

SPORTS LEAGUES OFFICIALS ORGANIZATION
Euchre League - 2 on 2 Official Rules



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OVERVIEW

Teams play three matches head to head each week
First team to take 10 rounds/hands wins the match
2 players play each game per team (No coed or gender specific rules)
24 cards in the deck are used, six from the four suits (A, K, Q, J, 10, and 9)

BEGINNING OF THE GAME

- The four players sit across from their partner at a table. 24 cards are used to play, six each from the four different suits (Ace, King, Queen, Jack, 10, and 9). Each team is also given two cards to keep score with (one team gets either the 6 & 4 of hearts or diamonds; the other team gets the 6 & 4 of either clubs or spades). The game begins by dealing the cards face up and the first person to receive a black jack will deal first. After the first hand, the deal is always passed to the left (clockwise).

DEALING THE CARDS

- The player dealing the cards must always ask the player to the right to cut the cards. Once the cards are cut, the dealer will put the cards back together (placing the cut portion on top of the remaining cards). The cards are then dealt to the left of the dealer, clockwise. The dealer must deal out all of the cards in two successive rounds, and only two rounds. This can be done in several different ways, but the most common is to deal 2 cards to the player on the left, then 3 cards, then 2 cards, and then 3 to yourself. The second round would then be dealt 3 cards, 2 cards, 3 cards, and 2 cards. You just need to remember that you must deal all of the cards within two rounds.

This will then leave four remaining cards. These cards are called the “kitty.” If you do not have four cards left, you have mis-dealt, and your team will forfeit your deal to the person on your left. Any other calls for a “mis-deal” must be made prior to the top card in the “kitty” being turned over. Once everyone has their five cards and the four remaining “kitty” cards are left, the top card from the “kitty” is turned over. You are now ready to start. (**Note:** “Stealing the deal” is allowed. This means that one team attempts to take the deal when it is not their turn. It is up to everyone to monitor and keep track of when they are supposed to deal. If a team attempts to “steal the deal” they must be caught prior to the top card of the “kitty” being flipped over or else the deal is legitimate. There is no penalty or shame in trying to “steal the deal,” nor is there penalty in being caught. The deal is just turned over to the team that is supposed to deal in succession.)

STARTING THE GAME/CALLING TRUMP

- Whomever dealt the cards will potentially have the opportunity to get the card that is facing up in the “kitty.” Starting with the player to the left of the dealer, each player has the option to have the dealer either pick it up or pass. Now, if your teammate is not the dealer, then you must remember that your team will not be getting whatever card is facing up. Rather, your opponent will be getting that card (whomever was the dealer). This will continue until someone either tells the dealer to pick it up or passes. If it gets back to the dealer, they can either pick it up or turn the card over and pass. If the dealer does pick it up or one of the other players tells the dealer to pick it up, then the suit of that card will be considered “trump,” and the dealer must discard one card from their hand.

Understanding the meaning of “trump” is the most important aspect of the game. “Trump” is always set/determined before play begins. “Trump” is either the card that is picked up or another suit that is called if the “kitty” card is turned over. “Trump” is the most powerful or highest cards in that particular round/hand. “Trump” beats anything, except a higher “trump” card. The Jack of whatever suit is “trump,” is always the highest card (This is just how the game is played). Then the Jack of the same color suit (So, if the Jack of hearts is “trump,” then the Jack of diamonds is the second highest “trump”) is the second highest card. Then it goes Ace, King, Queen, 10 and 9.

These Jacks are considered the right and left “bowers.” It is really important to remember this concept. The Jack of whatever is “trump” is the right “bower”, and the jack of the same color is the left “bower.” Now, even though you may have a Jack, it doesn’t always mean you have “trump.” For example, if “trump” is hearts the Jack of spades and clubs is merely another card in that particular suit. It does not beat any other “trump.”

You must also remember that once “trump” is established, the left “bower” (Jack of same color but not in the “trump” suit) is now considered to be “trump.” This comes in to play when someone leads another suit in a round. For example, if hearts is “trump” the Jack of diamonds is now considered a heart and the second highest card. If someone leads diamonds, you are not forced to play the Jack (even if it technically is your only diamond), because it is really considered a heart because hearts is “trump.” Confusing, but an important aspect of the game.

If the dealer turns over the “kitty” card, then the player to the left has the option to choose “trump” or pass. If the player decides to call “trump,” they cannot call the same suit of the card that was flipped over. Once trump is determined play can begin. If everyone passes and it gets back to the dealer (called “screwing the dealer”), the dealer is forced to choose “trump.” **Note:** You want to decide on choosing “trump” on your particular hand as well as considering what your teammate might have to help you out. You are working with your partner as a team to try and win each round.

PLAYING THE GAME

- Once “trump” has been determined it is time to start playing. The player to the left starts by leading with a card from their hand. There are various, personal techniques/strategies that people employ or use in determining what card to lead with. The goal is to take as many of the five hands in a particular round, or “tricks” as they are called. The way to score points in the game is by taking the majority (3 or more) of the “tricks.”

Once the player to the left of the dealer decides what card to start with each player one at a time, clockwise of the player, follows that lead. You must **always follow suit**, even if “trump” is led or it’s your only card of that suit. For example, if hearts is led, you must throw a heart. If you do not have a card of that suit, you can either throw a “trump” or something from one of the other suits, called an “off suit.” If you throw an “off suit” you will not win the “trick.” Remember, once again, that the Jack of whatever is the same color but not “trump” suit is not considered that suit any longer (eg. If the Jack of spades is “trump,” then the Jack of clubs does not need to be thrown if clubs are led – it is now considered a spade).

