

WHITE OAK



INDEPENDENCE CUP 2024

3 TABLE ALL-FOURS TOURNAMENT
24TH & 25TH AUGUST 2024

TOURNAMENT RULES & OPERATING GUIDELINES

Table of Contents

OPERATING GUIDELINES	2
1. Name & Objective	2
2. Structure & Format.....	2
3. Qualifications for Entry	2
4. Registration	2
5. Discipline	3
6. Captain’s Responsibilities	3
7. Substitutes	3
8. Score Sheets	4
9. Dress Code	4
10. Default	4
11. Prohibitions	4
12. Disciplinary Action	5
13. Waiver & Indemnity	5
14. Veto Power	5
TOURNAMENT RULES	5
15. Pre-Game	6
16. Starting Time	6
17. Shuffling.....	7
18. Cutting	7
19. Dealing	7
20. Misdeal	8
21. Kicking.....	8
22. Begging	8
23. Card on Board Stands	9
24. Renege	9
25. Irregularities	9
26. Delay of Game	10
27. Scoring	10
28. Elimination Rule.....	11
29. Disputes.....	11
30. Power Play	12
31. Break.....	12

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

OPERATING GUIDELINES

1. NAME & OBJECTIVE

The Independence Cup 2024 3 Table All-Fours Tournament, hereinafter referred to as the “**IC2024 3-Table**”, shall be geared towards developing and promoting the Sport of All-Fours, whilst creating a community atmosphere by bringing people closer through fun and healthy rivalry. Teams are reminded that their discipline, ability to resolve disputes and to play in the true spirit of the game will be on show.

2. STRUCTURE & FORMAT

The IC2024 3-table is a 2-day Cup that will be played on a three (3) table basis, under the IC2024 3-table system:

- a. Trump and Play anything, Seven (7) points All-Fours, Fourteen (14) point bullseye.
- b. The teams will be firstly split into groups to play in a Round Robin format.
- c. The top qualifiers will be determined based on the following criteria: Firstly Wins, then Bullseyes for, then bullseye against, then Hang-Jacks for, then Hang-Jacks against.
- d. All Playoff matches will be played in a Knockout format from first to last, until we reach the final 2 teams to decide the Champion.
- e. Finally, adjustments would be made on the day of the IC2024 3-Table to accommodate any unplanned/unforeseen situation if necessary.

3. QUALIFICATION FOR ENTRY

The IC2024 3-table is open to all eligible teams that may make application for entry within the prescribed period and have satisfied the IC2024 3-table committee by observing the following:

- a. A completed registration form for its team/players and the required registration fee in full. Members must be registered to one particular team.
- b. A signed participation agreement form indicating that you and your team agree to abide with the rules/guidelines of IC2024 3-table and all decisions made by the IC2024 3-table official.
- c. Any team(s)/player(s) found supplying incorrect or false information of the above would be taken as one's intent to cheat and would be fined/suspended/expelled accordingly.
- d. Teams failing to submit the above by the deadline will not be allowed to participate until they do so.
- e. The IC2024 3-table is by invitation only and the committee reserves the exclusive right to refuse registration to any team or individual.

4. REGISTRATION

Registration fees are TT\$3,000.00 per team consisting of twelve (12) players and any additional players will cost \$200 each. There shall be no refund of registration fees under any circumstance. In the event of a player being registered for more than one team, the first team that player plays for will be considered his/her registered team. Any team found playing persons not registered to their team will be fined per player, the player(s) will be expelled from the IC2024 3-table and the offending team loses the match by default. Players must keep a form of Identification (National I.D, Driver's Permit or Passport) on their

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

person for the duration of the IC2024 3-table in case it is required for verification. Players without such identification may be suspended from further participation.

