

# eCribbage League Manual

Updated August 2023

## What You'll Find in This Manual

- [What eCrib League Is About](#)
- [What Rewards Can I Earn?](#)
- [How League Works](#)
- [Who May Join eCrib League?](#)
- [The Team Member Commitment](#)
- [The Team Captain Commitment](#)
- [How To Join a Team](#)
- [How To Form a Team](#)
- [Monthly Session and Play-Off Schedule](#)
- [The League Lounge](#)
- [How To Play League Games](#)
- [How Scoring Works](#)
- [How To Track Standings](#)
- [How Playoffs Work](#)
- [Prizes](#)
- [Questions?](#)

## What eCrib League Is About [\[back to top\]](#)

- Fun
- Competition
- Camaraderie
- Winning as a team, losing as a team

## What Rewards Can I Earn? [\[back to top\]](#)

- Badges for League membership (one per League type per player).
- Badges for each team championship (monthly; unlimited per player).
- Pro days for top winners each month.
- League badges are required for play and awarded upon registration.
- Championship badges are awarded by the League Directors as time permits.
- Pro days are awarded by the site owner at his discretion.

## How League Works [\[back to top\]](#)

- eCrib runs up to four types of leagues: Traditional (Trad), Kings Cribbage (KC), CrossCrib (Cross), and Baseball.
- League activity depends on player participation. Trad is always active. Variations are active with sufficient player participation.
- Pro members may join one or more leagues at no extra charge. Pro membership is required.
- Each League member may play on one team in each league. No member can play on more than one team in the same league (for example, you may join a Trad team and a KC team, but not two Trad teams).
- League hosts monthly Championship Sessions, each broken into Session 1, Session 2, and Playoffs.
- Individual-player wins and losses are pooled to form each team's record.
- Top teams from Sessions 1 and 2 combined enter playoffs for the monthly championship.
- A minimum of 5 teams is required to maintain any one league.

## Who May Join eCrib League? [\[back to top\]](#)

- Pro eCrib members
- 3 or 4 members per Trad team
- 3 members per KC, Cross, and Baseball team

## The Team Member Commitment [\[back to top\]](#)

- Play your full allotment of games every session (average games per day: 5 Trad, 2 KC, 2 Cross).
- Build team camaraderie.
- Build your skills to help your team compete successfully.
- Provide your email to your team captain and stay in contact to help maintain your team and complete games promptly, especially during playoffs.
- Monitor League Wall announcements for session start and end dates, playoff brackets, and other information and updates.
- Support the League by playing allotted games and recruiting new players.

## The Team Captain Commitment [\[back to top\]](#)

- Build team camaraderie.
- Collect team emails, coordinate team members, and maintain team membership.
- Support play of allotted games.
- Coordinate member schedules during playoffs to ensure prompt play.
- Ensure team members maintain Pro membership for League eligibility.
- Report League problems to League Directors.
- Arrange for a substitute player or modified team play schedule with League Directors during extended member absences.
- Support the League by maintaining your team and recruiting new players.

## How to Join a Team [\[back to top\]](#)

- Locate a team needing a player by:
  - Monitoring Wall posts for “player needed” announcements
  - Posting on the Wall letting captains know your interest
  - Clicking “League Play”/“Browse Clubs” to find captains’ names, and talk with a captain about joining a team
  - Talking with a League Director about joining a team
- Once invited to join, notify the League Directors to receive your player badge for that League type.
- Provide your email to your team captain and work with her/him/them to learn League rules, protocols, requirements, schedules, etc.
- Alert the League Directors via PM, Wall post, or email<sup>1</sup> that you are ready to play.
- Get the green light and start playing!

