

OFFICIAL – NATIONAL 42 PLAYERS ASSOCIATION
TOURNAMENT RULES

I. TO BEGIN THE MATCH:

1. Each player draws a domino. The high domino (total spots) shuffles first. After the shuffle each player takes seven dominoes with the shuffler taking last draw. In the event two players have the same number of spots then those two players shall draw again until one player has a high domino.
2. In two out of three game matches, the losing team gets the shake and last bid.
3. The dominoes are to be lined up in two rows with three in front (next to player) and four in back (next to the center of the table).
4. The dominoes may be pushed together, but they cannot be re-arranged after play begins.
5. Tournament directors may place a time limit on games. 25 minutes is suggested for round robin or early qualifying rounds. The team with the most marks will be declared the winner, or a one-hand tiebreaker played if necessary. It is suggested that NO time limit be placed on final matches.
6. Deliberate slow play will not be allowed.
EXAMPLE: A player should not take more than 20 seconds to determine their bid, or more than 10 seconds to play a domino when it is their turn.

II. THE BID:

1. The player to the left of the shuffler has first bid.
2. The bid is ONE WORD only – pass, 30, 31, 36, 42, 84, etc. No other words. Once bid is made it cannot be changed.
3. A bidder may open with a two-mark (84) with successive bids in increments of one mark each.
4. There is no forced bidding. If all pass, the shuffle passes to the next player.
5. If a domino is turned over before the bid begins, the original shuffler will reshuffle the dominoes.
6. STRAIGHT HIGH: no low, sevens or plunge.
7. If a player bids out of turn, they may not change their bid. If their bid is no longer available for them to use when it is their turn then they must pass.
EXAMPLE: Player bids 34 out of turn. When their correct time comes up they can ONLY bid 34 “if available” or pass. If a player continues to bid

out of turn (2nd time) in the same game, it will result in a forfeited hand (loss of mark).

III. PLAYING THE HAND:

1. The high bidder declares trump first and then leads a domino. Trumps may be lead at any time, but are not ever required to be led.
2. Trump is one suit declared for that hand.
EXAMPLE: Blanks through sixes, doubles or no trump (follow me). If doubles are declared trump and a player does not have a double, they may play any domino they wish.
NOTE: Doubles are always highest in their suit. Doubles are not a suit of their own UNLESS doubles are declared as trump.
3. Dominoes are not to be touched except when making a play.
4. If a player touches one domino and then plays another, it will be considered a renege. Do not allow your hand to “hesitate” over one domino then play another.
5. Renege is also the failure of a player to follow suit of the domino led when they have a domino of that suit. Please note that only a player at the table of play may call a renege. Spectators are to remain silent at all times.
6. After the first lead has been made and trumps are declared, a player cannot ask; what are trumps, who led or who led which domino.
7. During the play of the hand, if a player leads trump or trumps in, they cannot say, “trump” or “I trump” until all players have played. Do not announce what is being led or played.
8. If a domino is accidentally turned over face up, leave it face up and that domino must be played at the first opportunity. If that player is void in the next suit led, that domino must be played. If a team feels a domino was exposed on purpose, stop play and call a judge.
9. Playing out of turn, leading out of turn, or renege will result in a forfeited hand.
10. If a player cannot follow suit, they may play any domino they wish.
11. There shall be only two sets of tricks kept for each hand.
12. The dominoes may be single or double stacked (bidders choice) in the center of the table for bids of 42, 84, etc. No domino may be moved after it has been played. On double stack choice, the 3rd trick will be placed on the 1st, the 4th trick on the 2nd, etc.
13. When stacking on 42, 84, etc, the opponent (bid losing team) can determine the direction of the stack if they choose.
14. Any player may declare a lay down or that they have the bid made, or their opponent set, in order to save time. However, if the opposing team challenges and can demonstrate any possible way the bidder may be set, or the bid would have been made, the declarer must forfeit the hand. **It is suggested that the player wait until they get in the lead and then lay their dominoes down in order of play if trump is still in anyone’s hand including their partners.**

EXAMPLE: If your partner is supposed to lead but you lay down your hand and say, “lay down, only trumps and doubles”, then the opposing team can show where, 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 mark. **Mistakes happen, SO GET IN THE LEAD FIRST AND REMOVE ALL DOUBT.**

15. 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 bidders).

EXAMPLE: **If a bidder can be set by a domino (not in the bidders hand) that has not been played, then any player can challenge the laydown regardless of if his partner would have caught it. AGAIN GET IN THE LEAD FIRST, PULL TRUMP, AND REMOVE ALL DOUBT.**

16. If a bid is made or set before all dominoes are played, all remaining dominoes must be turned face up on the table. It is the courtesy and responsibility of the setting team to show that a mistake or renege was not made.
17. Players shall not provide any physical cues or verbal statements (talking across the table) to their partner.
18. No spectators will be allowed among the tournament tables but members/players may watch games in progress if allowed by judges or tournament directors. No talking by anyone but the players involved will be allowed.

IV. SCORING:

- Scoring is by marks; 7 marks is game. Losing marks will be kept for tiebreakers.
- Only 7 marks allowed on score sheet for each game (not 8 or 9).

V. TIE BREAKERS: (In round robin play).

- Tiebreakers will be decided for the team with the best score: total number of wins and total marks.
- EXAMPLE: Played 5 games; won 4, lost 1. Score in the loss was 4. Result: 4 wins and 4 marks. If still tied, the winner will be decided for the team with the fewest opponent marks. If still tied a one hand playoff will follow as a tiebreaker.

NO SMOKING, DRINKING OR EATING DURING PLAY.