibs): A jack, when it is the starter card, counts two points for the dealer.
- g. His Nobs: A jack, in the hand or crib, of the same suit as the starter card counts one point.
- h. Judge: A person authorized by the American Cribbage Congress or the tournament director who answers questions and settles disagreements of players relating to the rules of play.
- i. Match: One or more games between two players, the outcome of which is a match winner and a match loser. The play of one or more games between two players during tournament qualification play does not constitute a match.
- j. Muggins: The scoring of certain points that ones opponent fails to peg. It has no relationship to penalties. The play of muggins is optional with the director but should be mentioned in the tournament flyer.
- k. Pair: Two cards of the same rank, such as two aces.
- l. Peg: A small "pin", which fits into the holes of a cribbage board. Also recording a score by advancing the rear peg in front of the front peg.
- m. Pegging: The recording of scored points by advancing the rear peg.
- n. Pone: The opponent of the player who deals.
- o. Score: Any points earned by a player
- p. Scoring: The earning of points.
- q. Skunk: To win by 31 or more points.
- r. Skunk, Double: To win by 61 or more points.
- s. Starter Card: The card which is cut and placed on the remainder of the pack and which is used in counting the value of each hand and the crib.
- t. Stink Hole: Hole number 120; one short of winning.
- u. Straights (or Runs), Single: Sequence of three or more consecutive rank cards in any order during the play of the cards; e.g. 2, 6, 4, 5, 3 (counts three when the 5 is played, and five when the 3 is played).
- v. Straights, Multiple: (used only in counting hands and crib):
- w. Double Run: Two three-card or four-card straights, including one pair,
- x. Double-Double Run: Four three-card straights, including two pairs.
- y. Triple Run: Three three-card straights including three of a kind.
- z. Street: Consists of 30 holes. First Street is 1st through 30th holes; Second Street is 31st - 60th, Third Street is 61st - 90th; Fourth Street is 91st - 120th.

Section 7. Scoring Chart

Cards	Points Earned	
	Play of Cards	Hand or Crib
Jack turned by dealer as starter card	2	0
Jack in hand or crib, of same suit as starter card	0	1
Combinations:		
Two of a kind (pair)	2	2
Three of a kind	6	6
Four of a kind	12	12
Straights of three or more crds (each card)	1	1
15-count (cumulative pip-count or sum of any cards)	2	2
Four-card flush (only in hand)	0	4
Five-card flush	0	5
31-count (cumulative pip-count)	2	0
* Go (without reaching 31-count)	1	0
* Final card played (without reaching 31-count)	1	0
<i>* Only one of these scores can be earned with the play of a single card</i>		

Rule II. Mixing the Cards

Section 1. Proper Mixing

The pack must be mixed at least three times with the cards face down or otherwise hidden from both players. The dealer is not permitted to look at the bottom card after the last shuffle. If the dealer should do so, pone is to remind dealer of the prohibition and score a two-point penalty. The pack shall then be reshuffled.

Section 2. Pone's Right to Riffle and to Shuffle

The prone has the right to riffle and to shuffle the pack upon request.

Section 3. Dealer's Right to Riffle and to Shuffle

The dealer has the right to make the last riffle and shuffle.

Rule III. Cutting the Pack

Section 1. Number of Cards To Be Cut

- a. When cutting for the first deal of a game, the first player shall remove no less than four cards and not more than half the pack. The second player shall remove no less than four cards and shall leave at least four cards.
- b. When cutting before each deal and for the starter card, no less than four cards shall be taken from the top and no less than four left on the bottom.

Section 2. Winner of the Deal

- a. Each player cut card is the card at the bottom of the cards in hand, not the card on top of the remainder of the pack. The player cutting the lower ranking card deals the first hand of the game.
- b. If both players cut a card of equal rank, the entire pack shall be reshuffled and they shall cut again.
- c. If a player exposes more than one card, said player shall cut again. If the opponent has already cut, the opponent may keep the card or may cut again at his/her option.

