



UNIVERSAL DOMINO LEAGUE OFFICIAL RULES

1. SPINNER

When either player plays the first double, it is considered the spinner and can be played on all four sides. Players are responsible to mark the spinner of for each game on the UDL Official Scorecard. If a player plays on a domino that isn't the Spinner it is considered a Bogus Play and the player will be disqualified from the game. If a player starts the game with a 5-5 and has a 6-6 domino in their hand and the opposing player notices it during the match, it is the opposing player's responsibility to call the UDL Official and resolve the infraction. Any player caught in violation of this rule will be disqualified from the game if it can be proven that a player has committed this offense.

2. DOMINOES EXPOSED

Dominoes exposed during the shuffle will be turned back down and reshuffled.

3. PLAYERS MUST SHUFFLE THE DOMINOES EVERY HAND / NO REDRAW OR RESHUFFLE

Players must thoroughly shuffle the dominoes before every hand. No redraw or reshuffle is permitted due to too many doubles or voids in suits.

4. SCORING AND MUGGINS

Counts and Scores must be called orally before the next person plays or passes. If a player does not call the score, the opponent can call their points after the player has played by calling *Muggins* after you play. The player that has missed their points must pay the points missed to the opposing player.

5. WHEN A GAME IS LOCKED

The player with the lowest point total in hand wins the hand, and is also awarded the opposing players point total. The player with the highest double will start the next hand.

6. BOGUS PLAY

When a player plays bogus he is disqualified from the game.

It is the player's responsibility to call a bogus play when they notice it. If a player notices bogus play after the opposing player has played a domino then play continues and the domino is considered a played domino, A player must call a bogus domino that has been played before they play on it. Players must stop play and call a UDL Official to resolve the the infraction.

7. PASSED AND COULD PLAY

If a player pulls from the boneyard with playable dominoes in their hand the player is disqualified from the game. It is the opposing player's responsibility to notice if the player had a playable domino and passed. Players must stop play and call a UDL Official if they notice a player has passed with a playable domino.

8. EXPOSED AND MISPLAYED DOMINO

If the domino in question can be properly identified by any player, it is considered exposed and must be played on the first opportunity. Mislaced dominoes or Exposed dominoes must be placed on the proper end if discovered before the next play. If a player misplaces the domino on the wrong end and a players notices it, the play is considered a Bogus play and the Bogus Play rule will be enforced. The Player will be disqualified from the game. Players must stop play and call a UDL Official if they notice an exposed domino.

9. BREAKS / RESTROOM BREAKS

No breaks are permitted during matches unless given permission by UDL Official. Player cannot take a break during the last 15 minutes of a round. If a player has to leave they are disqualified from the tournament. Players must call a UDL Official to resolve the the infraction.

10. TIME FOR PLAY

Each player is allowed 15 seconds per play. When players pull from the boneyard they have 15 seconds from the time they a playable domino that can be played. if you exceed the 15 seconds you will be given a warning for slow play by the UDL Official. The second slow play infraction the player is required to pay 20 points to the opposing player. The third slow play infraction the player will be disqualified from the game.

It is players responsibility to notify a UDL Official if a player is playing slow. Play must be stopped and a UDL Official must be called to resolve this infraction.

11. GAME TIME

Players will have 45 minutes to complete a best of 3 match; time will be monitored by an Official UDL Time Clock. At the end of each game, the player who has the most points wins the game. If players are tied when the game time ends, players continue play in a overtime until the first player scores.

12. PLAYING OUT OF TURN

Considered an exposed domino and must be played on the first opportunity.

13. SLAMMING DOMINOES

Any player who slams a domino and disconnects tiles will be disqualified from the tournament.

Play must be stopped and a UDL Official must be called to resolve this infraction.No slamming dominoes!

Players can firmly place dominoes down and have fun playing, but no slamming dominoes.

If a player breaks any equipment by slamming dominoes the player will be responsible for whatever they break or damage and will banned from UDL Events for life. The UDL doesn't tolerate slamming dominoes whatsoever. This rule is strictly enforced.

14. HIDING DOMINOES OR CONCEALING DOMINOES

Dominoes must be visible at all times; players cannot hide dominoes. If a player conceals dominoes they will be disqualified from the match without warning. Play must be stopped and a UDL Official must be called to resolve this infraction.

15. PLAYER CONDUCT

If players have a misunderstanding over a call, players are required to raise their hand or call over a UDL Official to resolve the issue. Players cannot stand up and exchange words or have verbal confrontations at UDL Events for any reason. UDL Officials are present to enforce the UDL Rules. If a player violates these rules they will be immediately removed from the tournament with no warning. Dominoes is social game and is supposed to be played with respect and integrity,. The UDL job is bring a positive safe, fun and respectful environment and platform for the game of dominoes worldwide.

16. SCORE OF EACH GAME AND WINS / LOSSES (UDL Official Scorecard)

Player must write down the final score of each game and the wins and losses of the match for each player on the UDL Official Scorecard at the end of each match. on the UDL Official Scorecard.

17. NO SUBSTITUTIONS

Player cannot substitute another player into the tournament for any reason. If a player has to leave the player is disqualified.

18. STACK DOMINOES IN THE BONEYARD -

Players must stack the remaining dominoes in the boneyard in a neat stack to avoid players from flicking dominoes in the boneyard during the game. A neat stack makes it very noticable if a player flicks a domino in the boneyard .