



Goombay Spades Tournament Rules

Version 1.5

The Goombay Spades Tournament is for all players interested in playing intermediate to competitive Spades in a friendly and fun environment. Good sportsmanship and fair play is always encouraged along with networking with other Spades enthusiasts.

1. Teams consist of 2 players and 1 sub player (sub are optional but highly suggested to avoid forfeits. No ghost players allowed).

2. **Time limit or points:** There will be a **35 minute time limit** per match or **500 points** (whichever comes first). If neither team has reached 500 points in the time limit, the team ahead at the "stop" time will be declared the winner. If there is a minute or less left on the clock, the match will be called and the score at recorded as final. If a hand is in progress at "stop" time, it will be played out and the results added to the score to determine a winner. **Should there be a tie score at the end of 35 minutes;** one hand overtime will be played. The team with the highest score after the hand is played will be declared the winner. If a renege is in question then the clock will be stopped.

3. A standard pack of 52 cards is used. The cards, in each suit, except spades rank from highest to lowest: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. The 2 of Hearts & Diamonds will be removed at the start of the match.

4. **Trump suit (SPADES) ranks: Big Joker, Small Joker, 2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3.**

5. The Dealer will deal all cards - 13 to each player. The dealer will be determined at the start of the game by each player drawing one card. The player with the highest card will deal first and each dealer afterwards will be determined in clockwise order.

6. Dealer must offer the player to his/her right, the opportunity to cut the cards after they are shuffled.

7. No "**table talk**" or giving hints to a partner will be allowed. **No code words will be allowed and suspension of code words or signals will receive a penalty of -50.**

8. **Playing Out Of Turn/Prematurely Exposed Card:** Exposure of the Big Joker, Little Joker, Deuce, Ace, King, or Queen of Spades, or any side suit Ace or King, before or during the round of bidding is an automatic **50-point penalty**. All other prematurely exposed cards, including corrected revokes, must be played at the first opportunity.

9. If a card is exposed during the deal, it is declared a misdeal and the dealer re-deals. If a second misdeal occurs the dealer at hand then forfeits their deal.

10. If the deal does not come out equal (i.e. the dealer doesn't get the last card or a player was not dealt 13 cards) it is a Misdeal and the cards are re shuffled and re dealt by the same dealer. In the event of a second misdeal, the dealer forfeits his/her deal to the next dealer. **If a player does not have any face cards of any suite and NO spades then the hand is considered a misdeal.**

11. No throwing hand in.

12. No blind bidding!!

13. The minimum bid allowed per partnership is 4.

14. Spades can be played at any time.

15. "A card laid is a card played!" and cannot be picked up unless you put the wrong suite down. You cannot force a renege.

16. All books made must be laid out and not stacked.

17. No sweeping or reshuffling of cards until the final score is announced to all players at the table

18. Match winners are responsible for turning in the score sheet.

19. Any protest or rule clarification must be decided by the designated Judge before the next book is played. **The time should be stopped until a final judgment is made**

20. If cheating is suspected, spoken or by gesture, please inform judge. A penalty of -75 points will be assessed for the first violation. Team disqualification will be the result of a second cheating violation.

21. No switching partners during a match. However, if a team has a sub, the sub player can play for that team if a partner is unavailable. In the event that a player is faced with an extreme emergency and that player has to leave the game, a team sub can replace that player for the remaining game. Once the original player leaves that game he/she is not allowed back in the game.

22. Subs must be on team roster prior to the start of the tournament

23. Scoring:

- 1 book = 10 pts.
- 1 sandbag = 1 pt.
- Reaching 6 sandbags = (-60 pts). *bid your hand
- Bags over 6 carryover
- Reneging = -3 made books which will be passed to the opposing team.**
- Bidding a 10 and taking 10 books = 200 pts.
- Not reaching a team bid = Minus (-) the # of books bid X 10 pts.

In the event that an issue arises which hasn't been addressed in the rules and regulations, the tournament director will have the authority to make a fair and impartial decision.

If any team or player chooses to withdraw for any reason, any prize, ranking and fees will be forfeited