Section 3. Cutting Before Each Deal

- a. A cut is required before each deal. Dealer shall place the pack on the table for the pone to cut. Neither player is permitted to look at the bottom card of the top

- packet. Should either do so, there is a two point penalty, and the pack shall then be reshuffled and cut again.
- b. After the prone's cut, the bottom packet shall be placed upon the top packet. It is not permitted to distribute the cards from a portion of the deck. The dealer shall not look at the bottom card of the pack at any time after the cut. Should dealer do so, the prone is to remind dealer of the prohibition and score a two-point penalty. The pack shall then be reshuffled and cut again.
 - c. Should the cut be forgotten, before the prone's cards are picked up the prone may remind the dealer that the cut was not offered and the pack shall then be reshuffled and the cut made. There shall be no re-deal after the prone's cards are picked up.

Rule IV. Dealing

Section 1. Order of Dealing

- a. The dealer of the first game of a match (see definition in Rule, Section 6) shall be determined by cutting the pack (see Rule III, Section 1 and 2).
- b. If a player deals out-of-turn and the error is discovered before both players have played a card, the deal is void and the correct player re-deals. If discovered thereafter, the hands shall be played and the non-dealer deals next in that game.

Section 2. Dealing The Cards

- a. After the cards are mixed and cut, the dealer distributes from the top of the pack one card at a time, face down, alternately to each player starting with the prone; six cards are dealt to each.
- b. The prone has a responsibility to observe the dealing and to call attention to any irregularities.
- c. The prone shall not reach for nor touch the cards before the distribution is completed except to use the hand or arm as a backstop to prevent cards from falling off the table while being dealt.

Section 3 Exposed Cards

- a. If the dealer exposes a card or cards while dealing, the cards shall be re-dealt.
- b. If a card is found face up in the pack during the dealing, the cards shall be re-dealt.

Section 4. Incorrect Number of Cards In Hand Or Crib

- a. Before both players have discarded to the crib.
 - (1) If both players were dealt the correct number of cards and one player has discarded the wrong number to the crib (but the other player has not yet discarded to the crib), the player who discarded the wrong number shall retrieve those cards and discard the correct number.
 - (2) If both players were dealt the same number of cards, but less than the correct number, the distribution of cards shall be continued to the correct number.
 - (3) If either player was dealt the wrong number of cards other than as specified in (2) above, there shall be a re-deal by the same dealer. The player with the wrong number must allow the opponent to confirm the count; if the player does not (such as by placing the cards face down on the pack), offender is assessed a backward penalty equal to the lesser of ten points or enough to put both pegs off the board. If the applicable backward penalty is less than ten points, the opponent is awarded points, equal to the difference.

- b. After both players have discarded to the crib.
When an error is discovered, judges shall be called to interpret this rule and select the appropriate actions specified below. Players should not move any pegs nor any cards after the error is first discovered except under direction of a judge.
- (1) Before the starter card is turned, if it is discovered that the wrong number of cards is held in either hand or crib, the action specified in column (A) of the table in subsection c, below, shall be taken.
 - (2) After the starter card is turned, if it is discovered that the wrong number of cards is held in either hand or crib, the action specified in column (B) of the table in subsection c, below, shall be taken.

c. Table Of Actions To Be Taken.
The following table lists all combinations of the incorrect number of cards in both hands and in the crib, and the corresponding action to be taken. Columns (A) and (B) list the number of the action to be taken when the error is discovered, respectively, before and after the starter card is turned. The actions are defined in following subsection d.

Table of Actions To Be Taken				
Situation			Starter Turned	
Pone's Hand	Dealer's Hand	Crib	Before (A)	After (B)
Correct	Correct	Correct	Play	Play
Correct	Correct	Too Many	1	2
Correct	Correct	Too Few	3	3
Correct	Too Many	Correct	1	4
Correct	Too Many	Too Many	1	4
Correct	Too Many	Too Few	5	4
Correct	Too Few	Correct	6	7
Correct	Too Few	Too Many	8	8
Correct	Too Few	Too Few	1	15
Too Many	Correct	Correct	1	9
Too Many	Correct	Too Many	1	15
Too Many	Correct	Too Few	5	10
Too Many	Too Many	Correct	1	15
Too Many	Too Many	Too Many	1	15
Too Many	Too Many	Too Few	5	15
Too Many	Too Few	Correct	1	11
Too Many	Too Few	Too Many	1	12
Too Many	Too Few	Too Few	1	13
Too Few	Correct	Correct	6	7
Too Few	Correct	Too Many	14	14
Too Few	Correct	Too Few	1	7
Too Few	Too Many	Correct	1	16
Too Few	Too Many	Too Many	1	16
Too Few	Too Many	Too Few	5	16
Too Few	Too Few	Correct	1	7
Too Few	Too Few	Too Many	1	8
Too Few	Too Few	Too Few	1	7