5. DISCIPLINE

No form of indiscipline, disrespect or act of violence will be tolerated before, during or after a match. If a player/supporter exhibits such behavior, the opposing captain/official has the right to request the captain to have their player/supporter conduct himself/herself in an orderly manner or substitute him/her. In an instance where the offending player(s) must be substituted and the team has made its six (6) substitutes already, then the table will have to be scrapped and the offending team will concede one (1) bullseye. However, if the captain fails to comply with the official's request to substitute the said player, the match will be terminated and awarded to the opposing team. The offending team/player(s) will be fined/debarred from participating further and may be asked to leave the premises.

6. CAPTAIN'S RESPONSIBILITIES

- a. Taking the toss five (5) minutes before the scheduled start.
- b. Declaring his/her team with the correct names of players as registered on the score sheet upon completion of the toss and exchanging same with the opposing captain.
- c. To be in total control of the match, all decision making and the conduct, discipline and actions of their players/supporters.
- d. Ensure that no spectators/non players (including substitutes) are in the playing area throughout the match.
- e. To provide a scorer who is a registered member of the team and must be in uniform. He/she is not required to stay at the scoreboard unless making an entry and not loiter in the playing area nor participate in any dispute on any table.
- f. Ensuring that all disputes are settled in accordance with the rules/guidelines of the IC2024 3-table and that their players abide by the said decision.
- g. The Captains must submit the completed score sheets and 3 decks of cards to the official, after each match. Any Captain returning less than the required decks of cards or incomplete score sheets will be fined TT\$20.00 in each instance.
- h. To pay any fees/fines imposed on his team/players before their next scheduled match or the team will be debarred from further participation in the IC2024 3-table.

7. SUBSTITUTES

- a. Substitutes must be registered players to that particular team and shall not resume play throughout that match once substituted. Each team will be allowed six (6) substitutes per match to be used as they see fit. No emergency substitutes will be allowed after your six (6) substitutions and the table will be scrapped with bullseyes awarded accordingly if any player(s) cannot continue. If a team substitutes more than six (6) players, the offending team automatically loses the game by default and both captains will be fined since the opposing captain also allowed the substitution to take place.
- b. The captain must inform the opposing captain/official of any substitutes made. Substitutions must be taken after the end of a game and only the player that is being substituted may leave the table. If a

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

substitute comes into play before the expiry of three (3) consecutive games, the substitute must report immediately to the table.

c. If the Captain is substituted, a new captain must be appointed for the duration of the match and the opposing captain/official informed. He/she will now be responsible for all decisions, but remain at the same table he/she is playing on.

d. Absolutely no transferring of any players from any team for the duration of the IC2024 3-table.

8. SCORE-SHEETS

Score sheets will be provided and are to be completed in block letters, written in ball-point pen (black/blue ink only). All sections of the score-sheet must be completed and any team submitting incomplete/incorrect score-sheets will be fined TTD \$20.00 in each instance.

a. Names on the Score sheet must correspond with those on the Registration Form, e.g. Johnny Thomas on the scoresheet must not be John Thomas on the registration form and vice versa. Any incidence where this occurs, the said team will be fined.

b. Players are responsible for the accuracy of their bullseyes and hang-jacks on the table and captains will be responsible for checking table scores against the score board and match score-sheet.

c. Discrepancies may be corrected on the board, but no changes may be made to the score sheet at the end of the game. Results on the score sheets are the official final score and must be signed by both captains.

d. Any incidents and offences must be recorded on the back of the score sheet, including the names of the person(s) involved. Team(s) failing to report any such incident/offence is liable to be fined.

9. DRESS CODE

All team members should be uniformed (same colour shirt/jersey is permitted) for this tournament.

Anyone not properly attired will not be allowed to participate in the IC2024 3-table.

No rubber slippers, sleeveless jersey/vests.

10. DEFAULT

In the event of a win by default, the winning team is awarded points for the entire required Bullseyes for and half Bullseyes against, but no hang jacks. The defaulting team will be fined, all cash and prizes due will be forfeited and all points stands. As long as the game is not played/completed it is considered a default. Any team wishing to claim a match by default must be seated and ready to play in the designated playing area, by the scheduled start, for the official to verify their presence before he signs their completed score sheet.

