

EUCHRE HOUSE RULES

1. To determine who deals first, one person will flip a card in front of each person playing. The first person to get a Jack will be the first dealer.
2. If you order-up your partner who is the dealer, you must go alone.
3. “Stick The Dealer” – If the up-card is not ordered-up, or taken by the dealer, and no one calls trump before the dealer, the dealer must call trump.
4. To order-up, pick-up, or call trump, you must already have at least one card of the same suit in your hand. The “left” or off-suit bower does not count as trump in this instance.
5. Full points are awarded for scorekeeping purposes when total scores goes beyond ten (10). Example – If a team has eight (8) points and a partner goes alone and wins all tricks, four (4) points will be awarded for a total score of twelve (12).
6. No table talk. The hand is automatically ended if table talk occurs, no points will be awarded.
7. If a team reneges, the opposing team will automatically be awarded two points.
8. The first team to reach ten (10) or more points wins OR the team with the highest number of points after twenty nine (29) minutes wins.
9. If a game is tied after twenty nine (29) minutes no win will be awarded. Each team will receive the amount of points on the scorecard at that time.
10. A warning at 20 minutes and 28 minutes (last minute of play for that round) will be given for time. At 30 minutes the next round will begin. We will start the timer right at 30 minutes, if teams are not in their seat at that time, we will still begin the timer without them.
11. The team with the most wins after four (4) weeks wins! If teams are tied with the same number of wins, the team with the highest number of points is the winner. Standings will be provided each week 13. Teams not fully present by the start of play must forfeit that round and the opposing team will be awarded ten (10) points.
14. For league play, team absences will be handled as follows in order to maintain competitiveness of the tournament:
 - a) If a team is absent and does not provide their own substitute team, their scheduled opponents will automatically receive wins and be awarded 10 points per scheduled game.
 - b) If a team is absent and provides their own substitute players, the scores earned by the substitute players and opponents will be treated regularly, as final scores and will count toward final tournament results.
 - c) If a team is absent and does not provide their own substitute team but walk-ins (may include Left Field employees) wish to play in their place, no points will be awarded to the absent team regardless of game outcomes. Points scored by opponents against the walk-in players will be treated as final scores and will count toward final tournament results.

SCORING

Partnership making trump wins 3 or 4 tricks – 1 point

Partnership making trump wins 5 tricks – 2 points

Alone hand wins 3 or 4 tricks – 1 point

Alone hand wins 5 tricks – 4 points

Partnership or alone hand is euchred – opponents score 2 points