

Sheepshead Tournament Rules

- 1) These Rules are established based on the assumption that players have some level of experience playing the game. They govern those points which may need to be established for tournament play and do “not” represent the only way to play. Disputes at a table will be settled by a tournament official. These decisions shall prevail and be final.
- 2) Penalties- If a player breaks a rule the first infraction is a warning. Subsequent infractions will be; second offense 3pt penalty, 3rd offense 6pt penalty , 4th offense will be 9pt or disqualification by official- decision final.
- 3) Tables will be assigned by tournament officials (5 players per table). In the event of an unfilled table the officials reserve the right to move people as needed. Not sitting at the table assigned to you may result in disqualification. No one may sit in an unused chair during play.
- 4) Once play has begun players can not get up from chair for any reason until table game is completed. Non Tournament players can not interfere in any way while table is in play. Designated 10 min break times are scheduled for players convenience. Player must be in seat by next round or will be subject to disqualification from tournament.
- 5) Play consists of 3 full rounds around the table (15 hands for 5 handed play)
- 6) In the event of a disagreement in play among the players- dealer will raise hand in air and a presiding tournament official will arrive to settle the disagreement.
- 6) Dealer will shuffle deck a minimum of 3 times, and call for mandatory cut from player to their right. Deal must go clockwise, 3 around table, 2 in blind, then another 3 around table.
- 7) Picker may NOT look back at his bury after first card has been played. You may not look back at last trick after 1st card of next trick has been played. (1 warning, further infraction is 3pt penalty)
- 8) Misdeals- If dealer turns over a card, it is an automatic misdeal. If player touches a card and it turns over, it is NOT a misdeal. If cards are not dealt properly (3, 2 blind, 3) it is a misdeal. No penalty for misdeals. Having NO Ace, Face, Trump, or Smear is not considered a misdeal, Like Life-Play the hand you are dealt.
- 9) Dealing out of turn- If it is found that someone has dealt out of turn and play has not begun, you must redeal with the correct player. If play has already begun, hand stands and resume proper order on next hand. It is the scorekeepers responsibility to keep track of who deals.
- 10) Leading out of turn- If a player accidentally leads out of turn, and is caught before next

card, they must retract their card and the correct player must lead. It will NOT be considered a misplay the first time, subsequent infractions will be a 3pt penalty. If caught after next card was played it will be considered a misplay (see scoring for misplays). If discovered after hand is done, it stands as played.

11) Once a card has been played, the card may not be removed from table unless player needs to play another card to prevent an illegal play.

12) Scoring Misplays- If a misplay can be corrected to an obvious completion of the trick/hand, the hand will be scored as normal, with a 3pt penalty imposed on player responsible. If it can not be determined how the trick/hand would have played out a 6pt penalty will be imposed and hand terminated.

13) Double on bump- Picker and partner pay double for failing to make game or Schneider. If picking side does not take trick in called Ace, partner does not pay (pay means point loss)

14) Leaster- (Doublers will not be played) You must take a trick to qualify, last trick receiving the blind. In case of tie, player receiving the low count first will be awarded the points.

15) Ace as Partner- Picker must choose an Ace of a fail suit he has in hand. Card must be held for first lead of that suit. If picker prefers to play alone he must declare before first lead. If picker is holding all aces a 10 may be called as partner. The chosen suit Ace must be held and played on first lead of that suit, if it is not trumped, the 10 takes the trick and would lead back to picker.

16) Table Talk- Do NOT make comments that might influence play or describe yours or another's hand. 1st offense is a warning, subsequent infractions shall be a 4pt penalty. Hand is scored as normal.

17) Claiming/Throwing in- If there is one card out that will take any of the cards the picker has thrown in, he loses 6pts, 2 to each player. Do NOT throw in even if you have all no pointers of fail left. Play the hand out.

Participants advance based on high score of overall, NOT just at their table.

- Round 1- top 60 scores will advance to next rd.
- Round 2- top 25 scores will advance to next rd
- Round 3- top 3 scores will place 1st, 2nd, 3rd
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- In event of top players having tie score- sheepshead trump rules apply each player draws 1 card, high card takes higher position.