## How to Form a Team [\[back to top\]](#)

- Identify 3-4 (Trad) or 3 (KC, Cross, or Baseball) eCrib Pro players who want to form a team.
- Choose your captain, team name, and best time for members to play.
- Have your captain set up your team under “League Play” in the eCrib menu bar.
- Team captain: Click “League Play”/“Create a 3 or 4 Player Club/Team.”
- Enter:
  - Your team name
  - The best agreed time for your team to play
  - The type of team you are forming
  - The names of your members
    - Player 1, captain: This field is auto filled with the name of the person setting up the team. The captain assignment can be changed by the League Directors upon request after your team is set up.
    - Players 2-4: Use the drop-down list or type the player’s name into the field. If you cannot find the name you need to add, enter a temporary name. The League Directors can change the name upon request after your team is set up.
  - Click “Create.”
  - Alert the League Directors via PM, Wall post, or email that your team is ready to play. Request any team changes needed and ensure they are complete before you begin play.
  - Get the green light and start playing!

## Monthly Session and Play-Off Schedule [\[back to top\]](#)

- League hosts a new Championship Session each month for every active league type.
- Open-play Session 1 runs approximately the 1st — 10th.
- Open-play Session 2 runs approximately the 10th — 20th.
- Bracket play-offs run approximately the 20th — 30th/31st.

---

<sup>1</sup> ecrib.league.usa@gmail.com

## The League Lounge [\[back to top\]](#)

- All league matches are played in the League Lounge.
- League games are denoted with the fleur-de-lis icon under “Description.” 🌹
- Any eCrib member can enter the lounge, but only League members can set up and play League games.
- Games played in the League Lounge are counted in your team’s score.
- Games played outside the League Lounge are not included in your team’s score, even when you play another League member.
- You can only set up League games for the League(s) in which you are registered (for example, if you are a Trad player, you can set up a Trad League game, but not a KC League game).

## How to Play League Games [\[back to top\]](#)

- Join the League Lounge. (**Tip:** “Click League Play”/”Switch to League Lounge.”)
- Set or join and play a game as normal, making sure the League icon is visible so results will be recorded.
- To find an opponent, click “League Play”/”Who's Online,” and message your player of choice.
- All game formats and variations are permitted in League games if your opponent accepts the format.
- Sessions 1 and 2 are open play. The League custom is to play three games per pone.
- Playoffs are bracket play assigned by League Directors. Brackets are posted on the League Walls and sent via email to team captains.
- Each Trad team may play a maximum of 180 games per session, with **each player allotted a maximum of 45 games**. Games played over these maximums result in a 1-point deduction per overage from the team’s win column for the session.
  - The custom in Trad is to play three games per pone to make it easy for everyone to get 45 games in: 15 3-game matches per pone.
  - Three games are also the maximum number of games permitted per pone in any one Trad session.
  - No player is required to play three games against any one pone, however. A player may play just one or two against any one pone.
- Each KC, Cross, and Baseball team may play a maximum of 45 games per session, with **each player allotted a maximum of 20 games**. Games played over these maximums result in a 1-point deduction per overage from the team’s win column for the session. **Note:** Players may play up to 20 games to allow flexibility. However, teams are limited to 45 games total.
  - The custom in KC, Cross, and Baseball is also to play three games per pone to make it easy for everyone to get 15 games in: 5 3-game matches per pone.
  - However, up to four games is allowed per pone in any one KC, Cross, or Baseball session.
  - No player is required to play three or four games against any one pone. A player may play just one or two against any one pone.
- Players may play at their own pace throughout each session and playoffs. **But, tip:** Many seasoned members play their games early in the session. Consider doing so to get all your games in.

- There are no minimum or maximum number of games per day, but please play your allotted games by the end of each session.
- Unfinished saved games will result in forfeiting of match points.

### How Scoring Works [\[back to top\]](#)

- Each league win counts as one point in the standings. For example, a team with a 60-20 record has 60 points. When playing “best-of” matches of any quantity, the cumulative win counts as one point.
- During Sessions 1 and 2, games played over team and/or player maximums result in the deduction of one point per game from the team’s win column for the session.
- **During open-play sessions 1 and 2, game results are automatically tracked** in the League scoring system. See “How to Track Standings” below.
- **During playoffs, players manually report all match and/or game results on the League playoff reporting wall** to augment automatic scoring. The winning player or that player’s team captain is responsible for posting game and match results. Captains are responsible for reporting team victories.
- All League matches are rated.

