



DELTA DOMINO TOURNAMENT RULES

1. **BE ON TIME.** A player must be present and ready to begin his or her match as soon as the table and opponent are available. (If your opponent is not available at the time your match is called to begin play, notify a judge.) If a player is not ready to begin play at the required time, the player's name will be announced over the microphone. At that time, a judge will start a fifteen-minute countdown. If a player is not available to begin play at the end of the fifteen-minute countdown, his/her match will be forfeited to the opponent. If you have to leave the building, notify an official at the brackets table. **Only an official at the bracket's table may excuse you from the tournament.**
2. **TIME LIMIT ON MATCHES** will be exactly **1 hour**. Record the starting time at the top of the score sheet. Call for a judge after the first game if a game is progressing too slowly. The judge may reduce the points in the remaining games for the match to 100. A judge may also reduce points to 100 for additional matches until that bracket is no longer behind in play. (Those intentionally delaying the game will be warned. If slow play continues, the player playing too slowly may be disqualified from the tournament.)
3. **SCORING** will be done in multiples of 5 (**150 points per game**). Each player will have a score sheet.
4. **MATCH** is best 2 out of 3 games (including finals).
5. **ELIMINATION.** Single elimination.
6. **COUNTS** must be orally called before the next person plays, draws or passes. (Either player may call the count.)
7. **JUDGES** will be moving around to monitor each game. Their ruling is final.
8. **MATCHES** will be played one-on-one with each player drawing 7 dominoes. Both players are responsible for checking on under-draws or overdraws before play begins. A 50-point penalty will be imposed.
9. **DREW AND COULD PLAY** is a 50-point penalty or the amount in that player's hand, whichever is greater.
10. **PASSED AND COULD PLAY** is a 50-point penalty.

11. **NO CHEATING** is permitted by word, deed, or action. Any suspected cheating should immediately be called to the attention of a floor judge. Do not wait until after the game or hand. A 50-point penalty or expulsion from the tournament can be the result of cheating.
12. **NO DRINKING ALCOHOL, SMOKING, YELLING, USING PROFANITY, OR SLAPPING DOMINOES DOWN ON THE TABLE.** Those breaking dominoes will be required to pay for a new set (\$20). Use of alcoholic beverages is forbidden by state law. Smoking must be done outside the building in a designated area.
13. **SPECTATORS** cannot talk loudly or AT ALL to players during a game.
14. **FIRST TO PUT DOWN** is determined by shuffling the dominoes and drawing. The high draw wins first down. The person not the current downer will shuffle each time. If the downer is not satisfied with the shuffle, he may ask for only one reshuffle. Players will draw in order starting with downer.
15. **HANDS.** Participants shall keep their hands below table level except when setting up the dominoes, playing a domino, or marking a score.
16. **DO NOT REARRANGE, FLASH, OR PICK UP DOMINOES** once all 7 have been turned up in your hand. A warning will be given for the first infraction of this rule. (Call a judge to issue the warning.) If repeated, a 25-point penalty can be imposed by a judge. Once a domino clears the table, it is considered played.
17. **ALL DOMINOES NOT IN THE SHUFFLE** are the responsibilities of all players. If some are accidentally left out, they will be returned to the deck and reshuffled. If they are intentionally left out, refer to a judge for a ruling.
18. **DOMINOES EXPOSED** during the shuffle will be reshuffled. Dominoes exposed while drawing a hand will be accepted by the person exposing it.
19. **MISPLAYED DOMINO**, if caught before the next person plays or passes, will be played elsewhere on the table, if it will play. If misplayed domino will not play, it will be turned face-up on the table and played at the first opportunity by the person making the error. Prior to the next play, the player with the misplayed, turned-up domino must play or pass. If the misplayed domino is not caught before the next person passes or plays, it will stand as a played domino.
20. **IF THE WRONG DOUBLE IS PLAYED ON FOR THE SPINNER** and is not caught before the next player plays or passes, that double will stand as the spinner. If the wrong play is caught before the next player plays or passes, Rule #21 will apply.
21. **IF PLAYED OUT OF TURN**, a domino will be left face-up on the table and played at the first opportunity.
22. **A BLOCKED GAME** in singles results only after all the dominoes have been drawn and neither player can play. If this occurs, the player with the lowest number of points in his/her hand gets the points of the opponent's hand. (In the case of a tie, no one gets the points.)