

# SP<sup>♠</sup>DES B O W L

**1. Rank of Cards:** Big Joker, Little Joker, Deuce of Diamonds, Deuce of Spades, Ace, King, Queen, Jack etc.



*\* The 2 of Clubs and the 2 of hearts will be removed from the deck.*

**2. This tournament will follow a round-robin format to determine which teams advance to the finals bracket.**

- All teams will play (x) games within your division rotating opponents each round.
- The teams with the best record in their division after all rounds have been played will advance to the finals.

**Tie-breakers (If teams finish with the same record during round robin)**

1. **Wins vs. Tied Opponents = The team who won facing head-up or common opponents**
2. **Total Points Scored = The team with the highest combined point total from all matches**
3. **Total Points Differential = Total Points Scored - Total Points Against**

**3. All matches are played to set point total or time limit, whichever occurs first.**

- A. Round Robin Matches = 300 or 350 points: 30 minutes**
- B. Semi-Finals Matches = 350 points: 45 minutes**
- C. Finals Matches = 500 points: No time limit**

- All matches will start on time. Being late to your match will result in an automatic loss for any match missed due to tardiness.
- No refunds will be issued for this reason
- If time expires after the last book is collected the next hand will be played out.
- If a tie occurs at the end of the set time the team with the least amount of sandbags wins the game.
- The hand will still be played out in its entirety and scored properly regardless of when the set book occurs for proper stat tracking and statistics.

1. **Matches to 300 or 350 Points: 2 sets = Match Loss**
2. **Matches to 500 Points: 3 sets = Match Loss**

**4. Sandbags will be tracked but WILL NOT be counted toward your final score i.e. “bid 5, get 7” is 50 points not 52 points.**

**5. Blind bids are allowed but limited based on match point total.**

- Blind bids start at a minimum of (7) books.
  1. **Matches to 300 or 350 Points:** (1) Maximum blind bid
  2. **Matches to 500 Points:** (2) Maximum blind bids

**6. First player to deal is decided by who picks the first diamond or highest spade.**

**7. No displaying or turning over cards during the deal and/or cutting process.**

**8. No Spades and/or face cards is NOT considered a misdeal. Hand will be played.**

**9. The first hand DOES NOT bid itself. All hands will be bid on and scoring rules applied accordingly.**

**10. The minimum bid for any team during any hand is “board” or 4 books.**

**11. The dealing team gets the final bid each hand.**

**12. Spades cannot be played until first used as a cut card.**

**13. All books must be stacked separately, in the order won, by one player per team, per round. No mixing the order of books won for any reason.**

**14. Winning a hand during any match with a “BOSTON” (winning all 13 books) is an automatic win.**

**15. A renege challenge during any hand negates (3) books from the team’s final book count who loses the challenge.**

**16. A player cannot be FORCED to renege.**

**17. Bidding 10 books or more and winning your bid wins your team double the points i.e. 10 for 200 etc.**

**18. FIRST 7 - Any team who wins the first 7 consecutive books of any hand receives an extra 100 points for that hand in addition to their points bid on.**

**19. No cross-boarding: spoken words, gestures, coded language, coaching partner at any point while cards are in play.**

**20. No side conversations with and/or assistance from spectators about any match during that match.**

**21. All scoring rules are applied automatically and applied retroactively if necessary.**

**22. No Nil bidding.**

**23. No texting and/or talking on the phone while cards are in play. This includes the wearing of any bluetooth headset device.**

**24. Any team caught cheating will be disqualified.**