Morrison County United Way

Carbles Tournament Rules – Morrison County United Way

Friday, October 16th, 2026 at 6pm

Sobieski Community Center

All rules are official. Any questions regarding rules during play will be reviewed by the Carbles official (MCUW Board Member) and ruling will be made. If a rule is contested call upon the officials to make a ruling, the rest of the teams will go on. If there is an item that had never been addressed in the past or in the below rules, play will be stopped and the group will discuss the item to determine the ruling.

Important Terms:

Home Spot = Large Round Circle marbles start in

Start Spot = Small Circle marble comes into play

Safe Spot = Rectangle where all 4 marbles must be to win/complete the game

Object: Get all your marbles (and partners) from the Home Spot to your respective colors Safe Spot.

To Start: Each player selects a color and 4 of the same color marbles. Place them in the Home Spot. There will be 2 full decks of cards used for each table of 6 players. A team captain must be designated for bracket and scoring purposes. Team Captains pick a card, high card starts play.

Dealing: The starting dealer will deal 5 cards the 1st hand passing the deck to the left for the next person to deal (this is done for each deal, one person does not deal out the full deck), 5 cards are dealt the 2nd hand, 4 cards the 3rd and 4th hands. No cards will be left over. Cards are passed to the left of the dealer when your deal is done. There is no shuffling until the deck is gone through.

Team Play: Before the play begins, partners will switch cards in attempt to help each other's play. You will pass the card to the partner on your left until the deck is through, it will then switch to your partner on the right, there is a chip with each board to keep track of this. The player to the left of the dealer starts the game.

Rules of Play: In order to start play of your marbles you need to lay an ACE, KING or JOKER. These cards bring one marble out of the Home Spot into your Start Spot. No player may remove your marble from your Start Spot, nor can any player pass you while your marble is in your Start Spot. The spot next to the start spot is not used when going up to your Safe Spot. Marbles move forward around the board with the exception of the FOUR card, which only moves Backwards. A JACK allows you to switch places with any marble on the board (Not another of your own) or move 11 spots. If you cannot move 11, you MUST switch places, you CANNOT Fold with a JACK in hand. A SEVEN allows you to split your moves between your marbles and kills (even your own) marble you jump over or land on (sends the marble back to the Home Spot and starts play over for that marble). All other cards move their face value, KING – 13, QUEEN – 12, JACK – 11 and so forth. When playing any card, if you land on a marble it must go back to

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the Home Spot and start over. After all your marbles are in your Safe Spot, you use your cards to help your partners get all their marbles in their Safe Spot.

Tournament Specific Rules:

1. NO TABLE TALK – This will not be tolerated, at all. If there is Table Talk reported to the Carbles officials ALL cards for the team will be folded that round.
2. Card Laid is a Card Played – No picking it up and changing your mind, if you cannot make the move, you fold your hand. Example: you lay a QUEEN, and cannot move 12 because of a marble in the Start Spot, you fold all cards that hand. If you would end up killing your partner, you have to move.
3. No Center of the Board Hole is used
4. Dealer can be determined and Cards can be shuffled, but not dealt until the official start time of each game
5. You cannot pass your Safe Spot – You will need to fold your cards (you are out the rest of that hand) if you are not able to move into your Safe Spot
6. You cannot Pass a Marble that is in its own Start Spot – Example: Yellow is in the yellow Start Spot, you cannot pass that marble. If Green is in the Yellow Start Spot, you can proceed past.
7. 7's Kill any Marble it jumps over or lands on – This includes your partners marbles or your own.
8. A 7 can be used for two players on the one team if the last marble is used – You can only use that 7 to help one partner, unless it is used to finish the 4th marble. Example: You use the 3 of the 7 to move the final marble for 1 partner into their Safe Spot, you can then use the remaining 4 on your other partner's marble.
9. 4 only goes backwards – no forwards on 4 cards. You can back up as many times as you want, with a FOUR card, backing past your Start Spot.
10. Cards must be Folded facing UP – in all situations.
11. You can jump yourself on the board, but not in your Safe Spot or your Start Spot
12. First team to get ALL THREE players' marbles into their respective Safe Spot yells "CARBLES" – this will stop play for ALL TEAMS and scores will be tallied OR the game ends promptly at 30 Minutes and scores will be tallied.
13. You go around the board ONE time, you do not continue past your Safe Spot entry.
14. You go up to your Safe Spot from the spot that is 2 spaces to the right of the Start Spot.

SCORING:

- Opponents must score each other's game – Example: Team 1 scores Team 2 and Team 2 scores Team 1
- +1 point for every marble in the Safe Spot (rectangle) for each player
- -1 point for every marble in the Home Spot (large round circle) for each player
- Team captain will bring the scorecards to the Scoring Table upon completion

Card Values:

KING moves 13 or comes out

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QUEEN moves 12

JACK moves 11 or switches

TEN moves 10

NINE moves 9

EIGHT moves 8

SEVEN moves 7 or can split, kills what it jumps even if it is your own

SIX moves 6

FIVE moves 5

FOUR moves 4 backwards

THREE moves 3

TWO moves 2

ACE comes out or moves 1

JOKER passes turn or comes out