

eCribbage League Manual

Updated March 2025

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



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

- **Badges for League membership**
 - Required for play
 - One per league type per player
 - Awarded upon joining
- **Badges for team championships**
 - Earned monthly by winning teams
 - Unlimited per player
 - Awarded by the League Directors as time permits
- **Pro Days for placing during sessions and playoffs**
 - Earned up to thrice monthly by placing teams
 - Unlimited per player
 - Awarded by the site owner at his discretion
 - See "[Prizes](#)" below for award schedule

We hope League is also rewarding in terms of pride in fine play, the pleasure of competition, and camaraderie with your teammates.

Reward	Accomplishment	Frequency
League badge	Joining League	Once per league type Added to bling box during League membership Removed from bling box upon League departure
Championship badge	Winning a league championship	Monthly One winning team per league type Permanent (never removed)
Pro Days	Placing during monthly open play and playoff sessions	Thrice per month 4-6 placing teams in each league type See Prizes below for schedule

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

- eCribbage League runs up to **four types of leagues: Traditional (Trad), Kings Cribbage (KC), Baseball, and CrossCribbage (Cross)**.
- League activity depends on player participation. Trad is always active. Other league types are active with sufficient participation.
- Pro eCribbage players may join one or more league types. There is no charge for League play, but a **Pro membership is required**.
- Each League member may play on one team per league type.** No member may play on more than one team in the same league type. For example, a player may join a Trad team and a KC team, but not two Trad teams.
- League hosts monthly Championship Competitions**, each broken into open-play Session 1, open-play Session 2, and bracket-play Playoffs.
- Individual player wins and losses are pooled to form each team's score.
- Top teams from Sessions 1 and 2 enter playoffs for the monthly Championship.**
- A minimum of 5 teams is required to maintain any one league type.

An eCribbage Pro membership is required to participate in League.

Who Is Eligible to Join eCribbage League? [\[back to top\]](#)

- Pro eCrib members
 - Trad teams are made up of 3 or 4 players
 - KC, Baseball, and Cross team are made up of 3 players

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

- Provide contact information to your team captain and stay in contact, especially during playoffs.
- Learn League protocols and routines with team captain support.

- Play your full allotment of games every session. See “[How to Play League Games](#)” below.
- Engage in team camaraderie.
- Build your skills to help your team compete successfully.
- Monitor Wall announcements for session start and end dates, playoff brackets, and other League information.
- Report League problems to your team captain and/or the League Directors.
- Support the League by playing your allotted games and engaging in good sportsmanship.

Successful League members keep in touch with their captains via email or phone throughout each League month.

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

- Collect player contact information and communicate League information to team members.
- Teach team members League protocols and routines with League Director support.
- Coordinate team play, maintain team membership, and build team camaraderie.
- Support full play of allotted games.
- Coordinate member schedules during playoffs to ensure prompt play.
- Report team victories on the playoff reporting Wall.
- Arrange with League Directors for a substitute player or a modified play schedule during member absences.
- Ensure team members maintain Pro membership for League eligibility.
- Report League problems to League Directors.
- Support the League by maintaining your team and promoting League to new players.

Successful League captains stay in touch with their team members via email or phone throughout each League month.

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

- **Locate a team needing a player by doing one or more of the following:**
 - 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, then talking with a captain about joining a team
 - Talking with a League Director about joining a team
- Once invited to join, your captain will notify the League Directors, and you will **receive your membership badge** for that league type.
- **Provide your contact information** to your team captain and work with them to learn League rules, protocols, requirements, etc.
- **Get the green light and start playing!**