11. PROHIBITIONS

a. Any team(s), player(s) or supporter(s) found using dirty rhymes/obscene language/insulting his opponents in any way shall be warned in the first instance and the captains/official must be informed. If the person(s) persists after being warned: (1) They will lose that bullseye, (2) must be substituted immediately and (3) May be expelled from the IC2024 3-table. Failure to comply will result in the match being awarded to the opposing team.

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

- b. Absolutely no smoking will be permitted in the venue and the use of illegal drugs is strictly prohibited. Offender(s) will be fined and/or debarred from further participation.
- c. No resting of beverages/food on the playing table, nor standing on the furniture or using it in such a way that could cause damage. Failure to comply will result in a fine and/or expulsion.
- d. Gambling is strictly prohibited throughout the IC2024 3-table and offender(s) shall be fined and/or debarred from further participation.
- e. No disturbing object or substance is allowed within the playing area or is to be used by any player or spectator, e.g. excessive music, whistle, cloth/rag/kerchief, leaf/shrub, perfume/oils, flour/powder, etc.
- f. No person(s) is allowed to have any firearm, knives or other weapons in their possession and/or on their person while they are taking part in the IC2024 3-table, with the exception of the protective services and person(s) granted a Firearm Users License by the Commissioner of Police. However, such persons must not at any time, expose such firearm in a manner that shall be deemed to intimidate player(s)/person(s) present at the venue. Offenders will be fined and may be debarred from further participation.
- g. Any team(s)/player(s) or person(s) referring any matter of the IC2024 3-table to any affiliated sponsor will be expelled with immediate effect.
- h. Any Team(s)/Player(s) that are disqualified/expelled will not be permitted to re-register under a new team (disqualified team) or another registered team (disqualified player).

12. DISCIPLINARY ACTION

- a. Any player(s)/team(s) found by the IC2024 3-table Officials to be bringing the IC2024 3-table into disrepute, offend the community/public morals will be fined, all prizes won would be forfeited and/or expelled from tournament.
- b. Any incident/offence or breach of the 3-table IC2024 rules and guidelines is liable to a fine and/or suspension/expulsion of the player(s)/team(s) from the entire tournament or as determined by the committee.
- c. All fees/fines must be immediately paid in cash only or the team(s)/player(s) will be suspended/expelled and/or debarred from further participation.

13. WAIVER & INDEMNITY

The failure, forbearance or neglect in any instance of the committee to insist upon compliance by the team(s) and its members with any rule or guideline of the IC2024 3-table shall not be deemed to constitute a waiver thereof. The IC2024 3-table and its affiliated sponsors shall not be held responsible for any claims, demands, actions, losses, liabilities, expenses (including without limitation legal fees), suits or proceedings of any nature whatsoever and to keep it and them fully indemnified and harmless from and against all any loss or damage which may arise during the IC2024 3-table, including but not limited to personal injury and/or death.

14. VETO POWER

The IC2024 3-table committee reserves the right to be the final mediator and interpreter in all matters pertaining to its Tournament Rules/Guidelines; to add, alter, delete wherever or whenever necessary,

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

and shall have the power to fine, suspend or expel any player(s)/team(s) from the IC2024 3-table if in their opinion in doing so would be for the betterment of the IC2024 3-table and committee as a whole. In the interest of sport, the IC2024 3-table shall not entertain any player(s)/team(s) exploiting any ambiguities/technicalities/literal meanings of any Rule/ Guideline to their personal benefit, since it's only intended as a guide for the effective running of the IC2024 3-table. The committee decision is final and binding and shall not be subject to legal process/proceedings.