- d. Actions
- (1) The same player re-deals.
 - (2) Play stops at time of discovery and any points pegged during the play are retracted. Hands or crib with the correct number of cards are counted in the proper order. Hands or crib with the incorrect number of cards is dead.
 - (3) Play stops at time of discovery. Without exposing any cards in the crib, add the needed cards to the crib from the top of the pack. Play continues and

- all hands and crib are counted.
- (4) Play stops at time of discovery. All points pegged are retracted. The pone's hand is counted; the dealer's hand is dead. The crib is counted if it is " too few " or " correct ". The crib is dead if it is " too many ".
 - (5) The excess card(s) in the hand(s) are placed in the crib by the player(s). If the hands and the crib are not correct now, apply the appropriate rule.
 - (6) Add the necessary card(s) to the hand from the top of the pack to make the hand correct. Play continues.
 - (7) Play continues and all hands and crib are counted without correction.
 - (8) Play continues and both hands are counted without corrections. The crib is dead.
 - (9) Play stops at time of discovery and all points pegged during the play are retracted. The hand with the incorrect number of cards is dead. The correct hand and crib are counted.
 - (10) Play stops at time of discovery and all points pegged during play are retracted. The required number of cards is taken from the top of the pack and placed in the short crib. The pone's hand is dead. The correct hand and crib are counted.
 - (11) Play stops at time of discovery and all points pegged during play are retracted. The pone's hand is dead. The dealer counts the short hand and the crib.
 - (12) Play stops at time of discovery and all points pegged during play are retracted. The pone's hand is dead. The dealer counts the short hand. The crib is dead.
 - (13) Play stops at time of discovery and all points pegged during play are retracted. The required number of cards is taken from the top of the pack and placed in the crib. The pone's hand is dead. The dealer counts the short hand and the crib.
 - (14) Play continues. When the play of the cards has been completed, the dealer looks at and selects any four cards from the Crib. The discarded card(s) is/are dead. All hands and the crib are counted.
 - (15) Play stops at time of discovery and all points pegged during play are retracted. Same player re-deals.
 - (16) Play stops at time of discovery and all points pegged during play are retracted. Hands and Crib with the correct number of cards or those with " too few " are counted. Hands or Crib with " too many " are dead.

Section 5. Imperfect pack

- a. If a pack is found to have a defect that could affect play, such as missing cards, card with broken corner, obvious visual defect on back surface, or torn card edge, a new pack or card shall be put into play. If discovered after either player has picked up any dealt cards, the deal shall be played to its conclusion before the replacement; otherwise it shall be replaced immediately.
- b. If two cards or more of the same rank and suit appear during the play or scoring the hands, the play stops at time of discovery. Any points pegged or scored are retracted and the hands and crib are dead. The same player re-deals with a different deck.

Rule V. The Crib

Section 1. Placement

- a. The crib belongs to the dealer and shall be placed with cards face down on the dealer's side of the board.
- b. Cards placed face down on the table for the crib and released by the fingers, except for the situation in Rule IV, Section 4, a, (1), or in subsection c, below, may not be retrieved and examined again. The penalty for so doing is two points, and

- c. the same cards must be returned to the crib.
- c. Prior to the turn of the starter card, if only one player discards to the wrong side of the board, that player is permitted to retrieve the card(s) and reevaluate the selection.
- d. If all four cards are discovered to be on the pone's side they shall be moved to the dealer's side, without exposures unless the starter card has been turned and each player has played at least one card. In that event the crib becomes the property of the player on whose side it lies and the other player becomes the pone and next dealer in that game.

Section 2. Exposure

- a. The crib may not be examined or exposed until the specified time to count it (see Rule IX, Section 2). The penalty for a violation is two points.
- b. If the dealer examines the crib before discarding to it there is a two-point penalty. Then the pone blindly selects two cards from the dealer's hand and those cards are placed without exposure in the crib and play continues. Those two cards will represent the dealer's discard.