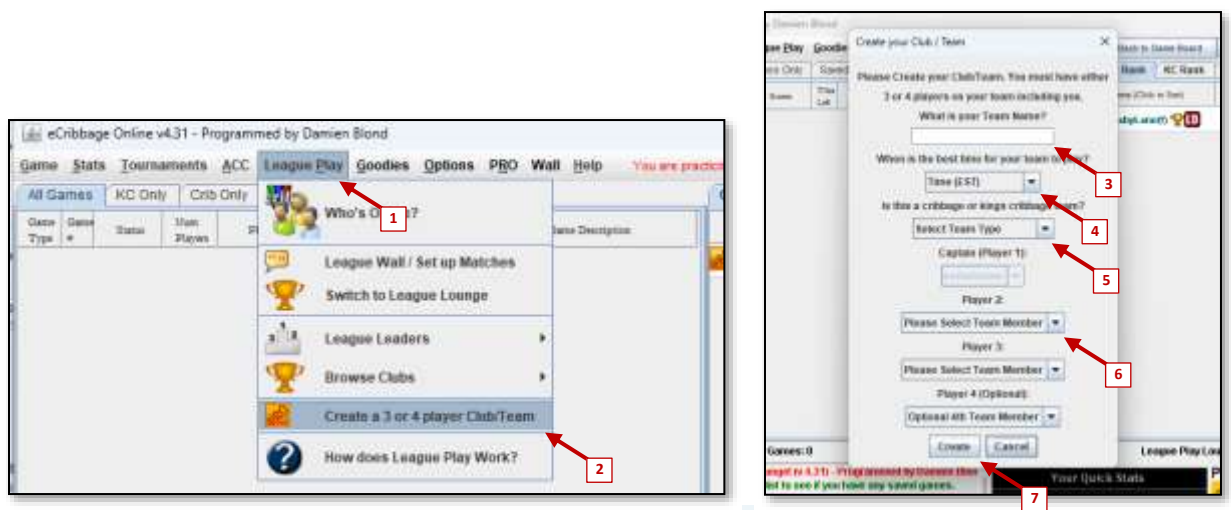
- **Note:** New players may join League any month at the start of Session 1 or Session 2. New players may not join at the start of playoffs any League month.

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

- Identify 3-4 Pro players for Trad or 3 Pro players for KC, Baseball, or Cross 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 eCribbage menu bar.
- Team captain, take the following steps:



*Use the dropdown list or type the player's eCribbage name into the space. If the player name isn't available, leave the space blank and request the player be added after your team is set up.



- Ask for help from the League Directors as needed. Request any needed team changes and ensure they are complete before beginning play.

Monthly Session and Playoffs Schedule [\[back to top\]](#)

- League hosts a **new championship competition 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 Playoffs** run approximately the 20th — 30th/31st.
- Refer to League Director announcements for specifics each month.

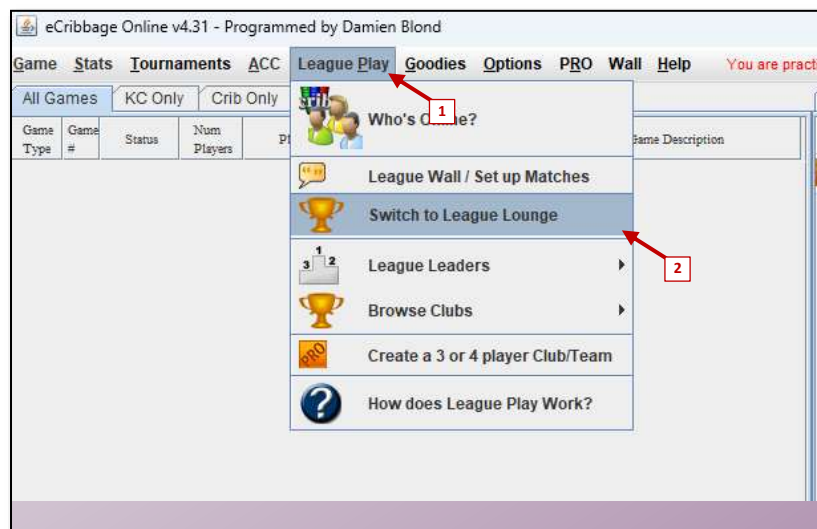
The League Lounge [\[back to top\]](#)

- **All League games are played in the League Lounge.**
- League games are denoted with the fleur-de-lis icon under “Game Description.” 🏆
- Any eCribbage member can play in the lounge, but only League members can set up and play League-denoted games.
- **Games played in League Lounge against another member of your league are counted toward your team’s score.** Games played against other League members outside the League Lounge are not included in your team’s score.
- You can only set up and play League games for the league(s) in which you are registered. For example, if you are a Trad player, you can set up and play Trad League games, but not KC League games.

All League games are played in the League Lounge.