### How to Track Standings [\[back to top\]](#)

- To see league standings, click “League Play”/ “League Leaders,” and select your league of choice.
- To see all team member lists and/or team scores, click “League Play”/“Browse Clubs,” and choose the league type you want to review.
- To track your team and personal scores:
  - Click “League Play”/ “Browse Clubs”/ your League of choice / “Results,” and find your team in the list.
  - Click “Results” on your team dialogue box.
  - The eCrib/Captains webpage will open.
  - Scroll down to find your League, team, and name.
  - Click your name to see the number of games and score against each opponent you have played.

### How Playoffs Work [\[back to top\]](#)

- League holds Championship play monthly.
- Sessions 1 and 2 are open play.
- Session results are combined to determine which teams compete in playoffs: the top seven teams in Trad and the top four teams in KC, Cross, and Baseball.
- Playoff brackets are team vs team, like sports brackets.
- In Trad:
  - There are three playoff rounds: Round 1, Round 2, and Finals.
  - In Round 1, the first-place team by overall record in sessions 1 and 2 gets a bye. The rest of the teams are matched 2nd vs 7th, 3rd vs 6th, and 4th vs 5th.
  - In round 2, the bye team faces off against the winning team from the 2nd vs 7th bracket, and the other two winning teams play one another.

- The winning teams from Round 2 play Finals for the Championship.
- Players on competing teams may play any player from the opposing team in their bracket. Games against ponies from other teams do not count toward the playoff tally.
- Format is best 4 of 7 matches per round.
- Matches are best of 3. Once a player wins 2 games, that player takes the match. Players do not play the third game in playoffs like they do in Sessions 1 and 2.
- Players may win a maximum of two matches during any one round.
- The winning player or their captain posts match results on the monthly playoffs reporting Wall.
- Captains post team results on the Wall upon winning the bracket and moving to the next round.
- In KC, Cross, and Baseball:
  - There are two playoff rounds: Round 1 and Finals.
  - In Round 1, teams are matched 1st vs 4th and 2nd vs 3rd.
  - The winning teams from Round 1 play Finals for the Championship.
  - Players on competing teams may play any player from the opposing team in their bracket. Games against ponies from other teams do not count toward the playoff tally.
  - Format is best 3 of 5 games in Round 1 and best 4 of 7 games in Finals.
  - Players may win a maximum of two games during any one round.
  - The winning player or their captain posts game results on the monthly playoffs reporting Wall.
  - Captains post team results on the Wall upon winning the bracket and moving to the next round.
- Teams are asked to promptly complete their bracket play in each round, preferably within three days of the opening of the round.
- Captains are responsible for ensuring prompt play.
- League Directors reserve the right to suspend play, bracket advancements, and/or Championship awards upon failure of teams to complete play. When play is not completed by the end of a month, no Championship will be awarded for that month.
- League Directors also reserve the right to allow play beyond the 2-game limit due to extenuating circumstances (e.g., delays in completing bracket play, team members on vacation or experiencing illness, other special needs).

## Prizes [\[back to top\]](#)

- All members of the winning team for each monthly Championship Session in each league win a Championship badge.
- All members of Trad placing teams win Pro days as follows:
  - 1st place, 5 days per session and 10 days for playoffs
  - 2nd place, 4 days per session and 5 days for playoffs
  - 3rd place, 3 days per session and 3 days for playoffs
  - 4th place, 2 days per session and 2 days for playoffs
  - 5th place, 2 days per session
  - 6th place, 1 day per session
- All members of KC, Cross, and Baseball placing teams win Pro days as follows:

- 1st place, 5 days per session and 10 days for playoffs
- 2nd place, 4 days per session and 5 days for playoffs
- 3rd place, 3 days per session and 3 days for playoffs
- 4th place, 2 days per session and 2 days for playoffs
- 5th place, 2 days per session
- Badges are awarded by the League Director(s) as time permits.
- Pro days are awarded by the site owner at his discretion.

Questions? [\[back to top\]](#)

- Direct questions to your League Directors via Wall post, PM, or email at [ecrib.league.usa@gmail.com](mailto:ecrib.league.usa@gmail.com). The current directors are Absent and NethabyLane.
- The League Directors can also provide an FAQ document upon request.