



League & Tournament Rules Version 2

The Goombay Spades League 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. **League Format:** Each league will consist of 4 – 5 weeks of league play with the top teams playing in playoffs. The number of teams going to the playoffs will be determined according to the number of teams registered.

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

3. **Time limit or points:** There will be a 30 minute time limit per match or 300 points (whichever comes first). If neither team has reached 300 points in the time limit, the team ahead at the "stop" time will be declared the winner. 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 30 minutes; A 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.

4. 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.

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

6. The Dealer will deal all cards - 13 to each player. The dealer will be determined by 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.

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

8. No "table talk" or giving hints to a partner will be allowed.

9. **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.

10. 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.

11. 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.

12. No throwing hand in. If a player throws in there hand prematurely that team will lose the books thrown in.

13. No blind bidding!!

14. The minimum bid allowed per partnership is 4.

15. A Spade can be played at any time.

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

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

18. 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

19. In the event of a team's score reaching -150 or below, the team automatically loses by mercy rule.

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 season.

23. There is a 5 minute grace period for a team running late. After the grace period expires the game will be called a forfeit, no exceptions.

24. Scoring:

- 1 book = 10 pts.

- 1 sandbag = 1 pt.
- Reaching 6 sandbags = (-60 pts). *bid your hand
- Additional bags (above 6) carry over to next round.
- Reneging = -3 made books which will be passed to the opposing team.
- Bidding a 10 and taking 10 books = 200 pts.
- Bidding a 10 and not taking 10 books = - 200 pts.
- Not reaching a team bid = Minus (-) the # of books bid X 10 pts.
- A forfeit = 300 pts to the winning team.
- A double forfeit = 0 pts to both teams.
- All (-) scores are entered as '0'.

25. Standing:

1. Games won
2. Total points scored
3. If tied, then head to head games will be used.

In the event that an issue arises which hasn't been addressed in the rules and regulations, the league/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