

# **NEWMEDICA WYCHAVON PARISH GAMES**

Organised by Wychavon Parish Games Association – Competition and Community Coming Together

## **CRIB**

### **SPONSORED BY - BROADWAY PARISH COUNCIL**

#### **Rule 1.**

1.1 All competitors **MUST RESIDE** in the Wychavon Parish / Ward that they are representing. Where a person resides between more than one Wychavon Parish / Ward then, they can only represent the Parish or Ward in which they predominantly reside. Being on the electoral Roll does not in itself constitute residency.

1.2 Competitors who are studying full time at university or college will be eligible to compete for the Parish / Ward where they normally reside, until they have completed their course.

1.3 Where an ineligible competitor has been found to have breached this rule, then the Parish / Ward will forfeit all points gained in that event.

#### **Rule 2.**

2.1 Each Captain shall provide two copies of the names and addresses of their team members; this must include the full postal address of each team member.

2.2 One of these should be retained by the Home and Away Captain for the duration of that year's Parish Games.

2.3 Matches must not start until both Team Captains have completed their lists.

2.4 If a team does not comply with the requests above or fails to provide the teams details as required, then any points gained will be forfeited and the team will not be allowed to continue in the event.

#### **Rule 3.**

3.1 Where a Parish or Ward has entered an event but then needs to withdraw, they will need to give the WPGA SECRETARY a minimum of 48 hours' notice of their non-participation.

3.2 Any team that fails to take part and has not given the WPGA Secretary 48 hours' notice, then the Parish / Ward will be deducted 2 points from their total points score.

#### **Rule 4.**

4.1 Any queries prior to the event should be made to the WPGA SECRETARY before 9pm.

4.2 Any dispute or protest must be made by the Team Captain on the day of the match, so that the facts can be established.

**Rule 5.**

5.1 Abuse of any of the people identified in the WGPA Abuse Policy will not be tolerated by the Committee". Where there is evidence of any abuse, the person concerned will not be allowed to continue representing that Parish in that event or any other event.

5.2 Team Captains must make all team members aware of the contents of this policy which will be included in the pack sent out to them with the rules.

**Rule 6.**

6.1 If a team withdraws from an event but then subsequently finds that they are then able to take part, they can request the reinstatement of their entry, if the Event Draw has not taken place.

6.2 Any decision on these requests will be at the discretion of the Committee.

**Rule 7.**

7.1 All teams shall consist of a minimum of Six (6) players of any gender.

7.2. There is no minimum age for participants. However, Crib captains must check with the host pub or club if they are happy for under 16s to take part.

**Rule 8.**

8.1 All games shall commence at 8.00pm.

**Rule 9.**

9.1 Play shall consist of Nine Games, i.e. Three Doubles and Six Singles.

**Rule 10.**

10.1 Best of Three Games for Doubles & Singles

10.2 Doubles Games to be played first.

10.3 Doubles shall be played 121 up

10.4 Singles shall be played 61 up.

**Rule 11.**

11.1 Each hand shall consist of Five (5) Cards.

11.2 In Doubles One (1) card to be discarded to form a box.

11.3 In Singles Two (2) cards to be discarded to form a box.

11.4 Ace is low, and all picture cards are counted as ten (10).

**Rule 12.**

12.1 In the Doubles & Singles matches, players cut for the box at the beginning of EACH game.

12.2 In Singles games, the player who lost the cut for the box will peg three points at the beginning of each game.

12.3 Ace is low, and lowest card gets box.

**Rule 13.**

13.1 Two Points to be pegged for a Jack on a turn-up.

**Rule 14.**

14.1 Backward and forward runs to count.

**Rule 15.**

15.1 Players shall not play more than once in Singles and once in Doubles.

**Rule 16.**

16.1 After the initial round, the Organiser will, wherever possible, ensure that a team, which played away in a previous round, plays at home in a subsequent round. In a case where both winning teams played at home or away, the Event Organiser will have the final decision.

**Rule 17.**

17.1 The Team that is drawn at Home is responsible for the Venue and Date of each Match to be played. They will contact the Away Team and fix the evening by giving THREE possible dates. THESE MUST NOT BE ON THE SAME DAY OF THE WEEK AND SHOULD NOT BE IN THE SAME WEEK unless agreed between the two Captains.

**Rule 18.**

18.1 After the first round, failure to comply with Rule 17 above within 14 days of the date by which the Match is due to be played, they will concede home advantage to the Away Team. The Away Captain will then arrange for the Match to be played by the due date.

**Rule 19.**

19.1 All matches must be played by the date shown on the draw sheet.

**Rule 20.**

20.1. The score sheet will be sent out with the draw sheet. The sheet, signed by both captains, to be photographed and sent to the Crib organiser by the winning Team Captain within 48 hours of the match date.

**Rule 21.**

21.1 The date of the Final will be arranged by the Event Organiser in conjunction with the two Captains and will be played at Broadway Bowling Club or a neutral venue.

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