TOURNAMENT RULES

15. PRE-GAME

- a. The toss must be taken five (5) minutes before the scheduled start. Any team failing to take the toss by the scheduled time will lose the toss by default. The toss will be decided by the drop of a coin.
- b. The winner of the toss will choose in which direction their team will sit throughout the match (east/west or north/south) and deal first.
- c. Upon completion of the toss, the completed team's score sheet must be exchanged with each other declaring the correct names and signatures of players/substitutes for the match. No changes may be made to the score sheet after this and players must play on the respective table that they signed for on the score sheet. Offender loses a bullseye once the match has commenced (i.e. play has begun).
- d. Captains must have their team seated and ready to play by the scheduled start or risk having bullseyes awarded to the opposing team as indicated in #16 below.
- e. Both declared Captains will be in charge of the match and decisions regarding disputes.
- f. Table 1 is always located closest to the score board. If at any instance, it is noticed that players are on the wrong table, that pair would be penalized one (1) bullseye and game continues.

16. STARTING TIME

- a. All matches start promptly as scheduled. Teams not seated and ready to play by fifteen (15) minutes past the starting time of their game will be penalized one (1) bullseye.
- b. If a team still does not have its full complement of players after fifteen (15) minutes, the match can be played with two (2) tables, awarding an additional bullseye to the opposing team but no hang-jacks. If the missing player(s) arrives before seven (7) bullseyes are recorded on the board, they may join the match, otherwise a further two (2) bullseyes will be awarded on the opposing team and the table game finishes with nine (9) bullseyes. The two (2) players mentioned on the Scoresheet to play on the table that was short will not be entitled to play as substitutes in that match since they have already scored bullseyes for the non-appearance of the opposing pair.
- c. However, if a team does not have two (2) pairs to start the match with four (4) players, then this team loses the match by default and may be fined. If both teams cannot field the required tables, then both would have defaulted and ultimately lose the match.
- d. The opposing team must be seated and ready to play, in the designated playing area by the scheduled start in order to claim any bullseye/match against a team. The team claiming the match must submit a completed score sheet, stating the time at which the match was claimed and signed by the defaulting captain/official. Teams failing to comply may lose the match. e. All players must remain seated while play is in progress, however one may stand to sing a Bullseye or Hang-Jack.

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

17. SHUFFLING

- a. The deck of cards must be broken in the presence of the opposing players and running of cards will only be allowed at the start of the match.
- b. Dealer – A maximum of two (2) brews and two (2) beats at each handling of the pack, i.e. two (2) plays with the pack, within fifteen (15) seconds. If the cards are brewed/beaten by the cutter then the dealer has the same options again. If the dealer exceeds his play with the cards he should first be warned and if he/she continues, one (1) point will be awarded to the opposing pair for the delay of the game.
- c. When gathering, one must not pull the cards towards oneself, and when brewing the bottom of the pack should face downward or away from oneself. Failure to comply, after being warned, one (1) point will be awarded to the opposing pair.
- d. Cutter – One (1) brew and one (1) beat, i.e. one (1) play with the cards, within ten (10) seconds. If the cutter exceeds his/her play with the cards he/she should first be warned and if he/she continues, one (1) point will be awarded to the opposing pair for the delay of the game. After his/her play with the cards he/she must return the deck to the dealer with the playing side face down. Offender loses one (1) point to the opposing pair and the dealer is entitled to another handling of the pack.
- e. Any player other than the dealer or cutter found brewing or playing with the cards will first be warned and if he/she persists one (1) point will be awarded to the opposing pair.

18. CUTTING

- a. After shuffling/brewing the cards, the dealer must place the pack on the table in front of the player to his/her left for this player to cut the pack. He/she has one (1) play with the cards. After this, he/she must cut when the dealer asks or allow him/her to proceed. Failure to comply will result in one (1) point to the opposing pair for the delay of the game.
- b. No turning-over of the cards when given to cut, the offender of each case loses one (1) point to the opposing pair. The dealer shall deal over.
- c. A player may elect not to cut the pack by indicating so to the dealer (touching the deck for a second time shall constitute a cut). As a word of caution, the dealer should ask the cutter if he/she has cut or not, before he/she begins to deal.
- d. When the pack is cut it must be dealt. Reshuffling, brewing, beating or running the cards after the cut is a misdeal, one (1) point is awarded to the opposing pair.

