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*The following rules provided by Purdue Intramural Sports are not meant to be all encompassing. Please refer to the Participant Manual for comprehensive eligibility guidelines, policies, and procedures*

SECTION 1. EVENT FORMAT

I. Event Overview
   A. The event will be completed on one (1) day, at 6:00pm on Wednesday, December 2nd, 2015.
   B. Participants will only be able to play on the specified event date.
   C. Each team will play four (4) matches or rotations; the winner of the event will be the team with the highest cumulative points total.

II. Location
   A. Games will be played in the Boilermaker Room at the CoRec.

III. Supervision
   A. No officials will be present.
      i. Players are responsible for making their own calls.
      ii. It is recommended that any disagreements should be determined by a replay of that hand.
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.

IV. Registration
   A. Participants will be able to register in advance via scheduling on IM Leagues.
   B. No advance entry is required and registration will be available on site.
   C. Participants should allow enough time in order to complete all four (4) matches.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Only 24 cards, each suit’s nine (9) through ace, are in play.
   B. Teams score anywhere from zero to four (4) points per hand (see Section 6).
   C. Each match consists of 12 hands.
   D. If no one declares trump, the deal is passed. The passed deal is considered one (1) of the allotted 12 hands.
   E. Play begins after a trump suit is declared.

II. Beginning Play
   A. The Intramural Supervisor will assign teams their initial opponents.
      i. All games will begin simultaneously.
      ii. One (1) team from each table will rotate after each round.
   B. If you do not have a partner, the Intramural Supervisor will assist in pairing teams together provided there are additional players who do not have partners.

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SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Cards will be provided.
   B. Decks should be double checked by players to ensure that only 24 cards, each suit’s nine (9) through ace, are in play.

SECTION 4. PLAYERS

I. Team Composition
   A. Teams will be made up of two (2) players.
   B. If you do not have a partner, please arrive early to pair up with another single player.

SECTION 5. TIMING

I. Round Limit
   A. There will not be a time limit.
II. Overtime
   A. Should two (2) teams be tied, a four (4) hand head-to-head playoff will be used to determine the winner.
      i. If a winner is not determined after this playoff, a sudden death overtime follows.
   B. Should multiple teams be tied at the end of the tournament, a four (4) hand round robin playoff will be used to determine the tournament’s winner.

SECTION 6. SCORING

I. Winning the Game
   A. The team with the most points after 48 hands (12 hands are played in each of the four (4) matches) wins the event.
   B. The team with the most points after 12 hands will win their match.
   C. After each match, opposing teams must sign each other’s scorecards to verify the results.
   D. After each match, the winning team leaves the table and the losing team stays.
II. Scoring
   A. The object of each team is to take three (3) tricks each hand with an underlying goal of taking all five (5) tricks.
   B. The point distributions are as follows:
      i. Four (4) points for an “alone” hand which consists of one (1) person winning all five (5) tricks.
      ii. Two (2) points for both players of a team winning all the tricks.
      iii. Two (2) points for “euchring” your opponents, which consists of getting three (3) tricks when the opposing team calls the suit.
      iv. One (1) point for either a single player or team winning three (3) tricks.
   C. Only one (1) team may score each hand; the hand’s losing team receives zero points.
III. Ranking of Cards
   A. Trump Suit
      i. Once a suit has been declared trump, its Jack becomes the Right Bower, or the highest ranking card.
      ii. The Jack of the same color becomes the Left Bower, or the second highest ranking card.
      iii. Then, the trumps will go from ace to nine (9) for the suit called trump.
   B. Example: If hearts are declared to be trump, the ranking of cards for that hand, in order, will be as follows:
      i. Jack of Hearts
      ii. Jack of Diamonds
      iii. Ace of Hearts
      iv. King of Hearts
      v. Queen of Hearts
vi. Ten (10) of Hearts  
vii. Nine (9) of Hearts

SECTION 7. THE DEALER AND THE DEAL

I. Initial Dealer  
   A. Prior to the first hand, the cards are shuffled and dealt out until a Jack appears.  
   B. The person receiving the first Jack becomes the leading dealer.

II. The Deal  
   A. The dealer deals clockwise giving each player two (2) cards first than three (3) cards or vice versa.  
      i. The dealer may also deal out four (4) cards and then one (1) card to each player or vice versa.  
   B. Once all players have received their cards, the dealer will place the remaining cards in the center of the table and turn up the top card.

SECTION 8. THE PLAY

I. Determining the Trump Suit  
   A. Following the deal, players first need to declare the trump suit.  
   B. The player to the dealer’s left has the first opportunity to make the turned-up card’s suit trump.  
      i. If the player chooses to make this suit trump, the dealer then takes that card and discards any other from their hand.  
      ii. If the player chooses to pass on making this suit trump, the next player to their left will have the opportunity to make the showing card’s suit trump.  
   C. Should all four players, including the dealer, pass on making the turned-up card’s suit trump, the player to the dealer’s left may either declare any suit trump or pass on naming any trump suit.  
      i. The suit of the originally turned-up card may not be declared trump now.  
      ii. If the first player passes on naming a trump suit, the next player to their left will have opportunity to name a trump suit.  
      iii. If no one names a trump suit, all hands are discarded and the deal rotates. This counts as one (1) of the allotted 12 hands per match.

II. The Play  
   A. The player to the dealer’s left plays the first hand’s first card.  
      i. After each trick is scored, the player who wins the trick will lead out in the next hand.  
   B. Once a suit has been laid in each hand, the other players MUST play that suit in rotation until all four (4) players have played a card and a trick has been scored.  
      i. If unable to follow suit, a player may play any card they wish.  
      ii. The highest card of each suit wins the trick, but the trump takes all others.

III. Going Alone  
   A. During the preliminary of accepting/calling trump, each player may also announce, “I’ll play alone.”  
      i. If this occurs, their partner lays down their hand, and the player plays by themselves.  
      ii. The player to the left of the dealer still begins play.  
   B. When playing alone, a player scores four (4) points if all five (5) tricks are taken, one (1) point if three (3) or four (4) tricks are taken, and the opposing team scores two (2) points if the player going alone takes less than three (3) tricks.

SECTION 9. PROTESTS

I. Eligibility Protests  
   A. If a player is believed to be ineligible (please see our Participant Handbook for more details), the game may be played under protest.  
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests  
   A. Rule interpretation questions must be declared immediately after the play in question.
B. Rulings involving judgment MAY NOT be protested.
C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.