Rule VI. The Starter Card

Section 1. Cutting

- a. After both players have discarded to the crib, the pone shall cut the cards.
- b. The pone shall not look at the bottom card of the upper packet when making the cut. The penalty for doing so is two points and will be taken by the dealer. The dealer will also be shown the exposed card.
- c. The dealer shall turn the top card of the lower packet and place it face up on top of the reassembled pack, as the starter card. If the starter, unseen by the pone, is placed in the dealer's hand, there is a two-point penalty. Then the pone blindly removes two cards from the dealer's hand, looks at them, and selects either one as the starter card. The other card is returned to the dealer's hand and play continues.
- d. If the cut card (on top of the bottom packet) is found to be face up, it shall be turned over, the entire remaining pack (40 cards) reshuffled, and the cut made again.

Section 2. Exposing More than One Card

- a. If the dealer exposes more than one card in turning the starter card, the correct (top) card becomes the starter card.
- b. In the above instance, the pone has the right to see the exposed card(s) before they are replaced in the pack.

Section 3. Scoring When The Starter Card Is A Jack (His Heels)

- a. When a jack is turned up, the dealer is entitled to two points.
- b. The dealer may peg out into the game hole by turning a jack starter card.
- c. If the dealer plays a card before pegging the two points, the dealer forfeits them.

Rule VII. The Play

Section 1. The order of Play

- a. The play of the cards starts immediately after the turn of the starter card.
- b. The pone shall play the first card face up on the table, announcing the pip value.
- c. Each player in turn shall play a single card and announce the cumulative total of pip values (the count).
- d. Each played card shall be positioned so as to overlap that player's previously played cards while keeping the identity of all cards visible. Played cards shall not be turned over before all cards of both players have been played and the hands counted and pegged.

- e. A single card, which has been released by the fingers, is considered played, whether or not the count has been announced, and may be retrieved only if it would cause the count to exceed 31.
- f. If two or more cards are played together, the card that corresponds to the announced count is deemed to be the card played and the others shall be retrieved. If the count has not yet been announced, or doesn't correspond with any of the cards, the player may select any one of the cards and retrieve the others.

Section 2. Scoring

- a. Points are earned during the play of the cards for the following single or combination of consecutive cards played. The player playing the last card that forms a combination earns the points (see Rule I, Section 7, Scoring chart).
 - (1) Pair.
 - (2) Three of a kind.
 - (3) Four of a kind.
 - (4) Straights of three or more cards in any sequence.
 - (5) A cumulative count of 15.
 - (6) The last card before player calls "Go" (i.e. can't play a card that would not make the count exceed 31).
 - (7) A cumulative count of 31.
 - (8) The final card played, not making accumulative count of 31.
- b. Points scored during the play of the cards normally must be pegged before the earning player plays another card or calls "Go", or a valid muggins call is made, or the total count of the pone's hand is announced. However, when a player's opponent has no more cards or has called a "Go", the player may play all playable cards in succession and announce the points scored by each one before pegging the total score at one time.

Section 3. Incorrect Play (Renege)

A renege occurs when a player fails to play a card that could have been played. A player may correct a "go call" before either player pegs a point or the opponent plays a card. Thereafter, when a renege card is played, the opponent may claim a renege up to the time he/she plays the next card or announces the count of his/her hand. Judges shall be summoned. Any cards played after the renege occurs or the pegging of a "go", shall be retrieved by both players and any points pegged (or scored) are retracted. The non-offending player receives two points for each card that singly could have been played (judges confirm number of cards). The non-offending player decides if the renege card(s) will be dead or played. The play continues and all hands and crib are counted.

Section 4. Incorrect Announcements

- a. If a player announces an incorrect cumulative count, he may voluntarily correct it prior to the opponent's playing of the next card or calling a "Go"; thereafter the incorrect count is accepted for the rest of that series and any points pegged as a result are considered earned.
- b. If a player's incorrect count announcement is not corrected voluntarily but is challenged by the opponent before the opponent plays the next card or calls a "Go", then the count shall be corrected. Also, if the offending player pegged points that would not have been earned with the correct count, that player is considered to have over pegged and the provisions of Rule VIII, Section 4 apply.

