



CODE OF CONDUCT AND LEAGUE REGULATIONS

NO-FAULT CLAUSE:

The World Association of Spade (WAOS), it's representative, sponsors or associates (employees) are not liable for any improprieties, injuries or related incidents experienced during the course of participation at any WAOS event.

ALL MEMBERSHIP & COMPETITION REGISTRATION FEES ARE FINAL AND NONREFUNDABLE AT POINT OF SALE TRANSACTION

ALL WAOS PARTICIPANTS MUST BE AT LEAST THE AGE OF MAJORITY (18)

LEAGUE ETIQUETTE

The World Association of Spades is a "Team" Organization whose goal is promote a safe, pro-social environment for individuals to come together in healthy fun and sportsmanship...

- E1 Absolutely no alcohol or other mind / personality altering substances are allowed at WAOS competitions.
- E2 Absolutely no smoking or ingestion of illegal substances...
- E3 WAOS participants are always expected to be respectful and mindful of others with regards to age, color, ethnicity, gender, race, religion, and or sexual orientation / identification.

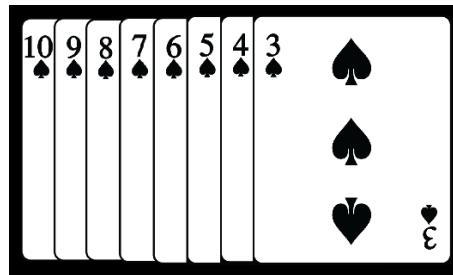
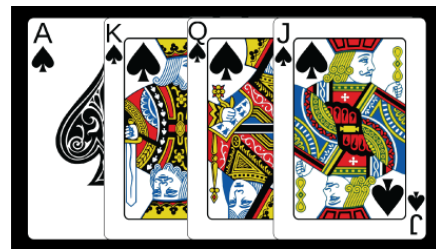
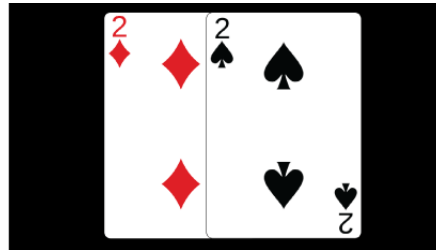
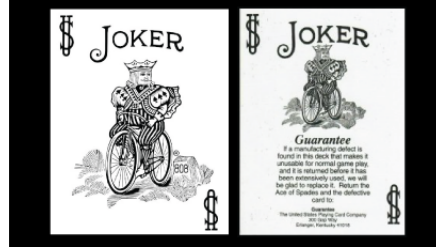
- E4 Anyone suspected of being under the influence of alcohol and or an impairing substance will not be allowed to participate in WAOS competitions; additionally said individual(s) will be asked to vacate the competition venue.
- E5 WAOS participants are to adhere fully to the hosting venue's rules and guideline, in addition to those specifically stated or otherwise implied in WAOS's Code of Conduct and League Regulations.

WAOS PROCEDURAL RULES

- PR1 A WAOS Team comprises a minimum of 2 players and maximum of 4 players. Each WAOS Team will have a designated CAPTAIN who can be contacted regarding pertinent league / competition information...
- PR2 It is the sole responsibility of a team, collectively and individually, to know the rules and regulations of WAOS Spades competitions and tournaments.
- PR3 It is the sole responsibility of a team and its members to appear for its previously agreed upon and subsequently scheduled competition on time.
- PR4 A team's failure to appear on time for previously agreed upon and subsequently scheduled competition will result in a forfeiture and negative impact in its ranking.
- PR5 A team has the right to forfeit a competition at any time; the forfeiting team should do so in a respectful and nondisruptive manner...
- PR6 A team has a right to challenge an obvious competition impropriety or regulation violation – a team should exercise this right by first seeking the assistance of a designated WAOS Associate.
- PR7 WAOS reserves the right to apply a final ruling on any and all allegations of competition improprieties and or violations, to include forfeitures, disqualifications and or other consequences deemed appropriate.
- PR8 Neither food, snacks nor drinks are allowed on the card table during competition process.
- PR9 Competition adjustment will be accommodated for **reasonable emergencies**. In emergency circumstances, teams will be allowed a substitute player – the substitute must play the hand in process (at the time of substituting) in its entirety. All substitutes must know WAOS Code of Conduct and League Regulations.

WAOS SPADES RANKING

Trump Ranking – from highest to lowest:



THE DECK & THE DEAL

- DD1 WAOS will provide the competitions with standard playing cards (52) and card shuffler.
- DD2 The dealer of the initial round of competitions will be decided by way of coin toss / flip selection by team captains.
- DD3 Prior to any deal, the 52 deck of cards should be randomized by way of the card shuffler at least twice. Following the final shuffle, the person to the right of the dealer will “cut” the deck of cards.
- DD4 WAOS allows only two (2) types of “cuts”: 1. The ‘STRAIGHT CUT’ and 2. ‘TAPPING’.
- DD5 The “STRAIGHT CUT” is a two-step process that consist of taking a proportion of the top of the deck and placing it below the remaining bottom portion of the deck. “TAPPING” is simply tapping the top of the deck.
- DD6 Following the “cut”, the dealer begins to deal the cards to the left (clockwise) until all the cards are distributed equally (13) to all four (4) players. No cards should be revealed during the deal. Each player should confirm having 13 cards prior to the bidding process.
- DD7 A revealed card constitutes a “missed deal” and the dealer proceeds to attempt a second deal after repeating DD3 thru DD6. if there is a consecutive misdeal, the deal then is passed to the opposing player to the left (the deal walks). The deal walks also when the cards are unequally distributed – where one or more player is dealt less or more than thirteen (13) cards.
- DD8 The dealer must receive the final card of the deck in the dealing process. All cards should remain face down on the table until the deal is complete. Any player’s failure to adhere to leaving cards on the table faced-down until the deal is complete subjects his team to a 10-point deduction per violation.
- DD9 Each player must play the 13 cards s/he are dealt (the hand). There are absolutely no exceptions to this rule (i.e., having no spades, aces, face cards in your appropriately dealt 13-cards does not exempt a player from playing “the hand”).

