



# Goombay Spades Tournament Rules

Version 8

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 are always encouraged along with networking with other Spades enthusiasts.**

1. **Tournament Format:** The tournament will be a one day event 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. **Team Format:** Teams consist of 2 players and 1 sub player (subs are optional). No ghost "pick up of unregistered" players are allowed).
3. **Time limit or points:** Each game will have a 35-minute time limit per match or 300 points (whichever comes first). The 35 mins consists of 30 minutes of live game play, and 5 minutes which is allocated for bidding during the match. If neither team has reached 300 points in the time limit, the team ahead at the "stop" time of 30 mins will be declared the winner.
4. 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; 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.
5. **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. The team present (winning team) will be awarded 300 points, and the forfeit team will be awarded no points.
6. **Cards:** 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. In the event a faulty deck is discovered after the game has started, that game will be replayed, and 3 minutes will be added back on the clock.
7. Trump suit (SPADES) ranks: Big Joker, Small Joker, 2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3.
8. A Spade can be played at any time.

9. **Dealing/Bidding:** The dealer will be determined at the start of the game by each player drawing one card. **The player with the highest card (any suite) will deal first and each dealer afterwards will be determined in clockwise order.** The Dealer will deal all cards - 13 to each player.
10. **No blind bidding.** First Hand does not deal/bid itself.
11. **Bidding** . Each team has up to 2 minutes to bid per hand. Once your bid is written, you are not allowed to change it. Both partners must agree on bid prior to it being written down. If you do not bid your hand within the allotted time, a minimum bid of 4 books could be allocated by the game officiate when alerted.
12. Dealer must offer the player to his/her right, the opportunity to cut the cards after they are shuffled.
13. The minimum bid allowed per partnership is **4**.
14. No **"table talk"** or giving hints to a partner will be allowed. This is considered cheating. Please refer to rule 23 for penalty.
15. No cell phones are allowed during the game. Absolutely no taking pictures of the cards. This is considered cheating. Please refer to rule 23 for penalty.
  - a. *At any time during a game, any player may ask "what card lead".*
16. Playing Out Of Turn/Prematurely Exposed Card: Will only be considered an infraction if the exposed card is one of the following. Big Joker, Small Joker, Deuce, Ace, King, or Queen of Spades, or any side suite. ALL FACE CARDS INCLUDED, during bidding or during the actual game there is an automatic - 50-point penalty
  - a. **The exception to this rule is during the last card (if you play out of turn on the last card, there is no penalty)**
17. 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 then forfeits their deal.
18. If a player does not have any **face cards of any suite and NO spades** then the hand is considered a misdeal.
19. **No throwing hand in.** Every hand must be played out. If a player throws in their hand prematurely that team will lose -100 points and the opposing team will earn 100 points.

20. Renege. **Reneging** = -3 made books which will be passed to the opposing team. *In the event that the Reneging team does not have three books by the end of the game, books from the next game will be taken.* The books do not count as bags to the receiving team, just points.
- *The team calling a renege MUST pick or choose the reneged book. If it is deemed that the book in question is not a Renege, then the team calling the Renege must give up 3 made books. The clock is stopped for 3 minutes, and a league official must be present for the inspection.*
21. "A card laid is a card played!" and cannot be picked up unless you put the wrong suite down before the next card is played over it. **You cannot force a renege.**
22. *Once a book has been won and is raked up by the winning team, that book is officially closed. No player is allowed to reopen or turn a book over for inspection once that book is closed. That includes the winning team. The only exception is if a player or team calls for a RENEGE (refer to rule 20 for Renege).*
- *It is the responsibility of the players to pay attention to what has been played.*
23. Match **winners** are responsible for turning in the score sheet. Each team should review the score sheet to ensure accuracy. *Once the score sheet has been signed by both captains and turned in, those scores are final.*
24. 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.**
25. In the event of a team's score reaching **-150 or below**, the team automatically loses by mercy rule, *except for the championship game,*
26. If cheating is suspected, spoken or by gesture, please inform a judge. *You must inform a League Official at the time of suspected infraction and the time will stop. If the game is continued without contacting a league official, then the cheating complaint is non void.* A penalty of -75 points will be assessed for the first violation. Team disqualification will be the result of a second cheating violation.
27. 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. If a player is faced with an extreme emergency and that player must 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.
28. Subs must be on team roster prior to the beginning of the tournament (refer to schedule)

29. Scoring:

- 1 book = 10 pts.
- 1 sandbag = -10 pts.
- 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/making 10 books = 200 pts.
- **Bidding a 10 and not taking/making 10 books = -100 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 (-) negative scores are entered as '0'.

30. Standings:

- Games won
- Total points scored
- If tied, then point differential will be used between tied teams.

31. Playoffs and Championships

- In **playoff** games, teams will play **500 points** or **35 minutes**
- In the **championship** game, teams will play **500 points; with a 60 min time limit.**

**If an issue arises which hasn't been addressed in the rules, a tournament official 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*