Rule VIII. Pegging

Section 1. Recording Score On Board

Players shall record their first score by placing a peg in the hole corresponding to their

score in:

- a. Players shall record their first score by placing a peg in the hole corresponding to their score in: The outside track of holes nearest them on traditional boards (four tracks of 30 holes) or long boards (four tracks of 60 holes).
- b. The track nearest them on other types of boards.

Section 2. Zero Hand Or Crib

If zero-count hand or crib is held, the pegs shall not be touched (see Rule VIII, Section 6b).

Section 3. Pegging Incorrectly To The Player's Disadvantage

If the wrong number of points is pegged, to the pegger's disadvantage (i.e., under pegging a forward score or over pegging a backward penalty), a correction is not permitted after the player's fingers are removed from the peg.

Section 4. Pegging Incorrectly To The Player's Advantage

- a. False Claim of Game: If a player has insufficient points to win the game and performs any of the following (or similar) actions, he/she will be considered as falsely claiming the game:
 - (1) Pegging into the game (out) hole.
 - (2) Recording the game outcome (as a win) on a scorecard.
 - (3) Placing his/her peg into the game record holes (both used on some boards to record the number of games won in a match).
- b. Penalty For False Claim of Game: If a player has falsely claimed the game, the following steps are to be taken before play resumes:
 - (1) One of the player's pegs shall be placed in the hole corresponding to the points actually scored. If both pegs were removed, refer to Rule VIII Section 5b.
 - (2) The player is assessed a 15-point backward penalty.
 - (3) The player's opponent is awarded points equal to the number over-claimed (i.e., to the game hole).
- c. If the wrong number of points is pegged, to the pegger's advantage (i.e., over pegging a forward score or under pegging a backward penalty) but less than enough to claim the game, before the opponent has played the next card or indicated the acceptance of a pegged hand or crib:
 - (1) Upon discovery by the opponent, the peg shall be moved back to the correct hole and the opponent scores the amount of the error.
 - (2) If the offender discovers the error, that player may move the peg back to the correct hole without penalty, but shall tell the opponent before doing so.
- d. During the play of the cards, if an incorrect pegging claim is not made before the claimant plays another card, or in the event the claimant has no more cards, before the pone pegs the total count of pone's hand, it stands as pegged.
- e. During the counting of hands and crib, after a pegged score has been accepted (see Rule IX, Section 2) a claim of incorrect pegging cannot be made on that score.

Section 5. Improperly Removing Pegs

- a. If a player removes only his/her front peg when there is a score that has not yet been pegged, then:
 - (1) If the player completes recording the score in the wrong direction and releases the peg, both pegs shall remain where they are and that score and the previous score are forfeited. If the traditional (four tracks of 30 holes) or long board (four tracks of 60 holes) is being used, and a player pegs from First Street back to Fourth Street, upon discovery the peg on Fourth Street is placed behind the peg on First Street. In the event both

pegs end up on Fourth Street, upon discovery they shall be removed from the board and the player shall start from the zero hole again.

(2) If the mistake is recognized before the peg is released, then the peg-in-hand becomes the rear peg and only the latest score may be recorded (i.e., there is forfeiture of only the previously recorded score).

- b. If a player removes both of his/her pegs when there is a score to record, then the front peg shall be replaced where it was. If the players cannot agree where it was, Judges shall be summoned to decide the matter. After the front peg is replaced the other peg shall be placed behind it; the un-pegged score is thereby forfeited.

Section 6. Improperly Touching Pegs

A two point penalty is assessed against a player who:

- a. Touches an opponent's peg.
- b. Touches the player's own peg when there is no score to peg, except after receiving the opponent's approval to tighten a loose peg or has notified the opponent that the player intends to correct an over pegged score.

Section 7. Dislodging Pegs

If a player accidentally dislodges his/her front peg, it shall be placed back in the hole where it belongs. If there is uncertainty as to the proper hole, the peg shall be placed as agreed upon by both players. If the players do not agree, judges shall be summoned to decide the matter. Or, if two or more pegs are dislodged and the players disagree where the pegs belong, summon judges.

