

SPADES RULES

Each player is responsible for presenting a current UNC ONE CARD or valid government ID at game time.

THE GAME

1. Participants are subject to all policies and procedures in the Intramural Handbook and will need to show a valid UNC One Card or valid government issued ID to the Supervisor.
2. Games will consist of two teams, two partners per team.
3. Game Scoring: Games will be played to 300 with a 30 minute time limit. Should both teams reach 300 on the same deal, the team with the higher score wins.
 - a. The Championship Match will be played to 500 points with a 45 minute time limit
4. Game Time: There will be a thirty-minute time limit per match. If the time limit expires during the final game of the match, the game will be finished to determine the winner of the game and the match. If the game is tied the score for next hand will determine the winner of the game and match.
5. The Deck: A standard deck of 52 cards will be used. The cards in each suit rank from highest to lowest: A,K,Q,J,10,9,8,7,6,5,4,3,2. Spades are always trump; thus, any spade will beat any non-spade, regardless of rank.
6. No Discussions during the game across the table about team hands will be allowed.

SPECIAL TRUMP CARDS FROM HIGHEST TO LOWEST: BIG JOKER (SPADE), LITTLE JOKER(SPADE), 2 OF SPADES, ACES OF SPADES.

*When playing with the Big Joker and Little Joker, please remove the 2 of Hearts and the 2 of Diamonds.

7. Rights and Duties of Participants: The participants are responsible for officiating their own match.

THE DEAL

1. Partners will sit on opposite sides of each other.
2. Deal and play will be clockwise
3. The first dealer will be determined by high card drawn.
4. Cards will be shuffled before each hand and dealt singly.
5. All 52 cards will be dealt, except the 2 of diamonds and the 2 of hearts which will be replaced by the two joker cards. Each player should receive 13 cards.

THE BIDDING

1. The non-dealing team will bid first. Each partner will make a bid of the number of tricks they will take. Partners may discuss how many tricks they can take during that hand. Partners cannot give specific information regarding their hand i.e. specific cards or lack of cards, ranks and suits of cards.
2. Each team must bid a minimum of four tricks for each game. If one player bids nil, their partner must still bid a minimum of four tricks. The only exception is if both players on a team bid nil.
3. A player/team may bid any number of tricks 4-13 or nil.

4. Nil – If one partner bids nil, that person must not win any tricks during that hand. The bid made by the partner of the nil bidder becomes that partnership's total bid for the hand.
5. Blind Nil – Must be declared by a side before either partner looks at their cards. A team must be down by a minimum of 100 points to make a blind nil bid
6. 10 for 200 – A team that bids 10 or more tricks will receive 120 points (in games played to 300) and 200 points (in games played to 500).

MISDEAL: MUST BE CALLED BEFORE THE BIDDING PROCESS STARTS.

- A. Can be called by the opposing team should specific information regarding a player's hand be discussed during the bidding process.
- B. Can be called by a player if they have no face cards.
- C. Can be called by a player if they have no spades.
- D. A player who does not receive 13 cards.
- E. It is not required to call a misdeal, it is at the discretion of the person or team.

THE PLAY

1. Play starts with the person to the left of the dealer.
2. Spades may not be led until they are broken. A player who only has spades may lead with a spade even if spades have not been broken.
3. Players must follow the suit of the card led if they have that suit in their hand. If the player is unable to follow the suit led they may play another card.
4. Should a player not follow the suit led when they are able to and are caught doing so, the team will forfeit 3 tricks to the opposing team. The team receiving the tricks will be awarded 30 points. The offending team will need to make their original bid or be penalized according to their original bid.
5. A trick containing a spade is won by the highest spade that is played.
6. All other tricks are won by the highest card of the suit led.

SCORING

1. A team that takes as many tricks as they bid, earns 10 points per trick they bid. Example: a team bids 7 tricks and takes 7 tricks, they earn 70 points.
2. Overbidding: A team that takes more tricks than they bid will earn 10 points per trick for each trick they originally bid on and will receive 1 point per additional trick(s) over the original bid. Example: a team bids 7 tricks and takes 8 tricks, they earn 71 points.
3. The additional tricks that were taken in an overbid situation are called sandbags, 1 additional trick is 1 sandbag. A team can accumulate 6 sandbags, but on the 6th Sandbag the team will be penalized 60 points. The sandbag count will be reset to zero. Exception: During the championship game (played to 500), the sandbag limit is ten. On the 10th sandbag, the team will be penalized 100 points.

4. Underbidding: A team that takes less tricks than they bid will be penalized 10 points for each trick they bid. Example: a team bids 7 tricks and takes 5 tricks; the team will be penalized 70 points.
5. Scoring Nil and Blind Nil:

- a. Nil: If a player who bids nil takes no tricks then his/her team will receive 60 points (in games played to 300) and 100 points (in games played to 500). If a nil bidder takes at least one trick then his/her team will lose 60 points (in games played to 300) and 100 points (in games played to 500). In either case, the hand is also scored normally, with each side winning or losing points based on their bid and the number of tricks taken.

Example: One partner bids nil and the other partner bids 5 tricks:

Situation #1: Both partners make their bid. Receive 110 pts.

Situation #2: Nil bid is made and the other partner is "set". Receive 10 pts.

Situation #3: Nil bidder takes a trick and the other partner gets 5 tricks.

Lose 10 points.

Situation #4: Nil bidder takes a trick and the other partner is "set".

Lose 110 points

- b. If both players in a partnership bid nil, then their team must take no tricks during that hand. If both partners make their nil bid then the team will receive 120 points (in games played to 300) and 200 points (in games played to 500). If one partner makes their nil bid and the other partner does not, then the team will receive 0 points. If both partners fail to make their nil bid then the team will lose 120 points (in games played to 300) and 200 points (in games played to 500).
 - c. Blind Nil: If a player who bids blind nil takes no tricks then his/her team will receive 120 points (in games played to 300) and 200 points (in games played to 500). If a blind nil bidder takes at least one trick then his/her team will lose 120 points (in games played to 300) and 200 points (in games played to 500). In either case, the hand is also scored normally, with each side winning or losing points based on their bid and the number of tricks taken.
6. The first team to reach 300 points wins the game. Should both teams reach 300 points in the same hand the highest score wins. Exception: In the championship game, the first team to reach 500 points wins the game. Should both teams reach 500 points in the same hand the highest score wins.