19. DEALING

- a. The dealer must saddle the pack on the table and not in his hand before dealing. If the dealer wrong-saddles the pack after it has been cut, he must be immediately warned and shall deal over. No points are awarded. If a wrong-saddle occurs again after warning, an official should be called to the table.
- b. Cards must be dealt in an anti-clockwise direction (right to left) either one (1) or three (3) at a time only. If the lead player begs, the dealer may change the deal. Any other variation constitutes a misdeal and the opposing pair will be awarded one (1) point. The said dealer will deal over.

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

- c. If the dealer should turn-up a card while dealing of the opposing pair only, he/she must ask the player if they accept the card before continuing or discontinuing the deal. The player must then immediately decide. If the deal is discontinued, then the dealer will deal over and no points are awarded.
- d. The dealer can ask the players how many cards they have, before he/she kicks a card. Any misdeal must be reported at this stage.
- e. The dealer can check his/her cards or the other players cards before kicking providing that the deck is still their hand. Once the deck is placed on the table the next action is to kick. Checking the cards of this time is a misdeal.
- f. If while dealing, cards fall out or separate themselves from the deck (whether seen or unseen). This is a landslide and a misdeal will be awarded.

20. MISDEAL

- a. The dealer concedes a point for any misdeal discovered in the first round of cards, which is before the 5th card of the game is played. The dealer must deal over and any points kicked are forfeited.
- b. However, after the 5th card is played, the player with more or less cards than he/she is supposed to have will forfeit all points they made, the opposing pair will get one (1) point for misdeal and whatever points they make (including gamble) and the deal moves on, unless the dealing pair are the ones found with more or less cards in which case they also forfeit any points kicked.
- c. In the event of a misdeal and the bullseye is completed, the deal goes to the next player in line to deal.
- d. If the dealer misdeals two (2) consecutive times, then he/she loses the deal.

21. KICKING

- a. Points: JACK – three (3) points, SIX – two (2) points, ACE – one (1) point.
- b. The deck of cards must be placed face-down on the table before kicking. Thereafter, the dealer must only kick, he cannot deal himself any cards, look at his cards, nor peep at the kick card while it is still on the pack, etc. before kicking the trump card. Offender loses one (1) point to the opposing pair, any points kicked are forfeited and the dealer must deal over. The dealer can kick in any direction besides towards himself.
- c. Kicking of more than one card simultaneously constitutes a misdeal. If the dealer accidentally picks up two (2) or more cards in his/her action to kick and the underneath card is seen and correctly declared, is considered a misdeal. If the underneath is incorrectly declared by the opposing team, the dealer is awarded (1) point for misdeal. Dealer is to deal again.
- d. If a player begs and the dealer decides to run the deck again, the kick card must be placed at the bottom of the deck first and the dealer will continue to deal until the kick card is of different suit from that of the original kick card. Penalty for any variation one (1) point.
- e. If the dealer 'runs-out' the pack, as a result of a beg, he retains both the pack and any points scored by kicking. However, if the points kicked complete the bullseye, the deal goes to the next player in line to deal.
- f. If the cutter, cuts the last card at the bottom of the deck, the dealer could kick this card. However, if one (1) card at the top of the deck is cut, this card cannot be kicked, penalty one (1) point.

22. BEGGING

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

- a. A player may beg by knocking the table/word of mouth and the dealer may give by knocking/word of mouth. However, if the dealer picks up the pack to deal and the player claims he did not beg, then the dealer must put back down the pack and the game continues, no penalty. Dealing the pack in response to any gesture or other variation does not constitute a misdeal.
- b. A player cannot stand-up without trump, unless his stand is blind, offender loses one (1) bullseye.
- c. In order to stand blind, a player must play a card out of his/her cards before the dealer kicks. However, if the player stands without looking and plays a card after the dealer kicks, he/she must have trump in their hand or they will lose the bullseye.
- d. If a player stands up blind and no trump is played in the issue, then this player gets high and low.
- e. The dealer cannot give one (1) without trump, offender loses one (1) bullseye.
- f. Players looking at their cards unless privileged to do so, lose one (1) point for the infraction and are not allowed to communicate to their partners in any way whatsoever until he/she makes a decision to either beg/stand or deal/give one.
- g. A flush hand (six trump cards) can be played on either side.