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

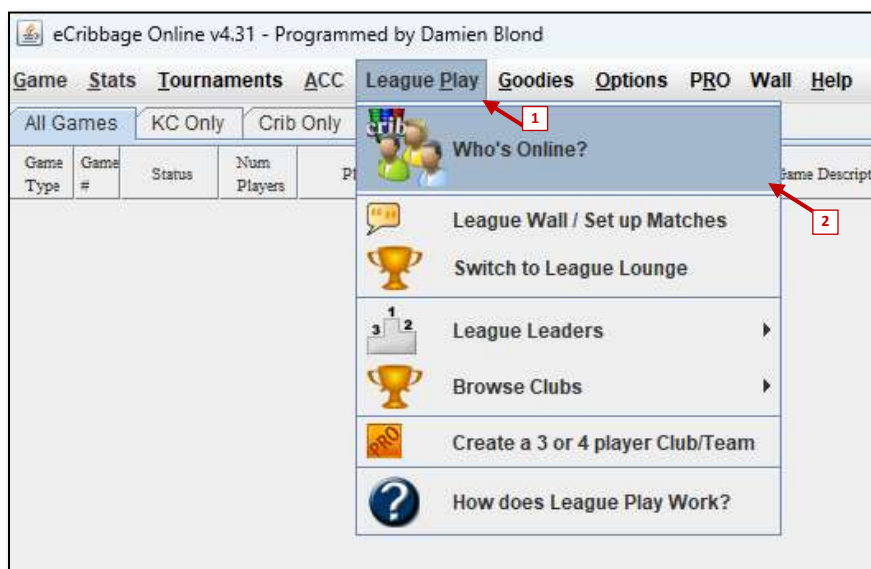
- **Join League Lounge.** (Tip: At the top of your eCribbage screen, click “League Play” / “Switch to League Lounge.”)



- **Set or join a game and play as normal.** Make sure the game is rated, and the League icon is visible under Game Description so results will be recorded.
- **All formats and variations are permitted** in League games **except doubles**; doubles scores do not register in the system. A player may accept or decline to play the format set by a pone.
- The convention is to set “Single Games” rather than “Best of” matches. Best-of matches in League result in one point being awarded to the winner upon conclusion of the match instead of three points being awarded across three single games. This is not a desirable situation for most players.
- **Sessions 1 and 2 are open play.** Players may play any pone from any other team in their league type.

A new championship session begins the first of each month.
Sessions 1 & 2 are open play.
Playoffs are bracket play.

- **Playoffs are bracket play.** Match ups are assigned by the League Directors. Players play pones from the assigned team only. Brackets are posted on the Wall and sent via email to the team captains.
- Players may play at their own pace throughout each session and playoffs. There are no minimum or maximum number of games per day in any league type, but please play your allotted games by the end of each session. (**Tip:** Many seasoned members play their games early in open-play sessions. Consider playing all your games in the first three to four days of a session to ensure you can complete play.)
- **To find League players who are elsewhere on the site,** click “League Play”/ “Who's Online,” then message your player of choice.
 - Warning, doing so will sometimes kick you off the site.
 - Please wait until a player is no longer in a tournament lounge before contacting them.



- Unfinished saved games 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 20-4 score in Session 1 has 20 points.
- **In Trad**, during Sessions 1 and 2, each game win is counted as one point. In playoffs, each best of three match win is counted as one point.
- **In KC, Baseball, and Cross**, during Sessions 1 and 2 and Playoffs, each game is counted as one point. There is no best of three play in these leagues.
- Each Trad team plays a maximum of 180 games per open play session, with each player allotted a maximum of 45 games, unless arrangements are made with the LDs to compensate for a missing player.
 - Three is the maximum number of games permitted per pone in any one Trad open-play session.

If your team is short a player, speak with the LDs about getting a sub, a new player, or approval to play an adjusted schedule.

- **The custom in Trad is to play three games per pone** to make it easy to play your 45 games: play 15 3-game sets per pone, even when one player wins the first two games.
- 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, Baseball, and Cross team plays a maximum of 45 games per open play session, with each player allotted a maximum of 20 games. Note: Players may play up to 20 games per session; this allows flexibility. However, teams are still limited to a total of 45 games.**
 - **Four is the maximum number of games permitted per pone** in any one KC, Baseball, or Cross open-play session.
 - No player is required to play four games against any one pone, however. A player may play just one, two, or three against any one pone.
- **Games played over team and/or player maximums in all leagues result in the deduction of one point per game** from the team's win column for the session.
- Teams short a player for a session or longer may (1) bring on a temporary substitute player, (2) play an adjusted schedule to make up the missing player's games, or (3) find a new permanent player to meet their game allotment. Speak with the LDs to address the open spot on your roster.
- League Directors reserve the right to change the play schedule as needed. Specifics announced by the League Directors each month take precedence over the schedule described here.

