



**Phi Beta Sigma Fraternity, Inc.  
Elm Room**

**SPADES/DOMINOES TOURNAMENT  
Registration Form**

**Choose Game:**

- ☐ Spades  
☐ Dominoes

**If spades, please list partner:**

**Name(s):** \_\_\_\_\_

**Cell Phone Number:** \_\_\_\_\_

**Email:** \_\_\_\_\_

**Chapter:** \_\_\_\_\_

## SPADES TOURNAMENT RULES

**Format:** Two brothers register as a team. Double elimination play. There will be a 45-minute time limit per match. If neither team has won the match 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 45 minutes, a one hand overtime will be played. The team with the highest score after the hand is played will be declared the winner and move onto the next bracket. The loser will then move to the loser bracket.

1. Teams will be composed of 2 players (**1 collegiate & 1 alumni**) who will sit directly across from each other when playing.
2. Games will be to 350 points. A match will consist of 1 game. Scorekeeper will be agreed upon by the table prior to start of game.
3. The Dealer will deal all cards - 13 to each player.
4. Scoring
  - ❖ 1 trick = 10 pts.
  - ❖ Successful Blind bid = 100 pts.
  - ❖ Successful Nil bid = 50 pts.
  - ❖ Reaching 10 bags = -100 pts.
  - ❖ Bidding and taking all 13 tricks = 200 pts.
  - 1 bag = 1 pt.
  - Failed Blind Nil bid = -100 pts.
  - Failed Nil bid = -50 pts.
  - Reneging = -50 pts.
5. No **"table talk"** or giving hints to a partner will be allowed.
6. Dealer must offer the player to his right, the opportunity to cut the cards after they are shuffled.
7. A misdeal can be called for the following:
  - ❖ Player was not dealt exactly 13 cards
  - ❖ Player does not have any face cards of any suit (**Ace, King, Queen, Jack**) AND no spades
8. The Bid: Player to the left of the dealer bids first. Each player can bid once each hand, with the dealer having the last bid. Minimum bid for each team is 4 tricks, even if a player goes nil. The player going "nil" must not catch any tricks during the hand. If the player catches any tricks, the team is penalized 50 points. However, if bid is made by the team they still receive points for the tricks.
9. Players must bid in order, starting with the player directly to the left of the dealer.
10. Players must follow the suit of the led card, if they have a card of that suit. If a player does not have a card of that suit, they can choose to throw a spade or another suit.

11. A spade will “trump” or beat all other suits.
12. A player cannot lead with a spade until a spade has been played or that is all he has left in hand.
13. “A card laid is a card played!” and cannot be picked up unless the original move is illegal.
14. Match winners are responsible for turning in the score sheet.
15. Any protest or rule clarification must be decided by the designated Judge before the next trick is played.



## **Phi Beta Sigma Fraternity, Inc. Hill Country B Room**

### **DOMINOES TOURNAMENT RULES**

1. There must be two collegiates and two alumni at each table.
2. It will be a double elimination tournament.
3. Place the dominoes face-down on the table and mix them up. Each player selects 7 dominoes. Keep your dominoes in front of you but hidden from your opponents.
4. The player with the highest double (six-six) places that double on the table to start the game. After the first round, the person who won the previous round starts first.
5. Playing the Game: The next player to the left must then place a matching domino next to the first domino. Doubles are placed perpendicular to other dominoes when being played.
6. The first double played is called the "spinner". The spinner is the only place where it can be played off of 4 ways.
7. If the player doesn't have a domino of matching value, they must pick a domino from the "boneyard". They keep picking up dominoes from the "boneyard" until they get a playable domino.
8. If there is no playable domino, then the player must "knock" or pass their turn onto the next player.
9. Points may be awarded during the play of the hand by making the exposed ends of the chain total to a multiple of five. The winner at the end of each hand also scores points for all the remaining unplayed dominoes in the other player's hands added and rounded to the nearest multiple of five.
10. The first team to reach **150** points wins.