

Rummy Tournament - Game Rules

Rummy Card Game Rule: The Basic Objective

The basic rule of rummy game is that each player starts with 13 cards which they have to make valid sequences with. Rummy rule states that sequences should be pure sequences (a run of 3 or 4 successive cards of the same suit), impure sequences (a run of 3 or 4 successive cards with a joker) and, triples (3 cards of the same value, but different suits). To win, players must have a pure sequence.

Rummy Game Rule: The Cards Categories

In Rummy Rules, the cards are categorized from low rank to high rank:

Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King. The Royal cards (Jack, Queen & King) are valued at 10 points. Ace is valued as 1 point or a face card when forming the sets.

When a player has arranged all cards to meet the sets and sequences (at least one pure sequence), then the rummy rules suggest that the player can fold the 14th card and declare.

Once declared and validated, the player is declared a winner and the opponent's points are recalculated based on the rummy variant.

Joker and Its Rule in Rummy

In rummy, a joker is a printed joker card and a randomly selected card at the beginning of each Rummy Game. A Joker can be used as a replacement card for any other to complete an impure sequence. Joker Rules also indicate that they can be used to form an impure sequence throughout. For example, three jokers can be used to form an impure sequence.

Rummy Sequences and Its Rules

A Rummy card sequence is a run of three or more cards of the same suit. There are two types of sequences in Rummy: Pure Sequence & Impure Sequence. Based on rummy game rules, a player must have at least one pure sequence in their hands to win the game.

There are mainly 5 types of sequence in rummy which are:

- Pure Sequence
- Impure Sequence
- Triples
- First Life
- Second Life

Pure Sequence Rule

A pure sequence in rummy is a run or group of 3 or more consecutive cards of the same suite. A Pure sequence in rummy is important as without it, a player cannot win the game.

Some examples of a pure sequence in rummy include:

9♥ 10♥ J♥ (or)

5♠ 6♠ 7♠ 8♠

Impure Sequence Rule

An impure sequence in Rummy is a run or group of 3 or more consecutive cards of the same suite. However, one of the cards will have to be a Joker card.

Some examples of an impure sequence in rummy include:

2♦ 3♦ Q♠ 5♦ (Where Q♠ is a joker) 10♠

4♥ Q♠ K♠ (Where 4♥ is a joker)

Triples Rule in Rummy

A triples is when three cards of the same rank and in different suites are collected. A set of triples can also be considered an impure sequence. Jokers can also be used in forming triples.

An example of a triple is:

A♦ A♠A♥

First Life Rule

The first life in rummy refers to the first pure sequence that is created.

Second Life Rule

In Rummy Rules, a second life refers to the second pure sequence or an impure sequence. Second life cannot be created without the first life in Rummy Card Game Rules.

Common Rummy Terms and Their Rules

A player must know how to play rummy and know its various terms and rules. Below are some common terms and their rules in a rummy game which is crucial to know before playing an actual game.

Sets and Rules of Sets

In a rummy game, a set is a group of 3 or 4 cards with the same rank but a different suite. Sets can contain Jokers. According to the rummy rule, sets are not valid until the pure and the impure sequence are made.

Discard and Rules of Discard

In rummy games, each player is dealt with 13 cards. Each player must pick up a card to start their turn from either the discard pile or the pile. Once picked up, the player must also discard a card into the pile. The opponent can then pick up a card from the discard pile.

In order to win a game of Rummy, a player must discard a final card faced down to declare. The player can then call Rummy and show their sets and sequences.

Rummy Drop Off and Its Rules

A drop is used by a player when they feel less confident of winnings and intent to minimize the point penalty. In rummy rules, you can drop off from the game. If you drop off from the game without picking even a single card from the discard pile or the stockpile, then they are dealt a 20 point penalty. If the player drops after their first turn, they are dealt a 40 point penalty.

Rummy Show and Its Rules

If a player is ready to declare their game after making valid sets and sequences, then they can call for a Show. To place a Show, a player must have 14 cards of which one card

must be closed discarded to show. Once asked for a show, the player must combine the 13 cards into valid sets & sequences to show validation.

In case of a wrong show, a penalty is given to the player. A penalty of 80 points is dealt to the player with a wrong show. Wrong shows can be different for different variants of Rummy.

What are the Rules to Calculate Points in a Rummy Card Game?

Points are calculated in rummy based on the variant that is being played. When talking about the classic rummy game, here are how the points are calculated for the losing player. :

- Each card carries certain points. Each numbered card has the equivalent point value i.e. 5 Spades = 5 points.
- J, Q, K, A of any suit carries 10 points each. Joker cards are computed as Zero points
- At the end of a Rummy game, the losing player's score is calculated by adding the points of cards that are not in any set/sequence. If the player does not have a single pure sequence, then all the points are added.
- The maximum points that a player can get is 80 points. If the player's hand score is 85, then they will still only be dealt with an 80-point penalty.

FAQs on Rummy Rules

What are The Real Rules of Rummy?

The objective of the rummy card game is to arrange the 13 cards in valid sets and sequences. To win the game you need to make a minimum of 2 sequences, out of which one needs to be a pure

sequence and rest can be any valid sequence or sets. Without a pure sequence you cannot make a valid rummy declaration. This is one of the most important rummy rules.

Can We Use 2 Jokers in a Set in Rummy?

Yes. You may use 2 jokers, but only to form an impure sequence in Rummy. Jokers cannot be used to form pure sequences.

How Many Cards Do You Deal in Rummy?

In a 13 card Rummy game, 13 cards are dealt per person in Rummy. In case of more than 2 players, then 2 decks of cards will be used.

Can You Replace a Joker in Rummy?

Yes. If the printed Joker card is assigned as the open joker, then A will become the joker based on Rummy rules.

Is Ace High or Low in Rummy?

In Rummy Card Game Rules, Ace can be considered as high or low, but not both. If the runs are A-2-3, then it is considered low., If the runs are A-K-Q, then it can be considered as high.

What Happens If You Call Rummy and It's Not?

Some only allow "Rummy" to be called if the most recent discard can be laid off on a meld on the table. In this case, the caller takes the card and lays it off, scoring for it, and then the game continues with the person whose turn it was to play.

How Many Cards Can You Put Down in Rummy?

The player must discard one card, adding it (face up) to the top of the discard pile. There is one exception to the requirement that you discard: If a player has melded all of his cards, he does not need to discard.

Supplementary Rules for Rummy Tournament

In addition to the standard rules, the following supplementary rules shall also form integral part of this Rummy Tournament:

- The game shall be "Pool" (Syndicate) type with minimum of 3 and maximum of 6 players per table in which:
 - 241 points – Out of game
 - 240 points – Maximum in hand
 - 221 points – Compulsory play point
 - 20 points – Initial Scoot
 - 40 points – Middle scoot
 - 80 points – Full Count
- Compulsory First sequence & Second sequences needed, balance cards shall be counted for points recording.
- Re entry @ extra instant payment of Rs.500/- each
- Re-entry shall be at the maximum points
- No Re-entry if any of the player is on Compell
- The pool game shall be of 2-set cards
- Discard time is limited to 30 seconds
- Declare time is limited to 30 seconds
- Wrong show shall be counted as full (80 points)
- No Betting, side-shows or match fixing shall be allowed. If such activity is noticed, the umpire is empowered to disqualify the player.
- Umpires will be provided for each table and the decision of the umpire shall be final on all matters pertaining to this tournament.