BIDDING

- B1 Each team's bid is a projection of the total number of tricks (books) they will obtain by way of their partnership. This process allows for each team to review and forecast about their hand based upon the cards in their respective hands.
- B2 The non-dealing team will state its bid first. Said team will confirm its bid before the opposing team submits its bid.
- B3 At no time during the bidding process should any player explicitly or subliminally hint, signal or inform regarding the identity of any cards comprising her / his hand.
- B4` While WAOS welcomes reasonable banter and competitive wit, participants should keep the chit chat at a modest tone and joshing.
- B5 Once each team's bid is written on the score card, it cannot be changed.
- B6 WAOS does not require a minimum bid – that is, there is no “board” bid. There is also no “nil” bid. However, a team can bid zero (0) without penalty if they happen to win a book.
- B7 WAOS does not allow “blind” bids.

PLAYING THE HAND

- PH1 After both teams' bids have been recorded, the player to the left of the dealer will begin the round by playing a card of any suit -spades can be played prior to another suit being cut. Yes, spades can be played at the start of a round!!!
- PH2 Following PH1, the play is in sequence clockwise (left) will all other players playing the suit that led. If a player does not have the suit the led, s/he can either throw-off or cut (play trump) if applicable.
- PH3 If a player should drop a single card that lands faced-up on the table (or elsewhere), that card should remain exposed on the table and played by the player at first opportunity. If multiples cards are dropped and exposed, the hand is re - dealt in accordance with regulation DD7.
- PH4 A legal card played out of turn cannot be retracted. That is, there is no forced reneges. If the out-of-turn card is not a legal play (not of the suit that led), it can be rescinded, and the player can play the applicable suit before the closing of the book.

- PH5 If an opposing player determines that an illegal card was played on a previously closed book, a renege can be called. At the call of a renege, the specific book must be identified, reviewed and validated as such.
- PH6 A validated renege will result in forfeiture of the bid of the hand at play by the offending team. That is, the team that reneged receives a score of zero (0) and the opposing teams is awarded its bid.

SCORING

- S1 Each book /trick equals 10 points. **The first team to obtain a score of 500 or more wins.**
- S2 The highest card of the leading suit in play wins the book, unless a “spade cut” is played. In the case of multiple spade cuts, the highest spade cut wins the book.
- S3 An achieved bid of 10 books equals 200 points. A failed attempt of 10 books, renders a -100 (deficit) to the said bidder’s score.
- S4 An achieved bid of 13 book (aka A BOSTON) equals 500 points. A failed attempt of 13 books, renders a -250 (deficit) to said bidder’s score.
- S5 Sandbags / overages are counted in the scoring process.
- S6 If a team makes fewer books than their bid, the team will receive a negative score for said bid.
- S7 The game is over when a team reaches 500 points or more. The team with highest score wins!!!!
- S8 Both teams can keep score individually with respective team captains signing off on each hand / score round.
- S9 The captain of the winning team is responsible for validating the competition score with WAOS’s Competition Director.

CHEATING / IMPROPRIETIES

***Procedural questions and disputes should be brought to the attention of the Competition Director for clarification and final ruling**

- CI1 There is absolutely **NO TALKING-OVER-THE-TABLE!!!!!!!!!!** That is, there should be no form of communication that suggest to a team player what cards you possess in your hand. Further, there should be no signaling, indicating, gesturing, motioning, nodding, or conveyance of any kind regarding what suit a partner should play, should or should not cut etc....
- CI2 Any indication of cards in possession to a partner by any means is cheating -this includes, and is not limited to, the obvious positioning of cards and the like....
- CI3 Suspected cheating should be immediately reported to the WAOS Competition Director. The Tournament Director will afford each side an opportunity to present their point of view before rendering a ruling.
- CI4 If the Competition Director can, with reasonable certainty, determine that a team is cheating, that team may be disqualified. Once a ruling is rendered, the dispute is put to rest for no further discussion and or reference for the remainder of the competition.
- CI5 Any team or individual deemed cheating and or in sighting a hostile play environment can be asked to vacate the premises.
- CI6 Any person, persons or team subject to regulations CI3, CI4 and or CI5 wherein they are disqualified and or asked to vacate the premises automatically forfeit all related fees (i.e., tournament registration, membership fees etc.), ranking and prizes.
- CI7 All decisions rendered by the Competition Director is final.

***WAOS RESERVE THE RIGHT TO MAKE CHANGES TO PROCEDURES, CODES OF CONDUCT, AND REGULATIONS AS SITUATIONS AND CIRCUMSTANCES DEEMS NECESSARY. SAID CHANGES WILL BE IMPLEMENTED VIA ADDENDUMS TO THIS PUBLICATION.**