BE THE LIGHT Domino Tournament Rules

- For the domino pros –
    - Patience with the novice teams.
    - Take this time to teach the novice players domino etiquette.
- Rules will be sent on your team registration confirmation email and
- TWO games guaranteed.
- Matches played for either 30 min or whichever comes first (see below).
    - Double 9 - 150 points
    - Double 6 - 200 points
- At the end of the match the team with the highest score wins.
- Shuffle tiles - Each player will pick one tile. The player with the highest value tile starts the game.
- Each player picks:
    - 10 tiles for the game of double 9
    - 7 tiles for the game of double 6
- The game is played counterclockwise fashion.
- No comments, gestures, or movements that may signal a play are permitted. You will be automatically disqualified SO PLEASE DON'T CHEAT.
- In between each match there will be a 5-to-10-minute break to update the brackets.
- Please be back at your seat promptly. If both parties in your team are not seated and ready to play at your scheduled match start time you forfeit your game and your opponent is the winner of the match.

BE THE LIGHT
ARI ARTEAGA FOUNDATION

DOUBLE NINE RULES

1. The matches will be played for either (150) points or (30) minutes, whichever comes first. All games started by the end of regulation time must be finished. This means that at the end of (30) minutes the team with the highest score WINS.

2. In order to begin the match, all dominoes are shuffled, and each player picks one tile and its value is determined by adding its two sides. The player whose tile has the highest value is the starting player. If there's a tie in the sum of two (2) or three (3) tiles, the one with the single highest number wins. For example, (4/4), (5/3) and (6/2) all add up to (8) points, in this case, (6/2) wins. The lead-off then rotates around the table in a counter-clockwise fashion.

3. After starting the game, there will be no comments, gestures or movements that may signal a play. Hands are to remain underneath the table during the game. If any of these rules are violated, the players who commit the infraction will be fined (25) points, subtracting them from their score.

4. If a player passes (skips his/her turn), having a tile which can be legally played, he/ she is fined (75) points, subtracting them from their score. If a player intentionally passes to prevent a lock, he/she forfeits the game. A JUDGE WILL VERIFY THE PLAY AND MAKE THE FINAL DECISION.

5. If a player touches a tile, he/she must play it. If the domino doesn't fit, it must be placed on the table facing up and played at the first opportunity possible. If the player wins with that discovered tile; no points are added to their team's score. They will be fined (25) points subtracted from their score and the rotation continues.

6. Playing a domino ahead of time (when not his/her turn to play) will cost the player (25) points subtracted from their score.

7. If a player places a tile that is unplayable on either ends it is called a "MISFIT." The player who commits the infraction will be fined (75) points, subtracting from their score and the rotation continues.

8. If a player sets up a general pass (where none can play again), the player will notify each player before playing their next tile. A fine of (25) points will be imposed to the player not doing so. The points will be subtracted from their score.

9. In a locked game, the player with the lowest amount WINS. In case of a tie, the game will not count, (no points are added to the score) and the rotation continues.

10. If the first tile played at the beginning of a game is a double, it must be played horizontally. If the first played is a mixed one, it's placed so the lowest number faces the lead player.

JUDGES HAVE THE RIGHT TO MAKE ANY DECISIONS THAT MAY NOT BE COVERED IN THESE RULES. ALL SUCH DECISIONS ARE FINAL.

BE THE LIGHT Domino Tournament Rules

DOUBLE SIX RULES

1. Matches will be played for either 200 points or 30 minutes, whichever comes first. Every game started must be finished by the end of the regulation time. This means that at the end of the 30-minute period, the team with the highest score wins.

2. For a match to begin, all dominos must be shuffled, and a tile drawn by all four players. The player that picks the tile of the highest total value will be the one to start. In the event of a tie of total value, the tile with the highest individual value wins (eg, a tile with 6|2 wins over a tile with 5|0).

3. Players then draw 7 tiles and take turns, rotating around the table in a counterclockwise fashion. Dominos must be picked up and placed on the table without further adjusting the tiles.

4. Once the game has started, no comments, gestures or movements that may signal a play are allowed. Hands are to remain underneath the table during the game. If any of these rules are violated, those players who commit the infraction will be fined by subtracting 40 points from their team score.

5. If a player passes (skips his/her turn) while having a tile which can be legally played, he/she will be fined by subtracting 80 points from his/her team score. If a player intentionally passes to prevent a lock, he/ she will forfeit the game. A judge will verify the play and make the final decision.

6. If a player touches a tile, he/she must play it. If the domino tile doesn't fit, it must be placed on the table facing up and played at the first opportunity possible. If the player wins with that uncovered tile, no points are added to his/her score. They will be fined by s40 points subtracted from their team score and the rotation will continue.

7. Playing a domino tile ahead of time will cost the player 40 points subtracted from his/her team score.

8. In a locked game, each player's un-played dominos are added up and the player with the lowest amount wins. In case of a tie, the game will not count (no points are added to the score) and the rotation will continue.

9. If the first tile played at the beginning of a game is a double, it must be played horizontally. If the first tile played is a mixed one, it's placed so the lowest number faces the lead player.

JUDGES HAVE THE RIGHT TO MAKE ANY DECISIONS THAT MAY NOT BE COVERED IN THESE RULES. ALL SUCH DECISIONS ARE FINAL.