

Pitch Rules

- Cards:** A regular deck of 52 playing cards plus two jokers. In each suit the cards rank: A (high), K, Q, J, Jic, Colored trademark Joker, Joker, 10, 9, 8, 7, 6, 5, 4, 3, 2.
- Scoring:** The game is Ten Point Pitch. First team to reach 52 points wins the game. A match consists of one game.
- A, J, Jic, colored Joker, Joker, 10 and 2, all worth one point.
 - 3=3 points
 - A smudge (shoot the moon is worth 52 points. An over smudger is worth 52 points. Only one over smudge per hand and it must be bid by the opposing team of the original smudge.
 - A team in the "hole" will receive the value of the smudge or over smudge or move them to zero whichever is less.
 - All scoring transactions must be recorded on the score sheet.
 - A point card found in the discards is fair game for the finder.
- Format:**
- Partner tournament. Two individuals register as a team. Depending on the number of entries in each qualifying tournament, at least the first and second place teams from each section will advance to the Tournament of Champions.
 - There will be a forty five (45) minute time limit per match. If neither team has won the match in the time limit, the team ahead at the "stop" time will be declared the winner. If a hand is in progress at the "stop" time, it will be played out and the results added to the score to determine a winner.
 - Should there be a tie score at the end of the 45 minutes; a winner will be decided by:
 - 1) The team that is ahead at the conclusion of the hand in progress, or
 - 2) If the game in progress is also a tie, one additional hand will be played to break the deadlock.
- The Deal:**
- Each player receives nine cards, dealt three at a time. After the bid process, each player draws back to a total of six cards to play.
 - The player winning the bid receives their "second hand" in turn and then is given any remaining cards at the conclusion of the deal.
 - Cards will be exchanged between partners.
 - First deal is determined by each player drawing a random card – high card wins first deal. Tie is a re-draw between players tied.
 - No point value cards can be "burned" by the dealer to start the first trick. If this is the case, a misdeal is declared.
- Misdeal:**
- If the dealer exposes a card or misdeals in any fashion, he loses the deal; there must be a new deal by the next dealer
 - If a point card must be "buried" by the individual winning the bid, the entire hand will be declared a misdeal.
- The Bid:**
- Player to the left of the dealer bids first. Each player has the opportunity to bid once each hand with the dealer having the last bid (called the "hammer").
 - Should players 1 through 3 pass, the dealer must take the bid for a total of four (4). Any bid must be for a value of four (4) or more.

- A team does not have the bid to go out unless both teams are within ten (10) points of a game winning 52 points. In this later case a team must bid at least a minimum legal bid; win the bid' and make the contract or more to go out.
- High bidder wins at least as many points as they bid, they score all they make; if he wins less, he is "out" – the bid is deducted from the score.
- Three straight sets by any one team constitute a loss of game.

**Exposed
Cards:**

-A card exposed during the bidding is not penalized. A trump card exposed during the play must be put face up on the table and played at the first legal opportunity.

**Pitch out
Of tour:**

-If a player pitches out of turn, the correct pitcher may let the incorrect pitched card stand or they may require the incorrect pitch to be retracted. In either case, the play will revert to the correct position prior to continuing that trick. A player who becomes void of trump cannot throw the remainder of their hand out of turn, the respective penalty below applies:

- a) If offending team commits this foul and they have the bid, they will automatically be sent the value of their bid and opposing team received 10 points.
- b) If offending team does not have the bid, their opponents receive an automatic 10 points for any smudge that we bid.

Misc.:

- Match winners are responsible for turning in the score sheet.
- No "table talk" or "jesters" between partners will be allowed.
- No gambling.
- If it is discovered during the course of play that there are an unequal number of cards in a player's hand, the entire hand will be void.
- If a person is not dealt a point or face card they may declare a misdeal.
- All tricks must be laid face down upon completion.
- Any protest or rule clarification must be declared prior to the next trick.
- Any rules not covered above shall be ruled by Hoyle's rules of Games.

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