Section 8. Pegging With Opponent's Pegs

- a. If a player records points by advancing the opponent's peg or pegs, he/she loses those points and the opponent keeps them. There is no additional penalty for touching the opponent's pegs.
- b. If the player notices the error before releasing the opponent's peg, he/she may return that peg to the proper place and then record the points with his/her own peg. In this case however, the opponent is awarded two penalty points (see Rule VIII, Section 6a).
- c. If the player records points by mistakenly moving the opponent's peg in the wrong direction, the peg shall be returned to its proper hole and the non-offender shall score two penalty points (see Rule VIII, Section 6a). The offending player forfeits the points of the play, hand, or crib in question.

Section 9. Recording Score In Wrong Track

If a player records an otherwise correct score but inadvertently places the peg in the wrong track in his/her own side of the board or in opponent's track, it shall be moved to the proper track without penalty.

Section 10. Failure to Place Peg in Game (Out) Hole

- a. If a player performs any of the following (or similar) actions, it shall be considered as equivalent to pegging out:
 - (1) Recording his/her game outcome (as a win) on a " scorecard ".
 - (2) Placing his/her peg into one of the game-record holes (holes used on some boards to record the number of games won in a match).
 - (3) Advancing a game-record peg.
- b. The opponent may wish to summon judges; however if the judges determine that the player had enough points to win, that player will be declared the winner.
- c. If the judges declare that the player did not have enough points to win the game, then Rule VIII Section 4 will apply.

Rule IX. Counting and Recording Hand and Crib Scores

Section 1. Exposure While Counting

While counting a hand or crib, the cards shall remain on the table, plainly visible to the opponent.

Section 2. Order Of Counting

The counting and pegging of the hands and crib shall be done in the following sequence. Each step must be completed before the next is started.

- a. The pone shall count his/her hand first, announcing the total, and peg the score. Pone shall leave cards face up until the dealer indicates acceptance of the pone's pegging either verbally or by beginning to count his/her hand, or any claim of over pegging is resolved.
- b. Next the dealer counts his/her hand, announces the total, and pegs the score. Dealer shall then place dealer's hand on the pone's side of the board, still face up. If the pone accepts originally claimed, the caller is entitled only to the lesser of the dealer's pegging; pone indicates that either by accepting verbally or by mixing the hand with other cards.
- c. If the dealer should count his/her hand and peg it correctly before the Pone pegs his/her score, there is no penalty, but the dealer must retract the points, allow the pone to peg his/her score and then the dealer may peg his/her score.
- d. Finally the dealer exposes the crib, counts it, announces, and pegs it. Dealer shall then place the crib on pone's side of the board, still face up. If the pone accepts the count, the pone indicates that either verbally or by mixing the crib with other cards.

Section 3. The Starter Card

- a. The starter card must remain segregated from the hands and the crib. If either player places the starter card within his/her hand, the crib, or the pack, the judges shall be summoned. That card shall be retrieved, and the offender is penalized two points.
- b. While the dealer counts his/her hand and /or crib, the pone may remove the pack, leaving the starter card in the approximate area where the pack was.

Section 4. Mixing Hand With Other Cards

- a. If a player mixes his/her hand with the crib or pack before it is counted and pegged, and before the opponent has confirmed the count (see Rule IX, Section 2), the player forfeits the count of the hand.
- b. If the crib is involved and the dealer commits the offense, the dealer forfeits the crib count also.
- c. If the pone commits the offense, the pone is penalized two points and the dealer is permitted to retrieve the crib and peg its value. If there is disagreement on the cards, summon judges.
 - (1) The judges shall assist in the reconstruction of the hands by recounting and scoring them in an attempt to determine which cards were placed in the crib.
 - (2) The cards, which the players recall, shall be retrieved. If a full crib is not recollected and retrieved, the judge shall shuffle the remaining stock and cut out the number of cards required to constitute a full crib.

Section 5. Assistance In Counting

No aid from a pony, or scoring chart, or any person is permitted in counting hands, cribs, or any scores during the play of the cards.

