

## CLUBS NZ SOUTH ISLAND EUCHRE TOURNAMENT : STEINLAGER CUP RULES

- (a) Registration and Entry Fee : \$160.00 per team.
  - (b) Play 36 games. Start time 9.00am
  - (c) Each Club is responsible for its team members to be present at reporting time and the start of play.
  - (d) Only one team of eight players to be entered per Club. If a team is short of Players, the Host Club may provide up to two players as “Substitutes”. There is no compulsion for the Host Club to do so. “Substitutes” are not to play together as a Pair.
  - (e) If a single Club does not have sufficient players for a team, they may combine with other Clubs within their region to make a composite team. No player of the composite team shall be from a Club that already has a team entered, or a Club provide multiple players for multiple composite teams. A Club intending to invoke the above rule shall write to the organizing committee informing them of the intent to form a regional team, naming the organizing person and their contact details. The organizing person shall have the responsibility to collect completed entry forms for each contributing Club and submit these entry forms as part of the completed composite entry form. The organizing person shall also ensure that there are no conflicts or irregularities in the formation of a composite team as per the conditions stated in the above rule.
  - (f) Each player must be a current member of the Club they are representing (*excepting Substitutes*) and produce their membership ticket on request.
  - (g) Host Club organizer to instruct Team Captains to write each Pairs player’s names on *every* card before play starts.
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- 1. Play up to 11 points or the bell *sounding* , whichever comes first.
  - 2. When playing to the bell, game is of 7 minutes duration.
  - 3. Players on the highest numbered table move on to Table One.
  - 4. To decide Dealer, cut cards. Highest card wins the deal.
  - 5. Cards may be dealt, but the trump card is not to be turned over until after the bell has sounded. If the trump card is Turned over prior to the start bell, the deal will be classed as a mis-deal.
  - 6. All play to stop at the bell, unless deck-head card has been turned over, prior to the bell *sounding*.
  - 7. Mis-deal – “one up, all up”. Any misdeal on the bell sounding, re-deal and play the hand as quickly as possible. If a second misdeal is made by the same dealer, the deal shall pass to the next dealer.
  - 8. Players shall announce their bids in sequence. “AWAY” is the recognized call for a No Bid.
  - 9. Cards must be played individually, face up, in front of each player, including the LAST CARD. Failure to do so incurs a two point penalty.
  - 10. Any card exposed by a player must be left face up on the table and be played at the first legal opportunity.
  - 11. At least one trump must be held by a Player to “order up” or “turn down” another Player. The Dealer has the option to pick up a lone trump. When the turned up card is taken up or ordered up, it must be retained, and a different card discarded. Penalty for breach of this rule is loss of game.
  - 12. When a ‘renege’ has been established, two counter points shall be awarded to the opposing pair. In the case of a “lone hand”, four counter points shall be awarded to the opposing pair. A player may correct their renege before the next card is led.
  - 13. A game win is 2 nips (2 points) and a draw is 1 nip (1 point).
  - 14. Each pair to have their score card *nipped or marked* before moving on to the next table.
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- A. Any one team with the highest score on the day shall be declared the Winner.
  - B. Should there be two or more teams with the same highest score, the team with the most wins shall be declared the Winner
  - C. Should there still be a tie for first place, then there shall be a play-off. The Team Captains and their partners will play-off – best of 3 games, with a time limit of 7 minutes per game.
  - D. The Team with the next highest score to the Winners shall be declared the Runners-Up.
  - E. Should there be a tie for the Runner-Up position, the same method used to establish the winning team shall be applied.
  - F. The Individual Pairs winner shall be the pair with the highest score.
  - G. Should two or more pairs have the same score, the pair with the most wins shall be declared the Winner.
  - H. In the event of there still being a tie, the Pairs Winners shall play-off – best of 3 games, with a time limit of 7 minutes.
  - I. The Pair with the next highest score to the winning pair shall be declared the Runner-Up.
  - J. In the event of a tie for the Pairs Runner-Up, the same method used to establish the winning pair shall be applied.
  - K. Delegates’ meeting to be held immediately at conclusion of the day’s play, whilst Scrutineers are counting points/cards  
The presentation of prizes is to be held directly after the Delegates meeting.
  - L. The total prize pool after expenses shall be split: 70% to the Teams and 30% to the Pairs.
  - M. Any Club in the South Island is eligible to host said Tournament.

NOTE: Proposed amendments to the Rules shall be made by remit, in writing, to the Host Club sixty (60) days prior to the Tournament, and these Remits will be circulated to all Affiliated Clubs. (Updated Nelson 2015)