23. CARD ON BOARD STANDS

- a. Card on board shall be defined as a card played face-up on the playing table and is considered played when it leaves the player's hand.
- b. If a player plays more than one card simultaneously, and both are visible, the bottom card (the card resting on the table) will be considered as the card on board. If the bottom card is not visible, this is considered hiding, penalty one (1) bullseye.
- c. If a player leads out of turn, trump included, that player must retrieve their card and allow the correct player to play first. There is no penalty and the lead player is allowed to play any card he/she desires.
- d. However, once the lead player plays his/her card first, any card played in or out of turn by any other player is considered "card to board" and cannot be retrieved.

24. RENEGE

- a. Reneging from any suite at any time loses the bullseye.
- b. Under-trumping at any time loses the bullseye, except when flush.
- c. Any player who reneges to save Jack or throw their cards in to avoid their Jack from being hung will lose two (2) bullseyes to the opposing pair and the Jack is registered as Hung.

25. IRREGULARITIES

- a. Any player found hiding, palming, stealing a card or generally being dishonest automatically loses the bullseye, must be substituted immediately and may be debarred from further participation. Both captains/officials must be informed and the player(s) name must be noted on the score sheet.
- b. No player is allowed to go into his opponent's "lift" of cards without permission and a player must inform the opponents before going into his own lift. Offender loses one (1) point. However, if the player asks in both situations, he/she must be allowed to do so.

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

c. If after the dealer places the cards on the table, the card(s) accidentally fall to the ground before a card is kicked, no penalty is applied and the cards must be dealt over. However, if the pack falls after a card is kicked, but before the lead player begs or plays, one (1) point is awarded to the opposing pair of the person who fouled the pack, the dealer must deal over and any points kicked are forfeited. If the card(s) falls after the lead player plays a card, rule 'd' below applies.

d. Any cards left out by mistake/found on the floor after a card has been kicked and everyone has the correct number of cards in their possession, then that card(s) would be deemed null and void and the points made would stand. The card(s) must be returned to the pack when the issue of cards has been played out or the pack is run out.

e. Any player found marking the cards in a match and sufficient proof has been provided to the committee, then that player will be fined and banned from participating further in the IC2024 3-table. In such an instance, both captains must be notified. If the card is found to be marked/damaged and there is no possible verification, then both captains must agree on a change to a new deck of cards. f. Any team(s) involved in selling out or buying a match, will both be fined and lose the match by default. g. Any player can ask the opponents for the game to pause to get clarity from an official. If disregarded a warning would be issued.

26. DELAY OF GAME

a. A player has fifteen (15) seconds within which to beg/stand after the dealer kicks and the dealer has fifteen (15) seconds within which to give one/run the pack after the player begs. Players have a maximum of ten (10) seconds in which to play a card after the previous card is played. If the person continues to 'freeze' after the respective time has passed both captains/officials are to be informed and a ten (10) second count should be given to continue. Failure to comply a bullseye will be awarded to the opposing pair.

b. No breaks are allowed in this format. Players are not allowed to loiter in the playing area or gather around other tables.

c. If a player wishes to leave the table before the completion of three (3) games, it shall only be done in extenuating circumstances (e.g. use of toilet), with permission from the opposing pair/captain which must not be unreasonably denied. Once permission is granted, if the player does not return in five (5) minutes, the captains/match official is to be informed immediately and each five (5) minute period thereafter that the said player is still not seated at their table, (1) bullseye will be awarded to the opposing team. Only the said player(s) is allowed to leave the table. All tables must stop playing until the player(s) returns to the table and then play shall resume.

d. Players are allowed to be within an arms-length from their table/chair while the game is in progress and can change sides (sitting direction) after a bullseye, e.g. East for West and North for South. However, if a player walks away from the table when he/she is not supposed to, he/she must firstly be called back to the table by the opposing player(s) and the opposing captain must be informed. If at that point he/she still refuses to return to the table then he/she loses a bullseye.