League	Session 1 and 2 Points	Maximums per Open-Play Session
Trad	1 for each player game win	180 games per team 45 games per player 3 games per pone
KC	1 for each player game win	45 games per team 20 games per player* 4 games per pone
BB	1 for each player game win	45 games per team 20 games per player* 4 games per pone
Cross	1 for each player game win	45 games per team 20 games per player* 4 games per pone

* Players are permitted up to 20 games per session to allow for flexibility. However, teams are still limited to a total of 45 games. Keep an eye on your team's total score to make sure you don't go over your team maximum.

Official Scoreboard and Tracking Standings [\[back to top\]](#)

- To view the official League scoreboard and detailed team standings, including your personal score and the pones you have played:
 - Visit <https://my.ecribbage.com/captains>.

- Scroll down to find your league and review its official scores.
- Find your team, your team score, your name, and your individual score.
- Click your name to see the pones you have played and the scores for those games.
- Captains' emails are visible on this page when you are logged in.

The official League scoreboard is located at
<https://my.ecribbage.com/captains>.



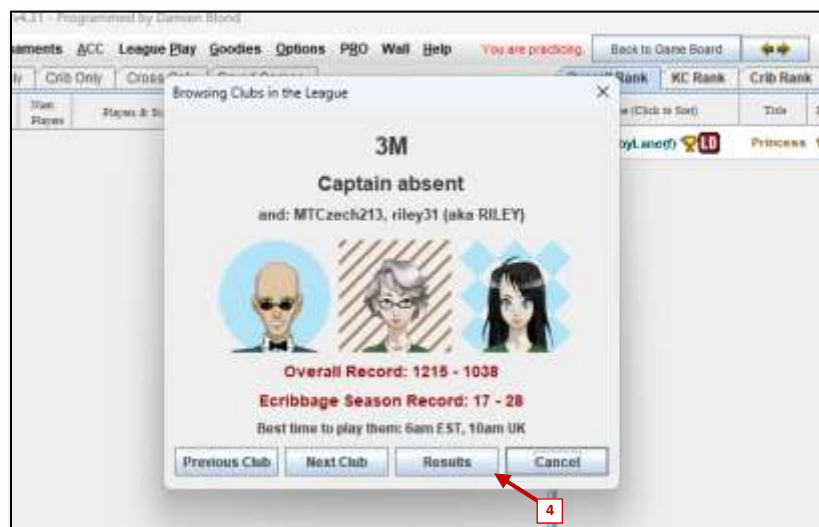
- During open-play sessions 1 and 2, game results are automatically tracked in the League scoring system.
- During playoffs, players manually report all match and/or game results on the League playoff reporting Wall to augment automatic scoring. The winning player or that player's captain is responsible for posting game and match results. Captains are responsible for reporting team victories.
- To review overall standings while in eCribbage, click "League Play"/ "League Leaders" in the menu at the top of your eCribbage screen, then select your league of choice.



- To see team rosters and/or team scores, click "League Play"/ "Browse Clubs," and choose the league type you want to review.



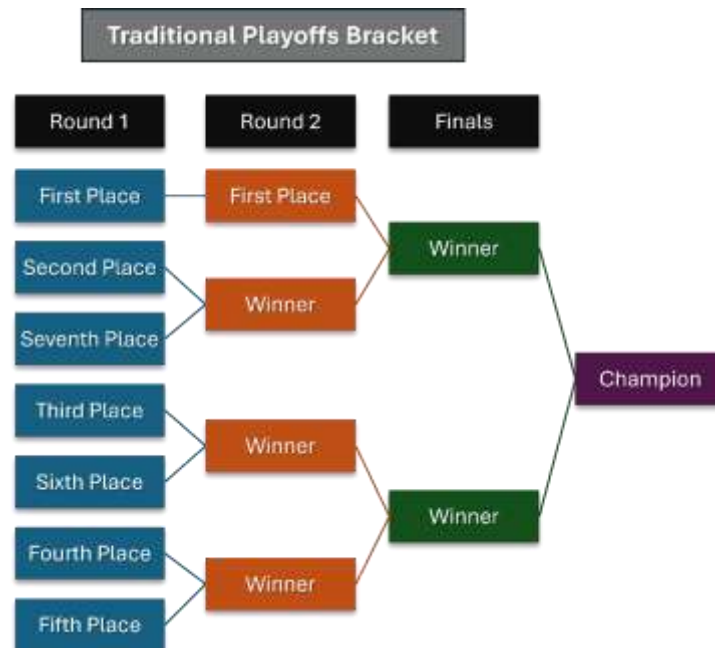
- You can also reach the official scoreboard from eCribbage under “Browse Clubs.” Click “Results” in any team box.



