



STAG BEER JACK COMPETITION TABLE OF CONTENTS

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STAG BEER JACK COMPETITION 3 TABLE **ALLFOURS LEAGUE RULES &** **REGULATIONS(ADDENDUM)**

1. RULES

- This tournament is covered by STAG All fours' rules.

2. COMPETITION / STRUCTURE & FORMAT

▫ **Competition Tables & Games**

- The competition will be divided into three (3) tables:
Table 1, Table 2, and Table 3.
- Each table will play a total of Seven (7) games with 1 table playing Eight (8) games

▫ **Style of Play & Scoring**

- The format is Trump and Play Anything following traditional Stag Beer Jack gameplay.
- Each game will be scored based on the **Beer Jack point system**:
 - **Eleven (11) points** for regular Stag Beer Jack play.
 - **High (1), Low (1), Jack (1), Game (2), Hang Jack (6)**
 - **Fourteen (14) points** total available in bullseye scoring.

▫ **Match Objective**

- The **first team to reach twenty-two- (22) bullseye points** in a match is declared the winner.



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- **Qualification to Playoffs**

Automatic Advancement

- The **winner at each stage** automatically advances to the next round.
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Competition Flow

- **Qualifying Rounds (Mar 15 – Mar 25)**

- 300 bars participating
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- **Knockout Rounds**

- **Round 1:** 300 bars
(Mar 29 – Apr 8)

- **Round 2:** 150 bars
(Apr 12 – Apr 15)

- **Round 3:** 75 bars
(Apr 19 – Apr 22)

- **Semi-Finals**

- **9 bars** Reduced to 4 bars

- 4 hosting venues
(Apr 26)

- **Grand Finals**

- **May 10**

- **4 final teams**

- Hosted at a **premium venue**



SPECIAL PROMOTIONS - Knockout Round #3 (75 Participating Bars, 9 Host Venues)

- During Knockout Round #3, all nine (9) host bars will implement the following promotional rewards:
 - ❑ **First Hang Jack Reward**
 - The first pair to successfully Hang the Jack within any game at their host venue will receive:
 - A \$5 Stag Beer Special (one beer at \$5 TT).
 - ❑ **Best Stag Beer Chant**
 - Each table will be eligible to win **ten (10) points** for delivering the **Best Chant** that:
 - Clearly includes the phrase “**Stag Beer**”, and
 - Is judged as the most creative, energetic and crowd-appropriate chant.
 - The final decision for the Best Chant Award will be made by the competition officials assigned to the host venue.
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3. ENTRY FEE

- 🏠 The registration requirement is the purchase of two (2) cases of **Stag** per team.
- 🏠 Each team may register a maximum of twelve (12) players and a minimum of six (6) players.
- 🏠 Cases must be purchased upon entry.
 - Failure to complete the purchase at the time of registration will result in automatic disqualification of the team from the competition.

4. REGISTRATION

- All teams must complete registration through an official Carib Brewery representative.
- All registrations are final once submitted.
- Failure to follow the registration requirements will result in disqualification from the competition.



5. TIME OF MATCHES

🏏 **Any team that fails to appear within thirty (30) minutes after the allotted grace period will automatically forfeit the match.**

- If a team arrives 15 minutes late from the scheduled match time, the opposing team will be awarded one (1) point.

6. COMMITTEE AUTHORITY

The **Stag Beer Jack Competition Committee** holds full and exclusive authority over the interpretation and enforcement of all tournament rules and guidelines. The committee reserves the right to **add, amend, or remove rules** at any time if deemed necessary for the integrity and smooth operation of the competition.

The committee may also **issue fines, suspend, or disqualify** any player or team if, in their judgment, such action is required to protect the best interests of the tournament.

To uphold fair play, the competition will not tolerate any player or team attempting to exploit loopholes, technicalities, or literal interpretations of the rules for unfair advantage. All rules and guidelines are intended solely to ensure a fair, transparent, and well managed tournament.

All decisions made by the Competition Committee are final, binding, and not subject to appeal or legal challenge.

7. SHUFFLING / CUTTING AND DEALING

🏏 **The dealer is allowed two (2) beats and two (2) brews when handling the pack. The cutter is allowed one (1) beat and two (2) brews when handling the pack.**

🏏 If the dealer or cutter fails to follow these handling rules, they will first receive a warning.

