

## Hallettsville 42 State Championship/Kolache Fest Tournament

### Rules of Play

1. Have fun.
2. Texas Style "42" rules will serve as a guide for the tournament; however, the decision of the judge(s) is final.
3. Players must be 18 years of age or acceptable to the judge(s) to participate.
4. Draw for the 1<sup>st</sup> shake. High domino gets the first shake (last bid). In best 2 out of 3 matches, the losing team will draw for first shake between themselves.
5. Drawing dominos after the shake. The first 3 bidders may draw their 7 dominos randomly. The only rule is that the last bidder (or shaker) must wait and draw his/her 7 dominos last.
6. Dominos must be placed up facing each player in a 4-3 or 3-4 arrangement. Ask a fellow tournament player or a judge if you do not understand what this means.
7. This is not forced bid. This means if the first 3 players all pass, the last bidder may also pass and the shake rotates. Neither team will earn a mark on a re-shake.
8. The only bids allowed will be: follow me, doubles are trump or in a suit (blanks-6's). We do NOT allow splash, plunge, nello, sevens or follow me where doubles are a suit of their own. When doubles are trump, you do not have to follow suit to the double if you don't have any doubles. Example: If the bidder leads out double 6 and you don't have any doubles in your hand, you do not have to play a domino with a 6 on it.
9. You must declare what trump is once you win the bid, you do not have to lead out with a trump first however. If you play your first domino without declaring trump, then it is assumed your trump is the high end of the first domino you play.
10. Any bid that is 42 or greater must be stacked in the middle of the table. The opposing team (or setting team) may decide the direction of the stack. You will need to double stack the hands side by side. You are allowed to bid 84 out of the hole, meaning you do not have to wait for someone to bid 42 before you can go 84. You cannot bid 3 marks unless someone goes 84 first however.
11. We ask that when you bid, you should only say- "pass" or "30" or "I pass" or "I bid 30" (as examples). Examples of what's not acceptable is when you table talk- like saying- "I pass but I can help you partner.", or "I bid 30, but feel free to overbid me partner." Please see a tourney judge is any questions or grey areas on this rule. The intent of this rule is to eliminate table talking during the bidding cycle.
12. Dominos are not to be touched once everyone has made a bid. You cannot push them in or re-arrange them. Once you grab a domino to play- you must play that domino. You cannot put it down and grab a different one. If this causes you to renege, the other team will get the mark.

13. If a player "Reneges" (meaning they do not follow suit or leads out a domino when they are not the player in lead), the opposing team will automatically receive the mark. When a domino is accidentally knocked over or exposed to anyone else during play, it is to remain face up and played at the first possible opportunity (without renegeing). Call for a judge if you feel a team purposely exposed a domino for a strategic advantage.
14. Any player at the table is allowed to ask what the bid was during a hand, they are not allowed to ask what the trump is however. Please be sure you hear what the bidder declares as trump when the hand begins. The score keeper is also not allowed to write down what trump suit the bidder went in.
15. Bidding out of turn. If a player bids out of turn, they must keep that bid and cannot raise their original bid once the bidding restarts. Example: If the true 2<sup>nd</sup> bidder thinks he is 1<sup>st</sup> to bid and bids "34", and then the table realizes he was supposed to actually bid in 2<sup>nd</sup> position; then the true 1<sup>st</sup> bidder can bid anything they wish, if the true 1<sup>st</sup> bidder goes 34 or higher, then the 2<sup>nd</sup> true bidder must pass. (he cannot go higher than 34 in this scenario)
16. On Bids that are 42 or higher, players are not allowed to pick up and look under any domino once it's been played on the stack. You must use the power of memory to determine which dominos have already been played.
17. Persons not directly involved in a game as observers may not make any comments during play. This includes calling renegees, commenting on bids, etc. You must remain quiet and not give away any information that would impact the hand at play. You must have the consent of the players to watch as an observer.
18. A bidder may declare a laydown or that they have the bid made in order to save time. However, if the opposing team can demonstrate any possible way the bidder can be set the bidder forfeits the mark. We ask everyone that they wait until they are in lead and then announce to the table you have the rest and show the order you will play the rest of your dominos.
19. When playing, do not slam, throw, toss or play your domino in any manner that could be construed as a signal. We prefer that you play your domino in front of you, so that everyone can see who played which domino.
20. Any form of signaling, table talking, physical queue's, etc., will be considered cheating and will result in disqualification from the tournament. We ask that everyone play honest and fair and with the upmost integrity.
21. Bidding with dominos faced down. Players are not allowed to bid with their dominos faced down, all players must turn up their dominos facing them in a 4-3 or 3-4 format before they announce their bid.
22. Egregious/inappropriate behavior will not be tolerated at the tournament. This includes fighting, name calling, yelling, cursing, threatening others. This is a fun social event meant to bring people together and we ask that everyone show good sportsmanship.