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

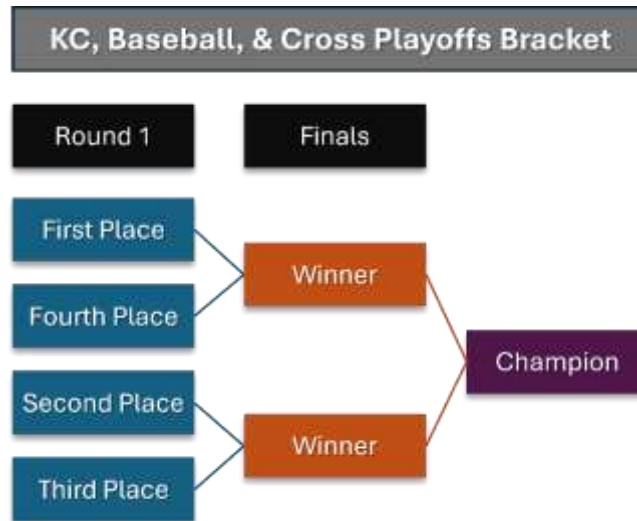
- League holds Championship play monthly.
- Sessions 1 and 2 are open play; playoffs are bracket play.
- Session results are used to determine which teams advance to playoffs.
- Playoff brackets are team vs team, like basketball and other sports brackets.
- In Traditional League . . .**
 - There are three playoff rounds: Round 1, Round 2, and Finals.
 - In Round 1, **the first-place team from each open-play session receives an automatic playoff bid.**
 - The remaining five teams with the highest single-session scores (not combined across sessions) also advance to playoffs** (or six teams, if the same team scores highest in both sessions).

- Qualifying teams are ranked 1st-7th based on their scores (single session scores, not combined session scores). The 1st place team gets a bye in Round 1. The rest of the teams are matched 2nd vs 7th, 3rd vs 6th, and 4th vs 5th.
- In the case of a tie, the team with the most wins combined across the sessions breaks the tie. If the combined wins result in a tie, the team with the least combined losses breaks the tie. If the combined losses also result in a tie, the team-vs-team score breaks the tie.
- In round 2, the bye team faces off against the winning team from the 2nd vs 7th bracket. The other two winning teams play one another.
- The winning teams from Round 2 play in Finals for the Championship.



- Players on competing teams may play any player from the opposing team in their bracket. Games against ponies from outside the bracket do not count toward the playoff tally.
- Format is best 4 of 7 *matches* per round. The first team to win four matches wins the round.
- Matches are best of 2 of 3 games. Once a player wins 2 games, that player takes the match and wins the point. 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 (points) during Round 1, Round 2, and Finals.
- The winning player or their captain posts match results on the month's playoff reporting Wall.
- Captains post their team's victory on the Wall upon winning the bracket and moving to the next round or winning the Championship
- In KC, Baseball, and Cross . . .
 - In Round 1, **the first-place team from each open-play session receives an automatic playoff bid.**
 - **The remaining two teams with the highest single-session scores (not combined session scores) also advance to playoffs** (or three teams, if the same team scores highest in both sessions).
 - Qualifying teams are ranked 1st-4th based on their scores (single sessions, not combined). The teams are matched 1st vs 4th and 2nd vs 3rd.

- In the case of a tie, the team with the most wins combined across the sessions breaks the tie. If the combined wins result in a tie, the team with the least combined losses breaks the tie. If the combined losses also result in a tie, the team-vs-team score breaks the tie.
- The winning teams from Round 1 play in Finals for the Championship.