If the violation continues, the opposing team will be awarded one (1) bullseye.

🏏 If the cutter beats or brews the cards, the dealer regains the same options (i.e., they are allowed to their full beats and brews again).



🚫 For any breach of these rules, the first offence results in a warning. A second offence results in one (1) point awarded to the opposing pair.

🚫 If the dealer begins a match using the pack, a substitution may still be made afterward.

8. MISDEALING

- Once the dealer finishes dealing and places the pack down, the kick must occur immediately.
If the dealer puts down the pack and checks their cards, checks the opponents' cards, or performs any action other than kicking the card first, it is considered a misdeal.
The opposing pair receives 1 point, and the pack moves to the next dealer.
- If a player **begs**, and the dealer returns to the pack:
 - The dealer may switch between dealing in ones or threes if they have already started dealing.
 - However, if the same suit is kicked in the second round of dealing, the dealer cannot switch back to the original dealing method.
 - Doing so is considered **a misdeal**, the opposing pair receives **1 point**, and the pack moves on.
- The dealer concedes 1 point for any misdeal discovered in the first round of cards, which is before the 5th card of the game is played.
In this case:
 - The dealer must pass the deck to the next player.
 - Any points kicked are forfeited.

a. Misdeal After the 5th Card

If a misdeal is discovered after the 5th card is played:

- The player with more or fewer cards than required forfeits all points earned.



- The opposing pair receives:
 - 1 point for the misdeal
 - All points they earn from the hand (including gamble points).
- The deal moves on to the next player.

Exception:

If the dealing pair is found with an incorrect number of cards, they also forfeit any points kicked.

b. Misdeal After a Completed Bullseye

If a misdeal is discovered after the bullseye is completed, the deal automatically moves to the next player in line.

9. KICKING RULES & POINT PENALTIES

- Players must kick their cards outward.
If a player kicks inward, the opposing team is awarded 1 point.
- If a player kicks more than one card and the opposing pair sees the card, the official must be called.
 - If the card is correctly identified, the opposing pair receives 1 point for a misdeal, and the dealer must deal over.
 - *Note: This rule does not apply to the bottom card of the pack.*
- No player is allowed to kick in their hand.
If this occurs, the player must forfeit 1 point to the opposing pair, and the hand must be redealt.
- Kicking point values are as follows:
 - **Ace** – 1 point
 - **Six** – 2 points
 - **Jack** – 4 points



10. BEGGING / BLIND STAND

- 🎬 Begging will be verbally only
- 🎬 Any player who stands without a trump automatically concedes a bullseye to the opposing team.
- 🎬 Any player who gives one (1) without a trump also concedes a bullseye.
 - Blind standing occurs when a player turns their card outward before the dealer receives their final card.
- 🎬 If a player blind stands inward and has no trump, it results in an automatic bullseye for the opposing team.

11. RENEGE / UNDER-TRUMPING

- 🎬 Renege on any suit at any point during play results in an automatic bullseye awarded to the opposing team.
- 🎬 Undertrumping, except in the case of a flush, also results in an automatic **bullseye**.
- 🎬 When calling for a renege, no player is allowed to interfere with the cards in their lift. The official must be called to make the ruling.
 - **(a)** If the player who called the renege interferes with their lift, the renege call is automatically dismissed.
 - **(b)** If the player against whom the renege was called interferes with their lift, their pair automatically loses the bullseye.

12. CARD ON BOARD

- 🎬 A card on board is defined as any card that has been played faceup on the table after leaving the player's hand.
- 🎬 If a player accidentally plays more than one card, the card that is at the bottom and touching the table will be considered the official card played.



🎴 If a player plays out of turn, regardless of the card — including trump — they must retrieve the card, and the correct player will then play.

The correct player may play any card, even one of the same suit.

🎴 **Once the lead player has played their card, any card played afterwards (whether in turn or out of turn) is considered a “card on board” and cannot be taken back.**

13. **SCORING**

🎴 Points are awarded in the following order:

- **High** – 1 point
- **Low** – 1 point
- **Jack** – 1 point
- **Hang Jack** – 6 points
- **Game** – 2 points

🎴 Points must be written consistently, either from left to right or right to left, depending on the table’s chosen direction.

