



City of Plymouth Euchre Rules



Pre-Gameplay

- Each team is guaranteed 5 preliminary round games and 1 tournament game.
 - **EXCEPTION:** Teams may only get 4 preliminary games if there is an odd amount of teams
- Teams must have a minimum of 2 players.
- Teams can have more than 2 players, however once a game starts, the 2 players that started the game must finish the game.
 - **EXCEPTION:** A player has an emergency mid-game and must leave the facility. Then another “extra” player from any team may sit in, finish that game, and be their partner moving forward.

Gameplay

- Preliminary round games will start at **6:30pm, 6:55pm, 7:20pm, 7:45pm, and 8:10pm**
 - Each round of games will have a **20-minute** gameplay timer, followed by a 5-minute break.
 - To keep things timely and moving, the game timer will start exactly at the times listed above. Staff will not wait for individuals or teams not ready to play.

Scoring

- The winning team will be the team that earns 10 or more points first or whatever team has more points after the 20-minute gameplay timer goes off.
 - When the timer goes off, teams will finish their hands.
 - Once that last hand is completed, and if the game is tied, one more hand will be played to determine a winner.
- **3-4 tricks = 1 point, 5 tricks = 2 points, 5 trick Loner = 4 points, Euchre = 2 points**
- **Reneging (not following suit) results in 2 points for the opposing team or 4 points if a Loner was called. Reneging must be caught before the next hand is dealt.**
- **ALL TEAM SCORES AT THE CONCLUSION OF GAMES MUST BE REPORTED TO STAFF**

Dealing

- The deck must be shuffled before the dealer deals cards.
- Offering a cut is optional.
- **Cards must be dealt in the 3-2 format.**
- The first dealer of the game will be determined by having any player flip the cards in front of each player at the table, clockwise. The first player to have **ANY JACK** flipped in front of them will be the first dealer of the game.
 - The player dealing will then rotate clockwise.
- **ALL HANDS ARE STICK THE DEALER**
- **Players are allowed one misdeal per game. Upon the second misdeal, the next player in rotation will become dealer.**

Cheating

- **ABSOLUTELY NO CHEATING**
 - This includes table talk, verbal, or any non-verbal signaling with the goal of telling your partner what card(s) you have or what card(s) they should play.

Tournament Play

- Tournament play will commence after the 5 preliminary round games are played.
- Teams will be seeded based off the preliminary round standings and how many teams registered to play.
- **EXAMPLE**
 - 11 teams are registered.
 - Teams 1-4 in the preliminary round standings will play their own single elimination tournament.
 - Teams 5-8 in the preliminary round standings will play their single elimination tournament.
 - Teams 9-11 in the preliminary round standings will play their own single elimination tournament.
 - Teams will be seeded based off their standings.
 - **EXAMPLE** (Teams 5-8 single elimination tournament)
 - Team 5 is the 1 seed and will play Team 8, the 4 seed.
 - Team 6 is the 2 seed and will play Team 7, the 3 seed.
 - The winners of both those games will then play for the “championship.”
 - **The “champion” of each single elimination tournament will receive a gift card.**
- The goal of tournament play is to have teams of similar skill (or luck) playing each other.