

MANITOBA ALL-FOURS ASSOC. INC.

OPERATING GUIDELINES AND RULES

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NOTE: ALPHABETICAL SECTIONS REFER TO THE GUIDELINES;
NUMERICAL SECTIONS REFER TO THE RULES

MANITOBA ALL-FOURS ASSOCIATION

TOURNAMENT OPERATING GUIDELINES (REVISED Oct. 20, 1995)

- A. The M.A.A. will offer a challenge trophy which will be contested annually and which must be returned to the Association at the end of the tournament year. The winning team will have its victory engraved on the trophy.
- B. All members of the winning team will be awarded trophies for their victory. A minimum of eight trophies will be awarded. However, a player must play at least **FIFTY (50)** percent of the games in the regular tournament to qualify for individual trophies.
- C. Prizes will be awarded for the following:
1. MOST HANG JACKS for the entire tournament
 2. MOST BULLSEYES for the entire tournament
 3. One CHALLENGE TROPHY for the MOST HANG JACKS and one for the MOST BULLSEYES won, which must be returned to the Association at the end of the year.
 4. One CHALLENGE TROPHY for the MOST VALUABLE PAIR.
 5. One CHALLENGE TROPHY to each of the winning teams in the "CHAMPION OF CHAMPIONS" TOURNAMENT and the PRESIDENT'S CUP TOURNAMENT.
 6. In the case of ties, trophies will be awarded to all pairs involved.
 7. In the event of a tie between two teams for the M.A.A. CHALLENGE CUP, the team that won when the two teams played shall be the champion. In the event of a tie between more than two teams, the team with the best plus/minus record shall be awarded the championship.
- D. All players must be registered to one particular team. Players registered to one team will be allowed a maximum of four substitutes per match. One substitute per table may be made prior to the beginning of the game or at half time. No switching of partners is permitted at any time during the match.
- E. Cards shall be kept by the winning pair on each table.
- F. Prior to the match, the winner of the toss will sit his team last and deal first. The loser of the toss will sit his team first either east-west or north-south; he must be consistent. To start the second half of the match, the deal goes to the team that lost the toss at the beginning of the match.
- G. HALF TIME will occur when a team reaches 19 BULLSEYES.
The match ENDS when a team reaches 37 BULLSEYES.

- H. All matches start promptly at 1:00 p.m. If a team is late or does not show, the opposing team may call one bullseye per table every 15 minutes, with the first beginning at 1:15 p.m. No hang jacks may be called. (Passed at AGM 2001)
- I. Captains must submit names of players before game time.
- J. Captains must submit playing fees before each game.
- K. For the purpose of qualifying for overall trophies, every table must play 50% or more of the games together in the regular tournament.
- L. The M.A.A. shall provide table score sheets. Players must provide their own pens/pencils.



Note 1. THE MOST VALUABLE PAIR SHALL BE THE PAIR THAT HAS PLAYED AT LEAST 50% OF THE GAMES TOGETHER AND HAS THE BEST WINNING AVERAGE OF THE REGULAR TOURNAMENT.

Note 2. CONSTITUTIONALLY, THE M.A.A. SHALL HAVE THE POWER TO EXPEL OR SUSPEND ANY PLAYER(S) OR TEAM(S) FROM THE TOURNAMENT.

MANITOBA ALL-FOURS ASSOCIATION INC.
“JELLICO” ALL-FOURS RULES
i.e. TRUMP AND PLAY ANYTHING

- 1.A. **Kicking:** JACK – 3 points, SIX – 2 points, ACE – 1 point.
If a player kicks out the pack, he retains both the pack and the points.
 - B. If a player kicks the pack without first putting it on the table, turns a card over, or overruns the cards, it is a misdeal. Any points kicked are forfeited. He loses one point for the misdeal and retains the pack.
 - C. When two cards are kicked, it shall be considered a misdeal.
 - D. When two cards are picked up to be kicked and an opposing player can identify the bottom card, it shall be considered a misdeal. However, if the opposing team calls a misdeal and cannot name the bottom card, the dealing team gets one point. This rule does not apply when the last card is being kicked.
- 2.A. **RE-NEED:** whenever a jack is involved in the game and a re-need or undertrump occurs, that pair loses bullseyes.
 - B. **RE-NEEDING** or **UNDERTRUMPING** when a jack is not involved, results in the loss of one point for the infraction and one point for game, for a total of two points.
3. When cards are cut they must be dealt. Reshuffling or running of the cards after the cut is a **misdeal**.
 4. **FLUSH HAND** can play on either side.
 5. A hand without trump cannot play, by choice, on either side. However, any player can stand without trump providing his stand is blind. Any player standing without trump after looking at his hand of cards will lose all points in that round to the opposing pair.
 6. A player to the left of the dealer has one shuffle or running of the pack. After this he must cut or lose one point for delay of game. A player may elect not to cut the pack by clearly indicating so to the dealer.
 7. Any player found hiding, palming, or stealing a card or cards loses the bullseyes.

8. When a game is being played with an incorrect number of cards, the dealing process will be cancelled, unless one point for misdeal results in 14 points for opposing players. (AGM 2000)
9. When a player is deliberately retarding the process of the game, he will lose the bullseyes. A maximum of **12 seconds** are allowed to a player after the last card is played.
10. Players are not allowed to leave the table during the game. A limit of **four minutes** is allowed between games.
11. **Card on board** stands. Card on board shall be defined as “a card willfully played face up on the playing table.”
12. Players looking at their cards unless privileged to do so lose one point for the infraction.
13. All points must be marked at they are played.
14. Points are counted in the following order of priority: HIGH, LOW, HANG OR PASSED JACK, GAME. If the limit of 14 points is reached before the jack is hung, it does not count.
15. Should a **dispute** arise in any match, the following procedure will be followed:
 1. Leave all cards on the card table. Any player who mixes any cards before the dispute is settled will automatically lose that dispute.
 2. During a dispute at the table, players walking away from the table automatically forfeit all rights to input into the decision making process.
 3. The designated marshall shall be called upon to arbitrate the dispute. The decision of the marshall is binding.
 4. In the event that the designated marshall’s team is in dispute, another marshall shall be called upon to arbitrate.
16. Any team not having a full team shall lose the following: One bullseye every fifteen minutes to a maximum of five in the first half hour and four in the second half. The above bullseyes shall count for overall standing. There shall be no hangjacks called.

Manitoba All-Fours Additional Rules and Regulations 2005

1. All matches will be timed events.

The executive will appoint a Marshall and an alternate to enforce the following:

- a. Games will begin promptly at 1:00 p.m. The Marshall will call the players to their seats at 12:45 p.m. when cards will be distributed and mixed. Play will commence at 1:00 p.m.
 - b. Teams reaching 37 bullseyes will be declared the winner of the match.
 - c. Matches not completed by 5:55 p.m. will continue until the completion of the bullseye in progress. On completion of that bullseye, the team leading will be declared the winner.
2. The executive is responsible for appointing an official scorer and will also be responsible for finding a substitute if necessary.
 3. The Chairperson, through the director or his delegate, will enforce the terms of the Liquor license; that is, will not permit the consumption of liquor not bought at the club.
 4. In the event that a match is forfeited, each pair of the non-offending team will be awarded 9 bullseyes **but** the players average will remain unchanged. These 9 bullseyes will be added to the pair's totals but will not be used to compute their overall averages.