CRIBBAGE TOURNAMENT RULES

This is a partial list of some of the more basic and commonly applied rules that are unique to A.C.C. Tournament cribbage play. All A.C.C. rules are published in a rules booklet that each director has on hand.

Cutting and Dealing:

- When cutting you must leave at least ½ the deck for opponent.
- Cards must be shuffled at least 3 times. Pone has right to shuffle once, Dealer gets last shuffle.
- Cards must be cut after the shuffle and before the deal of every hand.
- Do **NOT** look at the bottom card of the pack when cutting the deck.
- Take or leave at least 4 cards from the top or the bottom of the deck when cutting.
- Low card wins deal, draw again if same rank.

The Crib:

- Crib goes face down on dealer's side of board – **NOT** on the board.
- Once all four cards are discarded to the Crib, you may **NOT** pick them up or exchange them.

The Play:

- Leave all cards face up in a row.
- Dealer must take 2 pts for Jack, before Dealer plays first card or they forfeit them.
- Players must announce count after card is played. If wrong count is announced and a card is played after, that becomes the new count.

Scoring:

- When counting hands, cards need to remain on the table, plainly visible.
- Starter card **MUST** remain separate from the hands and crib while being counted.
- No one can help you count your hand(s).

Pegging:

- If you pick up your front peg, then it becomes your back peg.
- Once your hand is removed from the peg, scoring is completed, and you may **NOT** re-touch it to account for any points you may have missed.
- If you realize you over-pegged before your opponent, you must announce that fact, and then make the correction, without penalty.
- If your opponent catches you over-pegging, you must move back to the correct spot and
- your opponent earns the extra point(s).
- If you peg in the wrong direction, pegs stay where they are placed.
- You **MUST** peg out in game hole to claim a win.

Judges must be called for the following:

- False claim of game – Pegging into the game out hole and releasing the peg, without sufficient points.
- Renege – failure to play a card(s) that could be played before a player calls "go" or "31".
- Too Many or Too Few cards – after both players have discarded to the crib.
- If you have any questions regarding the above rules or situations occurring outside of normal play of the game, call fora judge to make a ruling regarding any possible infractions of the rules. **This must be done during the play!**