



PUB DERBY: OFFICIAL RULES

A tactical team game of attacking waves, dirty tackles, and nerve-wracking penalty shootouts.



SETUP

- **Deck:** A standard 52-card deck (no jokers).
 - **Teams:** Played in two teams (Team A and Team B).
 - **Seating:** Players must sit alternating around the table (A, B, A, B...). You cannot sit next to your teammate.
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CHOOSE YOUR FORMAT

Option 1: "The Pub Match" (6 players / 3 vs 3)

- Deal **8 cards** to each player.
- The 4 remaining cards ("The Bench") are not used in play, but reveal the top card to determine the **Trump** suit (the strongest suit of the match).
- **To Score:** Win **2 consecutive tricks**.

Option 2: "The Classic" (4 players / 2 vs 2)

- Deal all **13 cards** to each player (the full deck).
- Draw one card randomly before starting (and shuffle it back in) to determine the **Trump** suit.
- **To Score:** Win **3 consecutive tricks**.

Option 3: "The Big Squad" (8 players / 4 vs 4)

- Deal **6 cards** to each player.
 - The 4 remaining cards are not used in play, but reveal the top card to determine the **Trump** suit.
 - **To Score:** Win **2 consecutive tricks**.
 - *Tip: With 8 players, the game becomes more chaotic and the halves are much faster!*
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HOW TO PLAY (THE MATCH)

1. **Kick-off:** The player holding the **2 of Clubs** starts the match by leading it. (If the 2 of Clubs is on the bench, the turn passes to the 2 of Diamonds, then Spades, then Hearts).
 2. **Gameplay:** Play proceeds clockwise around the table.
 - **Follow Suit:** You *must* play a card of the same suit as the led card if you are able to.
 - **Tackle (Trumping):** If you cannot follow suit, you may play a Trump card. Trump cards beat all regular suits.
 - **Discard (Sluffing):** If you cannot follow suit and cannot/do not want to trump, play any other card (you lose the trick).
 3. **Winning the Trick:** The highest Trump wins. If no Trump is played, the highest card of the led suit wins (Aces are high, 2s are low). The winner collects the cards and leads the next trick.
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SCORING (THE ATTACKING WAVE)

In football, possession isn't enough; you have to build an attack!

1. **Build-up:** Your team wins a trick (You have the ball).
 2. **GOAL!:** If your team (you or your teammate) wins the required amount of tricks *in a row*, you score a GOAL! (2 in a row for 3v3/4v4, 3 in a row for 2v2).
 3. **Interception:** If the opposing team wins a trick during your attacking wave, the attack is broken, the count resets, and they are now on the attack.
 4. **After a Goal:** Add 1 point to your score. The count resets for both teams. The player to the *left* of the goalscorer (the one who played the winning card) takes the kick-off by leading any card.
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FOUL PLAY & PENALTIES (THE JACKS)

Jacks are powerful cards, but they represent dirty play, shirt-pulling, and late tackles.

- **Yellow Card:** If a team wins a trick containing one or more Jacks, the winning team receives a **Yellow Card**. Keep the Jack face up in front of you as a marker.
- **Penalty Kick:** If a team receives their *second* Yellow Card (at any point during the match), the referee points to the spot!

THE PENALTY SHOOTOUT (THE DRAMA)

1. The game is temporarily paused.
 2. Take the cards from the trick where the penalty was caused and shuffle them face down on the table.
 3. **The Striker** (from the team that was fouled) draws one card.
 4. **The Goalkeeper** (from the penalized team) draws one card. Reveal them both at the same time!
 5. Does the Striker have the higher value? **GOAL!**
 6. Does the Goalkeeper have the higher value? **SAVE!** (*Trumps do not apply during penalties, strictly card value. In case of a tie, draw new cards*). After the penalty, the *Jacks/Yellow Cards* are discarded (reset), and play resumes.
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MATCH TIME

A match consists of 2 halves. When all cards in hand have been played, it is halftime. Reshuffle the entire deck and deal again (Yellow cards carry over to the second half). Play until the cards are gone again. The team with the most goals at full-time wins!