



## Goombay Spades League & Tournament Rules

Version 5

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. **Team Format:** Teams consist of 2 players and 1 sub player (subs are optional but highly suggested to avoid forfeits. No ghost players allowed).
3. **Time limit or points:** There will be a 35-minute time limit per match or 300 points (whichever comes first). This 30 minutes of live game play, and 5 minutes to allocate for bidding. 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 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.
4. **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.
5. **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.
6. **Trump suit (SPADES) ranks: Big Joker, Small Joker, 2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3.**
7. A Spade can be played at any time.
8. **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 will deal first and each dealer afterwards will be determined in clockwise order.** The Dealer will deal all cards - 13 to each player.
9. **No blind bidding.** First Hand does not deal/bid itself.
10. **Bidding .** Once your bid is written, you are not allowed to change it. Both partners must agree on bid prior to it being written down.

11. Dealer must offer the player to his/her right, the opportunity to cut the cards after they are shuffled.
12. The minimum bid allowed per partnership is **4**.
13. No **"table talk"** or giving hints to a partner will be allowed. This is considered cheating. Please refer to rule 23 for penalty.
14. **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 Ace or King**, during bidding or during the actual game there is an automatic **-50 point penalty**.
15. 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.
16. If a player does not have any **face cards of any suite and NO spades** then the hand is considered a misdeal.
17. **No throwing hand in.** Every hand must be played out. If a player throws in their hand prematurely that team will lose -20 points.
18. **Renegé.** Reneging = **-3 made books which will be passed to the opposing team. The books do not count as bags to the receiving team, just points.** The team calling a renege does NOT have to pick or choose the renege book. All books can be looked through. No cheating allowed remember, play honorably.
19. "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.**
20. Match **winners** are responsible for turning in the score sheet. Each team should review the score sheet to ensure accuracy
21. 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.**
22. In the event of a team's score reaching **-150 or below**, the team automatically loses by mercy rule.
23. If cheating is suspected, spoken or by gesture, please inform a judge. **A penalty of -75 points will be assessed for the first violation. Team disqualification will be the result of a second cheating violation.**
24. 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.

25. Subs must be on team roster prior to week 3 of the league (refer to schedule)

26. 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 (-) negative scores are entered as '0'.**

27. Standing:

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

28. **Playoffs and Championships**

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

**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*