🎴 A Double Bullseye counts as two (2) games played, not one.

🎴 A score of fourteen (14) to zero (0) at any point in the game counts as two (2) bullseyes.

- However, if this occurs in the 10th game, it will only count as one (1) bullseye.
 - This is because each table is allotted 11 games, and awarding a double bullseye at this stage would effectively create a 12th game, which is not permitted.
- A Double Bullseye will be awarded to any pair that is positioned to achieve a fourteen (14) to zero (0) score and the opposing pair reneges to prevent it.
Example:

If the score is 7–0 and the favourable pair has the necessary cards to make *High*,



Low, Hang Jack, and Game (for a total of 10 points, resulting in 14–0), and the opposing pair intentionally reneges to stop their Jack from being hung, the favourable pair is awarded a Double Bullseye.

Recording Points

- Points must be clearly recorded at the end of each issue or whenever required, and in the exact sequence they are earned.
 - Points may be written left-to-right or -right-to-left- but must remain consistent.
 - Only numerals are permitted.
 - Combining numbers or writing points in view of the opposing pair is strictly prohibited.
 - Any points written in violation of these rules will be invalidated.
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Confirming Points

- All points must be mutually confirmed before they are officially recorded.
- If a mistake is made, it may be corrected before final recording.
- Once the cards are packed and the points scored, no further changes or recalls to the points are allowed.

Any player caught:

- Writing extra points after scores are confirmed &/or erasing an opponent's points, will forfeit one (1) bullseye as a penalty.
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Transferring Points

- When transferring points from one side of the table to the other: Points must be confirmed with the opposing pair and recorded in the same order as previously noted.
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Gamble Rules

- No player may handle the pack while a gamble is being contested.
 - Any violation results in automatic concession of the gamble.
 - The opposing pair has the right to inspect the player's cards to validate the gamble.
 - If the gamble totals tie, the points are awarded to the opposing pair of the dealer for that issue.
 - A player is not allowed to hold both their own lift and their opponent's lift at the same time.
 - Doing so results in loss of the gamble.
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Singing a Bullseye

- A player may reveal or play a sure point to "sing" a bullseye.



When singing a sure point:

The player is exempt from penalties such as:

- Undertrumping,
- Card-to-board violations.
- When attempting to hang a Jack, the player may choose whether to sing.
- The game only concludes after the bullseye is sung.
- No permission is required from the opposing pair to sing a sure point.

Confirming a Bullseye

- Players must record their points before singing their bullseye.
Players must remain at the table until:
- The bullseye is confirmed, and
- Recorded on both sides of the scoreboard.

🎬 A game will not be recorded if a player erases their own points before singing the bullseye.

In this case, the game continues and their points are reset to zero.

If a player erases their opponent's points, they automatically forfeit the bullseye.

🎬 All players must ensure that their bullseyes are correctly recorded on the scoreboard before erasing points to begin a new game.

Sure points may be used to sing a bullseye.

🎬 If a pair reaches fourteen (14) points but does not sing the bullseye:

- They must wait until the next deal is completed and the full round of cards is played out.
- At the end of the round, the pair with the higher total points will then proceed to sing the bullseye.
- If the points are tied, the player with the highest card wins the game.

14. TIEBREAKER

If a match ends in a draw, a best of three playoff will be played to determine the winner.

- The team that won the last completed bullseye will retain the deal for the first tiebreaker game.



- If a second tiebreaker game is required, the deal will alternate to the opposing team.
- The first team to win two (2) of the three tiebreaker games will be declared the winner of the match.

Additional Tiebreaker Conditions

- No substitutions are allowed once the tiebreaker round begins.
- All standard rules of play, including renege, undertrumping, misdeal, and time limit violations, remain in full effect during the tiebreakers.
- If a tiebreaker game ends in a draw (e.g., tied points when the deck runs out), the winner will be determined by:
 1. Higher bullseye total in that tiebreaker issue,
 2. If still tied, the team with the highest card in the final lift wins,
 3. If no determination can be made, a single sudden death hand will be played winner takes the game.

Failure to Present for Tiebreakers

- Any team that fails to present themselves for tiebreakers within five (5) minutes of being called will forfeit the tiebreaker round, and the opposing team will be declared the winner.

