YOUTH KARATE-KA ASSOCIATION



HOUSE RULES

- 1. YOU MUST BE 18 YEARS OF AGE TO PLAY BINGO. NO ONE UNDER THE AGE OF 18 PERMITTED TO PLAY.
- 2. NO ONE UNDER THE AGE OF 18 IS PERMITTED IN THE BINGO HALL.
- 3. YOU MAY SAVE SEATS UP TO 15 MINUTES AFTER THE START OF THE FIRST GAME. SEAT SAVING AFTER THE FIRST 15 MINUTES OF GAME PLAY IS NOT PERMITTED.
- 4. YOU MUST DISPLAY YOUR DATED RECEIPT AT ALL TIMES DURING BINGO.
- 5. IT IS THE PLAYER'S RESPONSIBILITY TO MAKE HIS OR HER BINGO HEARD. A VOICE-IMPAIRED PLAYER MAY USE AN ALTERNATE METHOD OF MAKING HIS OR HER BINGO HEARD.
- 6. THE MASTER BOARD AT THE CALLER'S STAND IS THE OFFICIAL VERIFICATION BOARD.
- 7. PLAYERS MAY PLAY ANOTHER PLAYER'S SHEET FOR ONE (1) GAME.
- 8. DAUBERS MUST BE USED ON PAPER CARDS. NO PENS, PENCILS OR MARKERS ALLOWED.
- 9. AFTER THE FIRST NUMBER OF A GAME IS CALLED, A PLAYER MAY NOT PURCHASE CARDS OR PAPER FOR THAT GAME; HOWEVER, AN ELECTRONIC WIN WILL BE VALID.
- 10. PLEASE NOTE THAT PROFANITY OR UNSPORTSMANLIKE CONDUCT OR BEHAVIOR WILL NOT BE TOLERATED. AS A RESULT, YOU WILL BE ASKED TO LEAVE AND NO REFUNDS WILL BE GIVEN.
- 11. WINNING TICKETS MUST BE REDEEMED WITHIN FOURTEEN (14) DAYS OF PURCHASE. TICKETS ARE VOID AFTER FOURTEEN (14) DAYS.
- 12. ANY PLAYER CAUGHT ATTEMPTING TO REDEEM TICKETS FROM ANOTHER BINGO HALL WILL BE ASKED TO LEAVE.
- 13. PULL TAB SIGN-UPS WILL BE CALLED BY TELEPHONE AS SOON AS THE TAB IS PULLED.
- 14. CELL PHONE RINGER VOLUME MUST BE TURNED TO VIBRATE OR SILENT DURING BINGO.
- 15. ONE (1) ELECTRONIC UNIT PER PLAYER.

(CONTINUED)

- 16. YOUTH KARATE-KA ASSOCIATION SHALL NOT BE RESPONSIBLE FOR ANY BINGO THAT CANNOT BE VERIFIED DUE TO MALFUNCTION OF AN ELECTRONIC BINGO CARD MINDING DEVICE.
- 17. REFUND OF ELECTRONIC UNITS IS SOLELY UP TO THE DISCRETION OF THE YOUTH KARATE-KA ASSOCIATION.
- 18. THERE ARE NO REFUNDS ON ELECTRONIC BINGO CARDS.
- 19. BINGO MAY BE CLOSED DUE TO INCLEMENT WEATHER, POWER OUTAGES, OR AT THE DISCRETION OF THE CHAIRPERSON.
- 20. CHAIRPERSON MAY, AT THEIR DISCRETION, CANCEL BINGO DUE TO INSUFFICIENT ATTENDANCE.
- 21. ANY REFUNDS WILL BE PROVIDED AT THE CHAIRPERSON'S DISCRETION.
- 22. PAYOUTS WILL BE PAID BY CARD, NOT PER PLAYER.
- 23. ALL OTHER STATE OF MICHIGAN BINGO RULES APPLY.
- 24. PLAYER MUST PURCHASE ONE (1) DOUBLE BOOK TO PLAY BINGO.
- 25. CUT-OFF TIME TO PURCHASE PLAYER'S BALL IS BEFORE THE FIRST STREAKER GAME IS IN PLAY.
- 26. PURCHASE OF PLAYER'S BALL NOT VALID FOR A GAME ALREADY IN PLAY. PLAYER MUST WAIT UNTIL THE NEXT GAME.
- 27. WHEN THE PROGRESSIVE TICKET(S) ROLLOVER TO \$300+, CHAIRPERSON HAS THE OPTION TO LIMIT PURCHASES TO TEN (10) TICKETS PER PLAYER.

OUR BINGO INSPECTOR IS JIM SEELYE. HIS PHONE NUMBER IS (989) 891-9847

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