23. Pausing during play. We do not allow strategic long pausing during play. A great example of this would be if the bidder bids in blanks and leads out the double blank (the bidder has 4 blanks from start), the next player plays a small blank and the partner takes an excessive amount of time and finally plays a small blank as well. The bidder now knows his partner has the other blank from his/her long pause and doesn't pull it as a strategy to make his/her hand.
24. Bidding conventions. This means that a team has a pre-arranged knowledge of their partner's bids. An example would be if a team agreed that every time they bid 30 it meant that they always have the double 5. Another example would be if a team agrees that every time they bid 30 they have 4 (or more) doubles. This is something that must be a consistent pattern to make a ruling on. We want fair play for both teams and this is more of an ethical guideline than a rule.
25. If any player or team has a question during play or would like a ruling on a hand, please pause play and call a judge to the table. If you wait until after the game ends and then bring up the discretion, the judge will not be able to overturn the score/outcome of the game.
26. Please no food or drinks on the tables during play. Also no tobacco products and no cell phone use during play. If you have an emergency, please stop play and let everyone know you need to make an important phone call.
27. Both members need to be present at time of check in.
28. If you have any questions about the rules, tournament format or any other inquiries, please ask one of the judges or veteran tournament players. The tournament director will point out several veteran players who can help answer questions and make rulings if the director is unavailable.

## **Friday Night Warm Up Tournament Format**

We will seat all the teams 1-however many teams participate. We will have team 1 vs team 2, team 3 vs team 4, and so on... for the first round. After the 1<sup>st</sup> round ends, all the odd numbered teams (1, 3, 5, 7, 9, etc) will move up one table. The even numbered teams (2, 4, 6, 8, etc) will stay at the same table all night long. We will play 5 rounds and each round will be single games. (NOT best 2 out of 3's). So for example: If you are team #1- you will play teams 2, 4, 6, 8 & 10. Your team score sheet will tell you if your team moves each round or stays each round also. Please be sure to turn in your sheet to the judges right after you finish your 5<sup>th</sup> round game. Games will not be timed, however the judge may call a game if it goes on for an excessive amount of time.

### **For placing:**

We will first go by overall record, so if only 1 team finished 5-0, they are guaranteed 1<sup>st</sup> place. After a team's record, we will then go by overall differential as the 1<sup>st</sup> tie breaker. This means we take the total number of marks made and subtract the total number of marks lost. Let's say a team went 5-0 and their total marks made were 35 and the total marks they lost were 23. Their differential would be "+12". A 5-0 team with a +12 differential will finish higher than another 5-0 team with a +11 differential.

If both the overall record and differential are the same, we will then go with the most marks made as the next tie breaker. If 2 or more teams have exactly the same record, differential and marks then the judges will make a determination at that time.

The first team to 7 marks will be the winning team, however we will count all marks if there is an 84 or higher bid at end of the game. Example: If a game is tied 6-6, and one team gets the bid for 84, then the game will be scored as 8-6 for the winner and 6-8 for the losing team.

If there is a total number of odd teams participating, then 5 teams will be getting a BYE. BYE's are not needed if the total number of teams playing is an even number. If we use BYE's, the team will score that round as a "WIN" 7-6, and write the word "BYE" under the opponent's signature line.

## **Saturday Tournament Format**

We will seat all the teams 1-however many teams participate. We will have team 1 vs team 2, team 3 vs team 4, and so on... for the first round. After the 1<sup>st</sup> round ends, all the odd numbered teams (1, 3, 5, 7, 9, etc) will move up one table. The even numbered teams (2, 4, 6, 8, etc) will stay at the same table all morning long. We will play 5 rounds and each round will be single games. (NOT best 2 out of 3's). So for example: If you are team #1- you will play teams 2, 4, 6, 8 & 10. Your team score sheet will tell you if your team moves each round or stays each round also. Please be sure to turn in your sheet to the judges right after you finish your 5<sup>th</sup> round game. Games will not be timed, however the judge may call a game if it goes on for an excessive amount of time.

### **For seeding into the afternoon brackets:**

We will first go by overall record, so if only 1 team finished 5-0, they are guaranteed 1<sup>st</sup> seed. After a team's record, we will then go by overall differential as the 1<sup>st</sup> tie breaker. This means we take the total number of marks made and subtract the total number of marks lost. This is the same process we used for the Friday Night tournament.

If both the overall record and differential are the same, we will then go with the most marks made as the next tie breaker.

The first team to 7 marks will be the winning team, however we will count all marks if there is an 84 or higher bid at end of the game. Example: If a game is tied 6-6, and one team gets the bid for 84, then the game will be scored as 8-6 for the winner and 6-8 for the losing team.

### **Bracket play for afternoon:**

You will play a best 2 out of 3 match each round of the bracket. Once you lose a best 2 out of 3 match, you are out of the tournament. Eventually the bracket will work its way down to the final 2 teams who will play for 1<sup>st</sup>/2<sup>nd</sup> place. The teams that lose in the semi-finals will play for 3<sup>rd</sup>/4<sup>th</sup> place. In best 2 out of 3 play, the losing team will always draw between themselves for first shake. There is no assigned tables in the afternoon, the teams may choose where they wish to play.

Games will not be timed, however the judge may call a game if it goes on for an excessive amount of time.