27. SCORING

a. Points are awarded in the following order of priority: High (1 point), Low (1 point), Jack (1 point) or Hang-Jack (3 points) and Gamble (2 points).

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

- b. Points are to be written in a legible manner at the end of an issue or when it becomes necessary, in the order as they are made, from left to right or right to left on the playing table. Only numerals are to be used, no joining of numbers or writing of points in front of an opposing player allowed. Offender's points will be null and void.
- c. All points should be clarified before they are written. If any points were written in error, it can be erased before recording the correct points or vice versa. However, after cards are packed and points are scored, no points can be recalled.
- d. Any player found writing additional points after they have been decided/scored and/or the cards are packed is guilty of stealing or found erasing the opponent's points during a game loses the bullseye.
- e. Points must be confirmed with the opposing pair when transferring of points from one side of the table to the other and must be written in the same order as they were before.
- f. No player is allowed to handle the pack when contesting gamble and only one person from the opposing pair can check the opponent's cards to determine gamble, offender automatically concedes gamble. If both totals for gamble are the same at the end of an issue, the points will be awarded to the opposing pair of the dealer of that issue.
- g. A player can show and/or play a Sure point to sing a bullseye. In such an instance, the player cannot be penalized for Under-trumping or card to board etc. If the player is playing to hang a jack the option remains with the player whether to sing or not. A game is not completed until a player sings a bullseye. He does not have to obtain permission from the opposition to "sing" (sure point sing).
- h. Players should record the points first and then sing their bullseye. Players must remain at their table until such bullseye is confirmed and recorded on both sides of the scoreboard. If a player wishes to stop a bullseye, he/she must do so immediately. A bullseye cannot be recorded if a player erases his/her points before singing a bullseye. The game shall continue with the offender's points at zero.
- i. All games start at zero and bullseyes are recorded when fourteen (14) points are scored. If a pair fails to sing a bullseye when they have scored fourteen (14) points in a respective game and the cards are cut, they would have to wait until the deal is completed and the issue of cards are played out. The pair that now has the higher overall points can proceed to sing the bullseye. If the points are the same, the pair that played High wins the game.

28. ELIMINATION RULE

In a match up to 17 Bullseyes – each table plays a maximum of 11 games.

29. DISPUTES

Should a dispute arise in the match, both table captains shall be called upon to resolve the issue. Captains have a maximum of five (5) minutes to settle all disputes and make a decision in accordance with the rules/guidelines otherwise they may call upon the official and his decision will be final and binding. The following procedure should be adhered to:

- a. Leave all cards on the table. Any player who mixes any cards before the dispute is settled may automatically lose that dispute.
- b. During a dispute, players walking away from the table automatically forfeit all rights to input into the decision-making process, and may lose the bullseye.

Independence Cup 2024/ 3 Table All-Fours Tournament: Rules & Guidelines

- c. Any player(s) indulging in any form of argument on any given table or refusing to play, after the captains/official have made a decision, should be substituted from the match immediately, otherwise the opposing team will be awarded the game.
- d. In event of the abandonment of a table for any particular reason the defaulting team will concede a maximum of two (2) bullseyes. This table will then be closed for the duration of the match and the player(s) responsible for the abandonment of the table may be debarred from further participation.
- e. If the Captains/Official decided that a table should be scraped, then Rule (d) above would apply.
- f. No one besides the captains/official must get involved with any dispute/situation that may occur on any given table. Failure to comply may result in substitution from the match and/or the person(s) may be debarred from further participation.
- g. In the event a dispute or situation arises that is not governed by the rules/guidelines then the committee and its officials would make a decision in the interest of the IC2024 3-table using their best judgement.

30. Power play

- a. No half time.
- b. Power play takes effect at the 7-11 bullseye mark.
- c. All kicked chinks increases by one point in this instance.
- d. 14-0 score is considered a 2 bullseye throughout the match.

31. Break

A five (5) minute break after every four (4) games is awarded.