Rule X. Muggins

- Section 1. When In Effect
- a. Muggins is the only optional rule (see definition in Rule I).
 - b. Officials in charge of tournaments, leagues, or other forms organized play shall announce, prior to beginning of play, whether or not muggins is in effect.
- Section 2. Situations, Which Do Not Apply
- a. The omission or under pegging of a penalty.
 - b. The omission or under pegging of a muggins score.
 - c. The dealer's failure to peg two points for turning a jack as a starter card.
 - d. Points lost by a player by pegging backwards.
 - e. A score forfeited for the failure to peg out or for removing both pegs (see Rule VIII, Section 5b and Section 10).
- Section 3. Situations, Which Apply
- Under pegging of all points, to their full value, during the play of the cards and in the Hand or Crib, regardless of the number of points required to reach the Game Hole.
- Section 4. Calling Muggins
- a. The caller shall state, "muggins for (number) points" during the play of the cards, the score not pegged or under pegged shall be identified. If the opponent does not agree, judges shall be called, if the true amount of under pegging is determined to be other than the amount originally claimed, the caller is entitled only to the lesser of the claimed and true amounts. The muggins points shall be scored after agreement or the judges renders a decision.
 - b. For points missed during the play of the cards, a muggins the total, the call must be made:
 - (1) After the player finishes under pegging the score, or if dealer's pegging, no score is pegged, after the player forfeits the score (see Rule VII, Section 2).
 - (2) Before the scoring player pegs a subsequent score or the pone's hand is pegged.
 - c. For points missed in a hand or crib:
 - (1) The dealer must call muggins after the pone has finished pegging the score or stated there is no score, and before the one's hand is mixed with other cards or the total count of the dealer's hand is announced.
 - (2) The pone must call muggins after the dealer has completed pegging the hand (or crib) score or stated there is no score, and before the pone mixes the hand (or crib) with other cards.
 - d. The zero-count hand or crib
Once a player claims no count in a hand or crib, muggins may be called immediately. After the player's opponent says the word, "muggins," the player may not correct his count.

Rule XI. Penalties

- Section 1. Scoring Penalties
- a. The opponent of the offending player scores penalty points unless they are specified to be backward penalties, in which case the offender pegs backward the amount of the penalty.
 - b. The retractions of scores already pegged and corrections of scores over pegged (see Rule VII, Section 3a (1), and Rule VIII, Section 4) are not considered as penalties but as corrections. As such, the rules relating to incorrect pegging are not applicable and any initial pegging errors of such corrections are to be simply corrected.
 - c. Penalty points should not be confused with muggins.

Section 2. Mispegging A Penalty

The incorrect pegging of penalties is subject to the same rules as apply to other scores (see Rule VIII, Sections 3 and 4)

Section 3. No Penalty On A Penalty

Under no condition shall a penalty be inflicted due to an error in calling or pegging a penalty.

Section 4. Refusal To Conform To The Rules

Any player who willfully refuses to conform to any rule after being informed of it by a judge is not permitted to continue playing in the event; any game or match in progress is forfeited and the winner is awarded a win by ten spread points.

Rule XII. Situations Not Covered In These Rules

In the event of a dispute, which is not resolved by these rules, the judge's decision shall be final for that tournament.

Rule XIII. Amendments

Recommendations for amendments to these rules shall be submitted in writing to the Rules Committee, which will discuss, prepare and present all rules amendments to the Board of Directors for final approval.

Sanctioned Tournament Playoffs

The American Cribbage Congress specifies that in a sanctioned tournament, the top 25% shall playoff for the championship of that tournament (unless a different format has been approved by a tournament commissioner). Following are proper playoff pairings for tournaments, according to their size:

Up to 32 players	Up to 128 Players	Up to 256 Players			
1 8	1 3 32 30	1 5 3 7 64 60 62 58			
5 4	16 14 17 19	32 28 30 26 33 37 35 39			
3 6	9 11 24 22	16 12 14 10 49 53 51 55			
7 2	25 27 8 6	17 21 19 23 48 44 46 42			
Up to 64 players					
1 3 16 14	5 7 28 26	9 13 11 15 56 52 54 50			
9 11 8 6	12 10 21 23	24 20 22 18 41 45 43 47			
12 7 5 10	13 15 20 18	25 29 27 31 40 36 38 34			
13 15 4 2	29 31 4 2	8 4 6 2 57 61 59 63			

For larger tournaments: Simply double the 256-bracket, alternating the qualifiers in a descending order between upper and lower brackets.

Byes

If the tournament does not have a full bracket (i.e., 100 players = 25 qualifiers), then the top 7 players would draw a bye in a 128-player bracket. Another example: 220 players = 55 qualifiers. The top 9 players would receive a bye in a 256-player bracket.