15. DELAY OF GAME

Begging, Standing & Time to Play

- A player has fifteen (15) seconds to beg or stand after the dealer kicks.
- After a player begs, the dealer has fifteen (15) seconds to either give one or run the pack.
- Once the previous card is played, each player must play their next card within ten (10) seconds.
- If a player repeatedly freezes or delays beyond these time limits:



- o Both team captains or an official must be notified.
 - o A ten (10) -second countdown will be issued to resume play.
 - o Failure to comply will result in a bullseye awarded to the opposing team.
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Leaving the Table

- 🎬 A player may leave the table before completing four (4) games only under extenuating circumstances (e.g., restroom break).
- 🎬 The player must first obtain permission from the opposing pair or captain. Such permission should not be unreasonably withheld.
- 🎬 Once permission is granted:
- If the player does not return within five (5) minutes, captains or match officials must be notified immediately.
- For every additional five (5) minutes the player remains absent, the opposing team will be awarded one (1) bullseye.
- 🎬 Only the player who received permission is allowed to leave the table.

16. IRREGULARITIES

Cheating, Hiding or Palming Cards

- Any player found hiding, palming, or stealing cards will:
 - o Forfeit two (2) bullseyes,
 - o Be removed from the match
 - o May be banned from the next match, pending a disciplinary hearing by the Committee.
- A second offense will result in the player being banned for the remainder of the tournament.

Marking or Altering Cards

- If a player is found marking cards and sufficient proof is presented to the Committee:



- o The player will be fined and banned from further participation in the Petit Valley Three (3) Table League.
- o Both captains must be notified.
- If a card is found to be marked or damaged, and verification cannot be determined:
 - o Both captains must agree to replace the deck with a new set of cards.

Pack Falling or Dropping Cards

- If the dealer places the pack on the table and a card drops to the ground before a kick, no penalty is applied and the hand must be redealt.
- If the pack falls after a card is kicked but before the lead player begs or plays:
 - o The opposing pair is awarded one (1) point.
 - o The dealer must redeal, and any points kicked are forfeited.
- If card(s) fall after the lead player has played their card, the next rule applies.

Misplaced or Fallen Cards

- If a card is found on the floor after a kick and all players still have the correct number of cards, the misplaced card(s):
 - o Are considered null and void,
 - o Points already made will stand.
- Misplaced card(s) must be returned to the pack after the current round is completed or once the pack runs out.

Handling Lifts

- No player is permitted to check their own lift without first asking the opposing pair.
 - o Violating this rule awards one (1) point to the opposing team.
- No player is allowed to check the opponent's lift without permission.
 - o Violating this rule results in a bullseye awarded to the opposing team.



Match Fixing

- Any team found guilty of selling out or buying a match will automatically lose the match by default.

Gamble Rules

- During a gamble count:
 - No player may interfere with the pack. Doing so results in automatic loss of the gamble.
 - No two players from the same pair may hold both lifts at the same time (whether in hand or on the table).
 - Violating this also results in loss of the gamble.

Player Positioning & Leaving the Table

- Players may remain within arm's length of their table or chair and may switch sides (e.g., East ↔ West, North ↔ South) after a bullseye.
- If a player leaves the table at an inappropriate time:
 - The opposing player(s) must call them back and notify the opposing captain.
 - If the player refuses to return, they will forfeit a bullseye.

Seeking Clarification

- A player may request a pause in play to seek clarification from an official.

Throwing in / Conceding

- Before a pair throws in to concede:
 - They must confirm that the lead player has not already placed a card on the board.
- If the lead player has played a card and the conceding player lays down their hand:
 - If the bottom card does not match the suit led, and the player was holding a card of that suit, it is considered a renege.



17. DISPUTES

🏏 In the event of a dispute, gameplay must continue at all tables, and all players are required to remain at their assigned table.

Only the two captains, along with the players directly involved at the disputed table, are authorized to address and resolve the issue.

🏏 Any player who verbally intervenes or leaves their table to get involved in a dispute at another table will be instructed to return immediately.

Failure to comply may result in a fine, substitution, suspension, or expulsion, at the discretion of the league proprietors.

🏏 All disputes must be resolved within five (5) minutes at the table.