Whatever card wins the “trick” (the highest card of that suit or the highest “trump” wins the “trick”), will now have the ability to lead. This process will continue until all five cards are dealt and the round is complete. Whatever team took the most “tricks” will score points.

SCORING

- Teams score points by taking “tricks.” In order for a team to score they must do one of a few different things:

Calling “trump” – If a team calls “trump” (either by having your teammate or yourself pick up the card from the “kitty,” calling it if the “kitty” card is turned over, or being “screwed as the dealer”) they must take at least three “tricks” to score. If they take three or four “tricks” they get 1 point. If they take all five “tricks” they get 2 points.

Getting “Euchered” – If a team calls “trump” and they fail to take three or more “tricks,” they have been “euchered.” The team that “euchres” the other team will receive 2 points. That is why it is always important to be confident when calling “trump.”

Going Alone – If a player has a particularly strong hand and feel that they can single-handedly win the round, they will “go alone.” They must state that they are going alone as “trump” is called and their partner sits back and does not play (no passing of cards, etc.). If the player successfully “goes alone” the points double. If they take all five “tricks” they get 4 points, but if they get “euchered” the other team gets 2 points. If the player fails to get five “tricks” but still gets three or four, then they will only receive 1 point.

The first team to score ten points will win the match. There is no win by two or have to get ten exactly system, just first team to ten. Teams will play three such rounds/matches to ten each week.

MISCELLANEOUS

- Teams will always play 3 rounds/matches. There is no time limit.
- Subs/replacements are allowed during the regular season.
- There is never any passing of cards throughout the course of the game. Whatever you are dealt is the hand you play with, unless the other team misdealt the cards.
- “Stealing the deal” is allowed.
- You can lead whatever suit you wish, even if it is “trump.”
- No signaling to your partner will be tolerated (eg. hands, code words, etc.). If any team is suspected of or caught signaling (“table talk”) it will result in point deductions, and will be considered for removal from the league.
- Players must always deal from the top of the deck.
- Any dishonest behavior will not be tolerated and could lead to expulsion from league play or forfeiture by your team.
- **FORFEITS** - Teams will forfeit the first game/match at 10 minutes after the start time, and the second game/match 20 minutes after the start time. Teams will forfeit the entire match and lose all three games if they fail to show up 30 minutes after the start time. Teams that do not show up or only have one player will forfeit all 3 games of their match.
- No special rules like “Ace No Face,” “Farmer’s Hand,” “Partner’s Beats,” etc. will apply in this league. Only the stated rules will be followed.
- If a team does not follow suit, they will lose that hand and the other team will be given two points.

Always follow suit!

- If any rules need updating, insertion, or clarification throughout the season please contact the CSSC and we will make a judgement and inform the league of these updates.

LEAGUE POLICIES

GAMES:

Each team will play 3 games to ten per week. There are no time constraints. Teams will play against their scheduled opponent each week.

REFS/MONITOR:

The Chicago Sport & Social Club will provide a staff member on-site to assist players with any problems or questions they may have. There are no referees.

FORFEITS:

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of game.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game.

STANDINGS:

The updated standings will be posted weekly, displaying each teams rank within its skill level. Standings will be computed as follows:

Teams will receive 2 points for each game they win. Teams will receive an additional point if they win the match (to win the match you must win at least 2 out of 3 games). Therefore, each week you may receive the following point totals based on your game Win/Loss record:

3-0 = 7 pts.

2-1 = 5 pts.

1-2 = 2 pts.

0-3 = 0 pts.

PLAYOFFS:

All eligible teams make the playoffs (teams that have not abused the forfeit policies are eligible)

Seeding: Teams are seeded according to points/winning percentage and strength of schedule.

Teams may play more than one match per day, and/or play matches on days/nights other than your regularly scheduled league day/night.

CSSC reserves the right to schedule playoff games on days other than your regularly scheduled league night.

Any questions regarding rules, policies, or eligibility must be addressed before the start of the game.

Playoffs are single-elimination. Playoffs will take 1-3 weeks to complete and will best 2 out of 3 matches.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating. These waivers will also serve as your final roster.

PLAYER ELIGIBILITY:

Any protest made during a game or after a game will NOT be considered a formal protest. A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest and only applies to the playoffs. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled.

The above procedure will also apply for any other “logged” protests. All protest need to happen prior to any match/game starting, otherwise the match/game will stand as a league match. All rulings by CSSC staff are considered final. Substitutes are allowed during the regular season, but only roster players are allowed for the playoffs.

SPORTSMANSHIP:

The idea of CSSC is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

STAFF:

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask or call our office.

LEAGUE CANCELLATION/RAINOUT:

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, scheduling conflicts, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games unless absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league is cancelled, CSSC staff will change the voicemail on the weather hotline immediately. CSSC will then email/text all of the captains if possible. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund or schedule matches on days and/or locations other than our regularly scheduled league day/night/location.

PRIZES/ JERSEYS:

Each team will receive one shirt per player that has created an online account and officially added themselves to the online roster. Rosters will be considered final by the second week of the league. The shirts will be handed out at the league sponsor bar during a preseason pick up party approximately a week before the season starts. You will be informed of the details via email ahead of time. Each team will receive a pre-bundled set of colored jerseys with various sizes. Teams are required to wear these shirts during league play. Additional shirts and sizes can be purchased from the CSSC for an additional charge. The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.