

National 42 Players Association

Official Tournament Rules - January 2010

I. TIME LIMIT FOR MATCHES

1. Time limited matches are at the discretion of the tournament director and shall be announced prior to the start of play. If used, time must not start until all players are ready and time limits may not be extended during a round.
2. A hand is deemed to have started once any player has turned up one domino after the shuffle.
3. When time expires, the hand currently in process shall be completed. If the match is tied, the tournament director shall be notified and a one more hand shall be played.
4. Single game matches shall have a twenty-five minute time limit unless the tournament director stipulates otherwise.
 - a. If time expires on a game, teams shall record their actual marks earned. The winning team does not automatically get seven marks.
5. Best two out of three matches shall have a time limit of seventy-five minutes unless the tournament director stipulates otherwise.
6. It is suggested that time limits only be used for round robin or early qualifying rounds.
7. Deliberate slow play will not be allowed. Players should not take more than twenty seconds to bid, and ten seconds to play a domino.

II. BEGINNING OF MATCH PLAY

1. *** Please review these rules carefully. It is the responsible of either team to notify the tournament director of potential violations. No correction can be made after a match has completed. ***
2. Each player draws a domino. The high domino (total pips) shuffles first and get last bid. In the event two players draw the same number of pips, they each re-draw until one player has a high domino.
3. After the shuffle, each player takes seven dominoes with the shuffler taking the remaining dominoes.
4. Dominoes shall be lined up in two rows with three in the front (near the player), and four in the back (near the table's center).
5. Shuffling out of turn.
 - a. If discovered prior to the first bid being made, the hand shall be played as if the correct person had shuffled the dominoes.
 - b. If discovered after a player has bid, the correct shuffler will re-shuffle the dominoes.
 - c. Once trumps have been announced, the hand shall be played and the shake rotation corrected. EXAMPLE: South should have shuffled but West did in error. The mistake was not caught until after trumps were declared. After the hand is complete, South will shake. Once that hand is done, the shake rotation will continue with North. Players should call the tournament director if assistance is needed.

III. THE BID

1. The player to the left of the shuffler shall bid first. Bidding continues clockwise with the shuffler bidding last.
2. Acceptable bids are: pass, 30 through 42, one-mark, 84, two-marks, three-marks, four-marks, five-marks. No other words are permitted.
3. Once a bid has been made, it cannot be changed.
4. A bidder may open with a two-mark (84) bid with successive bids in increments of one mark each.
5. There is no forced bidding unless the tournament director has announced as much prior to play beginning. If all players pass, the shuffle passes to the next player.
6. If a domino is accidentally turned over before the bid begins, the original shuffler will re-shuffle the dominoes. Intentional exposure of a domino should be reported to the tournament director.
7. Available contracts shall be: No trump (follow me), blanks, aces, deuces, treys, fours, fives, sixes, and doubles are trumps.
 - a. When bidding follow me, doubles shall be the high domino in their suit.
 - b. When doubles are trumps, if a player has no double, they may play any domino they wish.
 - c. Other contracts are not permitted: nelo, sevens, plunge, splash.
8. If a player bids out of turn, they may not change their bid. If their bid is no longer available during their turn, they must pass.
 - a. EXAMPLE: Player bids 34 out of turn. When their turn to bid arrives, they shall bid 34 if available. If the bid is already at or above 34, they must pass.
 - b. If subsequent players bid before the mistake is discovered, all players may change their bids except for the one who initially bid out of turn.
 - c. A second offense by the same player in the same game shall result in a forfeited hand (loss of mark).
9. If a player bids with their dominoes face down, they must be played that way.

IV. PLAYING THE HAND

1. The high bidder declares trump and leads a domino. If trumps are not announced prior to or as the first domino is played, the high side of the domino played shall be trump.
2. Trumps may be led at any time, but are never required to be led.
3. Dominoes shall not be touched except when making a play. Do not allow your hand to hesitate over any domino.
4. Reneges will result in the loss of the hand and the opposing team being awarded the mark/marks. Below are some examples of reneges.
 - a. Failure of a player to follow suit when able.
 - b. Touching one domino and playing another.
 - c. Playing out of turn.
5. Only players at the table may call reneges.
6. Once trumps have been named and a domino led, no player may ask what trumps are, nor which domino was played by which player.
7. No player may announce what they are leading nor that they have trumped.
8. If a domino is accidentally exposed, it should remain face up and must be played at the first opportunity. The tournament director should be notified and play halted immediately if any player feels the domino was exposed on purpose.
9. If a player cannot follow suit, they may play any domino they wish.
10. There shall be only one sets of tricks kept for each team.

- a. Tricks shall be consistently placed in the corner of the table.
- b. Tricks shall be pulled in a separate motion after all four dominoes are played.
- 11. Dominoes may be single or double stacked (bidders choice) in the center of the table for bids of 42 or more.
 - a. No domino may be moved after it has been played.
 - b. When double-stacking, the third trick shall be stacked on top of the first trick.
 - c. The opponent may determine the orientation of the stack.
- 12. Any player may declare that the bid has been made, or that their opponent has been set.
 - a. The opposing team may challenge that assertion and if they are able to demonstrate any possible way the declaration was incorrect, the declarer must forfeit the hand and mark(s). *It is suggested that a player wait until they're in the lead and then lay the dominoes down in the order they will be played to avoid any question.*
 - b. EXAMPLE: If your partner is supposed to lead but you lay down your hand and announce "trumps and doubles", the opposing team could show that if your partner could have led the 3-1 and you could have trumped when you should have played your 3-3, then you lose the hand.
- 13. During a lay down challenge, ONLY the actual dominoes held by the players may be used in the challenge, regardless of whose hand they are in, other than the declarer.
 - a. EXAMPLE: If a bidder can be set by a domino (not in their hand) that has not been played, then any player can challenge the lay down regardless of whether the bidder's partner would have caught it.
- 14. If a hand is ended prior to all dominoes being played, all players should turn their remaining dominoes face up for inspection unless they followed suit on each trick.
- 15. Players shall not provide any physical cues or verbal statements (talking across the table) to their partner.
- 16. Spectators shall not comment on hands during the game, even between hands.

V. SCORING:

- 1. Scoring is by marks, and games shall be to seven unless otherwise specified.
- 2. Seven marks shall be the maximum recorded marks unless otherwise specified by the tournament director.
- 3. A BYE shall be scored as 7-4.
- 4. The score shall be recorded for tie-breaking.

V. WINNER/SEED DETERMINATION IN NON-BRACKET PLAY:

- 1. The team with the greatest number of wins shall be the top seed or winner.
- 2. If a tie exists, the team with the greatest number of marks (totalled from all games) shall have the higher seed or finish position.
- 3. If a tie still exists, the team with the least number of marks scored against them (totalled from all games) shall have the higher seed or finish position.
- 4. If a tie still exists, the tournament director has the exclusive discretion to determine the tie breaker. Suggestions are below.
 - a. One person from each team may draw for high domino (total pips).
 - i. Example - If 64 and 55 are drawn, players must re-draw.
 - b. Single hand tie-breaking match.
 - c. Three hand tie-breaking match.
 - d. Single game tie-breaking match.