If no resolution is reached, an Official must be called to intervene.

Any player who leaves a disputed table without authorization will be subject to a fine and a one game suspension.

18. BREAK / SUBS

Game Structure

- Each table will play a total of Twenty-Two (22) games, divided into the following sets:
 - **Set 1:** Eight (8) games
 - **Set 2:** Seven (7) games
 - **Set 3:** Seven (7) games

Breaks

Break After the First Four Games

- A five (5) minute break is permitted after the first four games on each table.
- Players must record the start time of the break on the table.
- After the break:
 - A two (2) minute grace period is granted for all players to return.



- o After the grace period expires, the seated pair will be awarded five (5) chalks to begin the game.
- o If the absent player or pair does not return within an additional five (5) minutes, they will concede a bullseye.

Washroom Breaks

- A player who is granted permission to use the washroom is allowed five (5) minutes.
- The departure time must be recorded on the table.
- If the player does not return within the five minutes:
 - o A two (2) minute grace period is given.
 - o After the grace period, the seated pair will receive **five (5) chalks** to start the game.
 - o If the player or pair fails to return within the next **five (5) minutes**, they will **concede a bullseye**.

Substitutions

- Each team is allowed up to **six (6) substitutions per game**, which may be made at any time.
 - o If a team exceeds this limit, they will automatically forfeit one (1) bullseye.
- When a team makes a double substitution, it is counted as two (2) substitution.
- Each team is permitted to re-enter one (1) previously substituted player, if necessary; however, this will count as two (2) substitutions.
- Once a team reaches its substitution limit, no player from that table is allowed to re-enter the game as a special substitute.

19. DRESS CODE

- 🎬 All team members are required to be properly attired.
- 🎬 Sleeveless jerseys or vests are not permitted.



Teams are allowed to participate in the Tournament without a uniform, provided all players are dressed appropriately.

20. PROHIBITIONS

- Players must be 18 years or older to enter.
- Any team, player, or supporter found using obscene language, dirty rhymes, or insulting an opponent in any way will receive a first warning, and both captains/officials must be informed.

If the behaviour continues after the warning:

- The offending team will lose the current bullseye,
 - The offending player must be immediately substituted
 - The individual may be expelled from the Stag Beer Jack Competition.
- Failure to comply will result in the match being awarded to the opposing team.

Absolutely no smoking is permitted in the playing area.

The use of **illegal drugs** is strictly prohibited.

Offenders will be barred from further participation.

No beverages or food are to be placed on the playing table, and players/spectators must not stand on or misuse any furniture.

Violations will result in a fine and/or expulsion.

Gambling of any kind is strictly prohibited throughout the Stag Beer Jack Competition.

Offenders will be barred from further participation.

No disturbing objects or substances are allowed in the playing area, including but not limited to:

- Excessive music
- Whistles
- Cloths/rags/kerchiefs
- Leaves/shrubs
- Perfume/oils
- Flour/powder

Any such use will result in disciplinary action.



No person is permitted to carry **firearms, knives, or any weapons** while participating in the Stag Beer Jack Competition.

Exception:

Members of the protective services and individuals with a valid Firearm User's License issued by the Commissioner of Police.

Even so, such weapons must never be displayed or used in any manner that may intimidate others.

Offenders will be fined and may be barred from further participation.

Any team, player, or individual who refers internal matters of the Stag Beer Jack Competition to any affiliated sponsor will be immediately expelled.

Any team or player who is disqualified or expelled will not be permitted to reregister under a new team name or join another registered team.

Players, teammates, and bystanders are not allowed to linger in the playing area or to gather around other tables during play

21. PROTESTS, DISPUTES, APPEALS AND DISCIPLINARY ACTIONS

- Any team wishing to protest a match must submit a written protest within forty-eight (48) hours of the match in question.
- If a team fails to appear for any matter related to the above within forty-eight (48) hours of receiving official notification from the committee, the opposing team that is present will be awarded the points by default.
- However, if the absent team provides a valid and acceptable reason for their nonattendance, they will be granted an opportunity to reschedule before any final decision is made.
- **The decision of the League Committee is FINAL and BINDING. The committee operates strictly within the Rules and Principles that govern the league and its activities.**

OFFICIALS DECISIONS ARE FINAL