

TACERA / TCPA

42 Domino Tournament Rules

General

- Have Fun. We are here to enjoy each other and visit.
- The draw for first shake will occur at 8 p.m.
- Please show respect for your fellow players by being on time.

Start of Play

- Players will draw for first shake; the highest domino will shake for the first hand and will have last bid.
- Play rotation is clockwise after each hand, with the person shaking always bidding last.

Bidding and Scoring

- Scores are recorded in marks.
- "30" is the minimum starting bid, "2 marks" is the maximum starting bid.
- The last bidder is forced and must bid if all other players have passed.
- If a mark bid is announced, all subsequent bids must be made in 1-mark increments.
- If a bid is won for a single mark or higher, dominoes shall be stacked in two rows in the center of the table.
- "Low or nillo" hands are allowed, and the bid must be in mark increments. When playing "low or nillo", the non-bidding partner shall place their dominoes face down on the table. Doubles may be declared low in the suit, high in the suit, or a suit of their own when a low bid is attempted.
- Bids for 1-mark or higher shall not declare "low" or "high" until all other bids are in.
- "Follow me" or "No trump" is allowed.
- "Splash", "Plunge", and "Seven" are NOT allowed.

- The score of each hand is made by a mark for bids of 1-mark or lower; and equivalent to the call on bids higher than 1-mark.

Gameplay

- Shuffling shall be done with sufficient mixing of the dominoes (5 rotations at a minimum).
- Talking while playing should be kept to conversational topics and NOT about gameplay. This is an opportunity for officials, staff and players to get together and have a good time. Fellowship is encouraged; however, please do not talk about the game while playing the game. Opponents may request that talking cease and such requests are to be respected.
- A domino laid is a domino played. Once a domino is released from a player's hand, it is considered played and cannot be changed.
- In the case of a renege (failing to follow suit, playing out of turn, or other similar issue) the team forfeits the hand, and the opponents receive the mark.

Winning

- Winning is determined by a team reaching 7 marks, "ALL", or by the team with the most marks at the end of the time limit.
- If a game reaches the time limit, the hand being played is completed. For purposes of the time limit, a hand does not start until all players have bid. If all players have not bid at the end of the time limit, the game is over.

Tournament

- The tournament will be double elimination.
- Time limit for games will be determined prior to the beginning of the tournament.

- Placement on the board for initial round(s) will be in the order in which the team was registered. Individuals may register and be assigned another individual in order to form a team.
- Teams losing the initial round will be placed into the loser's bracket for second elimination.
- Once teams have been eliminated, if possible, continued gameplay and fellowship with others is encouraged.
- Prizes and/or trophies will be awarded after completion of the final game.
- Rulings by tournament officials are final.