

2022 New Berlin 4th of July Sheepshead Tournament Rules

Saturday, July 2nd, 2022 – 2:30 check-in / 3:00 tournament play begins

1. These rules are written with the assumption that each participant is a Sheepshead Player with some experience. They govern those points which may need to be established for tournament play and do not reflect the “only” way to play. Disputes at a table will be settled by a tournament official. These decisions shall be final.
2. Tables will be drawn at random prior to each round. There will be 5-6 players per table. No one may sit in an unused chair during play at a five handed table.
3. Play will consist of three full rounds. Round is defined as 15 hands for a table of five and 18 hands for a table of six. At a table of six, the dealer will sit out. The dealer may NOT look at the blind. First offense is a warning, thereafter a four point penalty will be assessed. Do NOT show your hand to the person sitting out.
4. Dealer will shuffle the deck a minimum of three times and call for a mandatory cut from the player to the right. Deal proceeds clockwise. Dealer will deal three cards around, place two cards in the blind and then another three cards around.
5. Picker may not look back at his bury after the first card has been played. You may not look back at the last trick, once the first card of the next trick has hit the table. First offense is a warning, further infractions a four point penalty will be assessed.
6. MISDEALS – if a dealer turns over a card, it is an automatic misdeal. If a player touches a card and it turns over, it is not a misdeal. If cards are not dealt in the proper order – 3/2/3 – it is a misdeal. *No ace, no face, no trump, no schmear – is NOT considered a misdeal, like life, play the hand you’re dealt.*
7. DEALING OUT OF TURN – if it is discovered that someone has dealt out of turn and play has not begun, you must redeal with proper dealer. If play has already begun the hand stands, and resume dealing in order when possible. *It is the table scorekeeper’s responsibility to keep track of who deals.*
8. LEADING OUT OF TURN – if a player accidentally leads out of turn and it is caught before the next card is played, they must pull it back and the correct person leads, it will not be considered a misplay the first time, subsequent infractions will receive a four point penalty. If it is caught after the next card is played it will be considered a misplay (referenced below). If it is not discovered until after the hand has been complete, the hand stands as played.
9. BOARD IS BOARD – once a card has been placed on the table in play, the card may not be removed from the table unless the player needs to play another card to prevent an illegal play.
10. SCORRING MISPLAYS – if a misplay can be corrected to an obvious completion of the trick/hand, the hand will be scored as normal, with a four point penalty imposed on the player responsible. If it cannot be determined how the trick/hand would have played out an eight point penalty will be imposed and the hand terminated.
11. DOUBLE ON THE BUMP – picker and partner pay double for failing to make game or Schneider. If the picking team does not take a trick, only the picker is responsible for paying points.
12. LEASTERS – no doublers will be played. You must take a trick to win, with last trick receiving the blind.
13. CALLING AN ACE – picker chooses a partner by calling an Ace of a fail suit he has kept in the hand. That card must be held for the first lead of that suit.
 - a. If picker desires to play alone, it must be declared before the lead. The picker may not call an Ace he currently holds in his hand.
 - b. If all three aces are held by the picker, a ten may be called. The Ace of the chosen suit must be held and play on the first lead of that suit, if it is not trumped, the ten takes the trick.
 - c. If picker has the Ace of the only fail suit in hand, an unknown may be called. The unknown card would be placed off to the side facedown and will be played when the called suit is lead. Only the person who takes the trick may look at the unknown card. The unknown card has no power.
14. TABLE TALK – no comments which might influence play or describe yours or another’s hand. First offense a warning, subsequent infractions a four point penalty will be assessed.
15. THROWING-IN – play the hand out. A player who throws in will be assessed an eight point penalty – two points to other players.
16. SCOREKEEPING – a scorekeeper for each round and each table will be selected by the group. The winner of each table must bring the scoresheet to the control table after each round.
17. Tournament officials for 2022 – Pete VanAacken & Brian Lawton

Updated May 23, 2022