

MANITOBA ALL FOURS ASSOCIATION

JELICO ALL FOURS RULES (TRUMP AND PLAY ANYTHING)

KICKING:

- 1. JACK – 3 points, SIX – 2 points, ACE – 1 point.
- 2. If a player kicks out the pack, he retains both the pack and the points.
- 3. The dealer is the only person who can kick a card from the deck. Anyone else doing the kicking will give up a point to the opposing team for delay of game.
- 4. If the dealer kicks a card from the pack without first putting it on the table or overruns the cards, it is a misdeal. Any points kicked are forfeited. He loses one point for the misdeal and retains the pack.
- 5. When two cards are kicked, it shall be considered a misdeal.
- 6. 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.

RE-NEED OR UNDER-TRUMPING:

- 1. **RE-NEED:** This is playing a card of a different suit from the card that was led when you could have followed suit.
- 2. **UNDER-TRUMPING:** If a non-trump suit is led and trumped, a later player is not allowed to play a lower trump unless he has no option (i.e. down to trump).
- 3. Whenever a jack is involved in the game (jack dealt- not kicked) and a re-need or under-trump occurs, that pair loses a bullseye.
- 4. When a jack is not involved and a player re-needs or under-trumps, this results in the loss of one point for the infraction and one point for game, for a total of two points.

THE 5-10-15 START TIME RULE:

- 1. How the 5-10-15 start time rule works: Any pair not sitting at the table will lose one bullseye(s) at 1:05 p.m.
- 2. At 1:15 p.m. (10 minutes later) the non-sitting pair will lose another bullseye.
- 3. At 1:30 p.m. the non sitting pair will again lose another bullseye for a total of three bullseyes in the first half hour.
- 4. If the pair is still not present at the table at 1:45 p.m. another bullseye (4th) can be claimed.
- 5. The last bullseye (5th) for the 1st half can be taken if the pair is still not there at 2:00 p.m.
- 6. Only up to a maximum of five bullseyes can be claimed in the first half.
- 7. Starting time for the second half will follow the same format of the 5-10-15 minute rule if the pair is still absent from the table.
- 8. The maximum number of bullseyes that can be claimed in the second half is four (4). Altogether a total of nine (9) bullseyes can be claimed for the entire game.
- 9. In the event the match is forfeited, each pair of the non-offending team will be awarded 9 bullseyes. That is 5 bullseyes for the first half and 4 for the second half. The players' averages will remain unchanged.
- 10. These 9 bullseyes will be added to the pair's total but will not be used to compute their overall averages.
- 11. No hang jacks will be awarded.

MISDEAL:

- 1. When cards are cut they must be dealt. Reshuffling or running of the cards after the cut is a misdeal.
- 2. The dealer can choose to deal one card at a time or in threes. He must stick to that method for the round. Failure to do so may result in a misdeal.

- 3. When a game is being played with an incorrect number of cards, the dealer is responsible hence a misdeal.
- 4. A player must call a misdeal at the start of a new round if he has too few or too many cards in his hand. He must call this misdeal before the first trick of the round is played. Failure to do so could result in cheating and hence bullseye to the dealing team.
- 5. When a game is being played with an incorrect number of cards (i.e. pack short), the dealing process will be cancelled and the opposing team will get a point for a misdeal. The only exception for not awarding a point is when the one point for misdeal results in 14 points for opposing players.

CHEATING:

- 1. Any player found hiding, palming, or stealing a card or cards loses the bulleyes.
- 2. Players looking at their cards, unless privileged to do so, lose one point for the infraction.
- 3. If a player is caught palming a jack to avoid a hang jack, the other team collects a bullseye and adds a hang jack to their score.

CUTTING:

- 1. A player to the left of the dealer has one shuffle or running of the pack (one brew). After this he must cut or lose one point for delay of game.
- 2. A player may elect not to cut the pack by clearly indicating so to the dealer.
- 3. A player to the left of the dealer, when given the cards to cut, cannot kick the top card or cannot kick period. Should this happen and if the card kicked is a jack, six or ace the dealer will get the point(s) and re-deal. If it's just a no point kicked card the dealer will re-deal and take one point for retarding the game.

NO TRUMP:

- 1. A hand without trump cannot play by choice on either side. However, any player can stand without trump providing his stand is blind.

- 2. In order to blind stand up, a player cannot look at his cards. He must play or turn over any of his six cards face up before the dealer kicks.
- 3. Any player standing without trump after looking at his hand of cards will lose a bullseye.

DELAY OF GAME:

- 1. When a player is deliberately retarding the process of the game, he will lose the bullseye. A maximum of twelve (12) seconds are allowed to a player after the last card is played.
- 2. Player delaying the game must be given a warning (calling time) and a marshal must be notified prior to bullseye being awarded.
- 3. Players are not allowed to leave the table anytime during the playing of a game.
- 4. A timeout of four (4) minutes is allowed between games. Three time outs are allowed by each pair per half.

SCORING:

- 1. Points are counted in the following order of priority: HIGH, LOW, HANG OR PASSED JACK, and GAME.
- 2. If the limit of 14 points is reached before the jack is hung, it does not count.
- 3. In the event when counting for game point there is a tie, the dealing side loses the game point.
- 4. All points must be marked as they are played. After the round, no points may be claimed once cards are gathered for shuffling.
- 5. Players are responsible at all times for the accuracy of their bullseyes and hang jacks as recorded on their table score sheets with the master score sheet.
- 6. There will be no adjustments to the final scores and stats once the game is over.

DISPUTES:

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 captains of both teams shall settle the dispute. In the event the two captains cannot settle the dispute a marshal shall be called upon to arbitrate. The decision of the marshal is binding.
- 4. In the event that the designated marshal's team is in dispute, a second marshal shall be called upon to arbitrate.
- In the event of a dispute after 5:30 p.m., all tables from that match are to cease playing until the dispute has been settled.

GENERAL:

- 1. Flush hand can play on either side.
- 2. Card on board stands. Card on board shall be defined as "a card willfully played face up on the playing table."
- 3. In the event that more than one card is played, the first card touching the board will be the card played.