

SPADES BOWL

OFFICIAL TOURNAMENT RULES

1. Rank of Cards: **Big Joker, Little Joker, Deuce of Diamonds, Deuce of Spades, A, K, Q, J, 10** etc.
* All matches will start on time. Being late to your match will result in an automatic loss. No refunds will be issued for this reason.
2. All matches are played to set point total or time limit, whichever occurs first.
 - **ROUND 1 and/or a teams first match of every Playoff Tournament - 350 points or 35 mins (10 bags / 3 Sets)**
 - **Games played in the "WINNERS" bracket (outside of teams first match) - 500 points or 45 mins (10 bags / 3 sets)**
 - **Games played in the "LOSERS" bracket will be - 300 points or 30 mins (7 bags / 2 sets)**
 - a. If a tie occurs at the end of the set time, one "winner-take-all" hand is dealt to decide the winner of the match.
 - b. If time expires after the last book is collected the next hand will be played out with a 5 minute time limit if both teams are mathematically still able to win the match.
3. First team to deal is decided by the player who picks the first diamond or highest spade.
 - a. Players will draw from the pile in order until dealer is selected.
4. Minimum bid for any hand is board or 4 books.
5. No displaying or turning over cards during the deal and/or cutting process.
6. No passing cards for any reason.
7. No throwing in your hand for any reason. **No spades or face cards is not considered a misdeal.**
 - a. **No "BOOKS MADE" rules in effect** - All hands will be played regardless of the total bid amount (sandbags in play).
8. **The first hand DOES NOT bid itself.** All hands will be bid on and scoring rules applied accordingly.
 - a. Getting set on the first hand is NOT game over.
9. The team of the dealer bids last.
 - a. Once a bid is recorded it can only be raised not lowered.
 - b. Judge may allow bid change if both teams agree.
10. All books should be placed in order won. No mixing order of books won for any reason.
11. **Sandbags will be tracked but WILL NOT be counted** toward your final score i.e. **"bid 5, get 7" is 50 pts not 52 pts.**
 - a. Each book won over your team's bid counts as a sandbag.
 - b. **Keep track using the bag counter on the bottom of the scorepad.**
 - c. Any team who receives 10+ sandbags in one match will lose 100 points from their score.
 - d. Reaching 10 sandbags DOES NOT count as a set. Points won from books bid are still added to total score.
12. Set limits in a match:
 - a. **Match to 300 or lower - 2 sets = Game Over**
 - b. **Match to 301 or higher - 3 sets = Game Over**
13. **Winning any hand during any match with a "BOSTON" (winning all 13 books) is an automatic win.**
14. Reneging during any hand awards 3 books to the opposing team therefore subtracting from the team of the player who reneged.
 - a. Any player of the opposing team can issue a reneging challenge. The exact book for which the player reneged must be identified. The challenge must occur during the hand (before last book is collected).
 - b. If the team who issues the challenge is incorrect they must forfeit 3 books to the opposing team.
 - c. Books awarded to winning team will not count toward sandbag count.
15. Bidding 10 books and winning your bid wins your team 200 points. Doesn't count if it bids itself (first hand).
16. **FIRST 7 - Any team who wins the first 7 consecutive books of any hand receives an extra 100 points.**
 - a. **The team who wins the first 7 books must announce this on the 7th or more consecutive book to receive the bonus. If a book is won by the opposite team before announced the bonus is voided.**
17. **Blind bids are allowed**
 - a. **Games to 300 or below = 1 max blind bid / Games to 500 or below = 2 max blind bids.**
 - b. **Blind bids start at 7 books.**
 - c. Score is doubled if team reaches their blind bid (blind 7 wins 140 points).
 - d. Team must be down a minimum of 100 points to place a blind bid.
18. Spades cannot be played until first used as a cut card.
19. No Nil bidding.
20. No cross-boarding: spoken words, gestures, coded language, coaching partner at any point during the match.
21. Any team caught cheating will be disqualified.
22. No talking to or assistance from spectators while cards are in play.