

DOMINO TOURNAMENT RULES & REGULATIONS

Eligibility

This Tournament is open for all **Landscape(Mauritius) Ltd's** staffs and would be played in **teams made up of two (2) officers**.

Introduction

The main objective of this activity, is to provide leisure to officers in a cool and relaxed atmosphere. Consequently, participants are kindly requested to collaborate and help in this domino tournament in respect of shuffling of dominoes, score marking and abidance to rules and regulations.

For practical purposes, there will an **Arbitrator** posted to each game table but a judge floor will intervene whenever a problem arises.

Progress of the game

- At the **beginning** of the game, **each player will draw a domino randomly and the one with the highest value will start the game**. In case two or more players draw the same highest value, the draw will continue among them until a player wins the draw.
- The game will proceed in an **anticlockwise direction**.
- The dominoes will be shuffled face down in circles, by the **Arbitrator**, with the flat of the hand.
- **Each player will be distributed with 6 dominoes by the Arbitrator** and the participants will have to place them in such a way that the other players can't see their value. **Remaining dominoes are kept aside and should at no point be consulted**.
- Kindly note that the **"Double Blank"** domino is **not included** in this game.
- For the **next rounds**, the **alternate players would take turns to start**.
- Each player must in turn then play a domino onto the table positioning it so that it touches either end of the domino chain which thus gradually increases in length.
- A player may only play a domino which has upon it a number showing at one end of the domino chain. Once a domino is put on the table, he/she has to play it. In **case the said domino does not fit any end of the domino chain**, it has to be **put aside** and will be **considered as "blamed"** and **he/she will lose his turn**. The **value of the "blamed" domino will be counted if the opposing team wins the game**. In case his/her partner wins the game, the game will be considered as void as a result of the **"blamed"** domino.
- Whenever a player **does not have a matching domino**, he/she has to say **"Pass"**, loudly enough so that every player can hear and **loses his/her turn**. If

by **mistake** a player say "Pass", he/she will only lose his/her turn and the matching domino will be **considered** as "blamed". The **value** of the "blamed" domino will be counted if the **opposing team wins the game**. In case **his/her partner wins the game**, the **game will be considered as void as a result of the "blamed" domino**.

- Normally play stops when one player plays his last domino. If it reaches a point at which no player can proceed, the winners are the partners whose combined sum of all spots on their remaining dominoes is the least.

1. Scoring

- At the end of each round the remaining tiles of the players of the teams are placed face up to count the number of dots.
- If a player in a team has played all his/her tiles, only the opposition team tiles would be counted.
- If the game has reached a point where it **cannot progress (blocked game)**, the team with the **lowest number of dots would win the round**. In case of a tie in the number of dots of both teams, no points would be allocated to any team.
- The losing team would sum their points at the end of each round. The **first team to reach 101 points loses the game**.
- **Three (3) games of 101 points** each game will be played for the Preliminaries and up to the semi-finals. The **team winning two (2) games will be declared the winner of the match** and the **winner will proceed further in the competition** while the **other team will be eliminated from the competition**.
- The **final** will consist of **five (5) games of 101 points** each game. The **team winning three (3) games will be declared the winner of the competition** and the **other team will be declared as the runner-up**.

2. Changing partners is not permitted.

3. No redraw or reshuffle as a result of too many doubles.

4. Dominoes exposed during the shuffle will be reshuffled.

5. **NO CHEATING** by word, deed, or action trying to transfer information to your partner. Any suspected cheating should be called to the attention of the floor judge immediately. They might be disqualified from the tournament.

6. Spectators

- Spectators may watch any game.
- Spectators must not disturb players during game play.
- Spectators must not comment on player actions or rule infringements during game play.

7. Prizes will be awarded to the Winning Team and Runner-up.