- Players on competing teams may play any player from the opposing team in their bracket. Games against ponies from outside the bracket do not count toward the playoff tally.
- The Round 1 Format is best 3 of 5 games. The first team to win three games wins the round.
- The Finals format is best 4 of 7 games. The first team to win four games wins the Championship.
- Players may win a maximum of two games (points) during Round 1 and Finals.
- The winning player or their captain posts game results on the month's playoffs reporting Wall.
- Captains post their team's victory on the Wall upon winning the bracket and moving to Finals or winning the Championship

League	Playoff Points	Maximums Per Playoff Round	Round 1 Format	Round 2 Format	Finals Format
Trad	1 for each player's best- of-3 match win	2 best-of-3 match wins per player 1 match per pone	Best 4 of 7 First team to 4 points wins	Best 4 of 7 First team to 4 points wins	Best 4 of 7 First team to 4 points wins
KC	1 for each player's single- game win	2 best-of-3 match wins per player 3 games per pone	Best 3 of 4 First team to 3 points wins	N/A	Best 4 of 7 First team to 4 points wins
BB	1 for each player's single- game win	2 best-of-3 match wins per player 3 games per pone	Best 3 of 4 First team to 3 points wins	N/A	Best 4 of 7 First team to 4 points wins
Cross	1 for each player's single- game win	2 best-of-3 match wins per player 3 games per pone	Best 3 of 4 First team to 3 points wins	N/A	Best 4 of 7 First team to 4 points wins

- **In all leagues, teams are asked to promptly complete their bracket play** 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.
- League Directors also reserve the right to change the number of teams advanced to playoffs from open-play sessions, number of games or matches played per playoff round, and other playoff formats. Format specifics announced by League Directors each month take precedence over the formats described here.

Team session scores are considered separately to determine playoff eligibility. Session scores for a team are combined only when needed to break a tie.

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:

Place	Session 1 Award	Session 2 Award	Playoff Award
1	5 days	5 days	10 days, plus badge
2	4 days	4 days	5 days
3	3 days	3 days	3 days (awarded to two teams)
4	2 days	2 days	
5	2 days	2 days	
6	1 day	1 day	

- All members of KC, Baseball, and Cross placing teams win Pro Days as follows:

Place	Session 1 Award	Session 2 Award	Playoff Award
1	5 days	5 days	10 days, plus badge
2	4 days	4 days	5 days
3	3 days	3 days	3 days (awarded to two teams)
4	2 days	2 days	
5	2 days	2 days	

- 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 absent_68@gmail.com or ecrib.league.usa@gmail.com. The current directors are Absent and NethabyLane.
- The League Directors can also provide an FAQ document upon request.

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Example Playoff Bracket

Results for Session 1

Qualifying playoff teams in blue.

- 1. Dirty Rotten Peggery, 98-82 (automatic playoff bid), 2. Pegs Ahead 95-85, 3. Pretty IDDC 95-85; 4. Break a Peg, 93-87; 5. Knights, 92-82; 6. Heroes, 91-70, 7. Four Amigos, 90-89, Wise Ones 88-92, Pegs in Space, 83-97, Use the Bumpers 77-94, Music Bugs, 70-76, We Dunno Jack, 66-82

Results for Session 2

Qualifying playoff teams in blue.

- 1. Pegs Ahead 102-78 (automatic playoff bid); 2. Pegs in Space 95-83; 3. Break a Peg 93-87; 4. Wise Ones 92-82; 5. PrettyIDDC 89-73; 6. DRPs 89-91; 7. Music Bugs 87-88; The Four Amigos 82-98; Knights 79-86; We Dunno Jack 78-99; Usethebumpers 74-73; Heroes 67-88

Rankings, based on single-session scores

1st: Pegs Ahead, 102-78

2nd: Dirty Rotten Peggery, 98-82

3rd: Pegs in Space, 95-83

4th: Pretty IDDC, 95-85 (more losses than Pegs in Space breaks the win tie)

5th: Break a Peg, 93-87

6th: Knights, 92-82

7th: Wiseones, 92-82 (team vs team loss to Knights breaks the win-loss tie: Knights 24-22, Wise Ones 22-24)

Resulting Round 1 Bracket

Pegs Ahead: Bye

Dirty Rotten Peggery vs Wiseones, result DRPs 4, Wiseones 3

Pegs in Space vs Knights, result Pegs in Space 4, Knights 3

Pretty IDDC vs Break a Peg, result Break a Peg 4, Pretty IDDC 3

Example Results

Pegs Ahead vs Dirty Rotten Peggery, result Dirty Rotten Peggery 4, Pegs Ahead 3

Pegs in Space vs Break a Peg, Pegs in Space 4, Break a Peg 3

Finals Bracket

Dirty Rotten Peggery vs Pegs in Space, result Pegs in Space 4, Dirty Rotten Peggery 3

Championship Win

Pegs in Space

Example Traditional Playoffs Bracket

