



President's Message

The playing of Domino continues to be one of the most popular games for most families and ordinary people bonding with each other. During the past few years, we have been witnessing an increasing number of people playing Domino at the professional level and participating in several leagues endorsed by the International Council of Domino (ICD).

We are therefore very excited about the ICD 2014 Competitions and looking forward to an increasing number of professional players from more countries. As we strive to develop the games, it is our mission to put in place more strategies to promote professionalism among the players. I would like to take this opportunity to express my sincere appreciation and thanks to members of the board of directors, executives, managers, players, teams, leagues and the hundreds of fans for their continuing support and participations.

This is an opportunity for us to work together in harmony for the betterment of Domino.

Best regards,

Livingstone Pinnock

President,

International Council of Domino Incorporated.

EXECUTIVE BOARD

President: Mr Livingstone Pinnock

Vice President: Mr Donovan Bailey

Treasurer: Mr Donovan Bailey

Public Relations Officer: Mr Rolando Robinson

Coordinator: Mr Oliver Clarke

Secretariat: Mr Patrick Maitland

Secretary: Mrs Dorothy Williams-Wallen

Mission

The International Council of Domino I.C.D is a nonprofit organization designed and created to bring the sport of domino to all countries. I.C.D. is committed to exposing this sport in a competitive nature while maintaining the spirit of teamwork and unity among its members.

International Council of Domino provides a venue for existing leagues registered with our organization, regardless of location, the opportunity for consistent supervision, clear and concise regulations and ongoing communication with our board of directors. Through our dedicated officers and years of experience, I.C.D. implemented new means of improving the service delivery to its members. This is an ongoing process as we continue to enhance how we achieve our goal.

With leagues from Jamaica, Cayman Islands, the United States, Britain and Canada, diversity and competition are abundant and vast but the love of the game remains constant.

Our Commitment To You!

We believe in providing timely and effective services and support to our members 100% of the time. Our board members communicate consistently in an effort to develop strategic methods of providing services to its members. The council makes every effort to keep the membership continuously informed and updated. As such, you will receive newsletters, calendars of events, regular updates of new association registered and much more. We welcome your suggestions for continuous service improvement. Please feel free to communicate them to ICD Secretary.

The following rules shall apply to all tournaments/competitions sponsored by or that involves The International Council of Domino (I.C.D.). These rules are not subject to change except by the officers and the board of directors of I.C.D. No other groups or individual is permitted to use, copy, or duplicate the said rules without the written permission or authorization of the I.C.D. and its board of directors. Any infringement on these rules may subject the group or individual to legal prosecution. Any group or individual who choose not to obey by these rules may not be permitted to compete or play in the tournaments. Exceptions to these rules will be at the discretion of the I.C.D. and its board of directors. These rules were devised and will be strictly enforced to ensure fairness for all the teams and players.

RULE 1

Discipline/Behavior

- 1.1 Associations and under certain circumstances affiliates of the league, clubs are deemed to be responsible for the conduct of their officers, members and supporters who are found to be in breach of this rule.
- 1.2 Officers and members may be fined and/ or suspended or expelled for violations under this rule, dependent on the circumstances, associations, leagues, clubs and affiliates may also be fined.
- 1.3 No form of assault, abuse, unruly behavior, indecent expressions, hooliganism, or the use of drugs which are prohibited by the law of the state, will be tolerated from the registered members of associations, leagues, clubs and or the supporters of these organizations, which these prohibitive actions are committed within the confines of any premises where competitive dominoes are being played or, functions are being held, such competitive domino and functions be administered by the International Council of Domino or by any affiliate of the International Council of Domino.
- 1.4 If a member of any club has been found guilty of having assaulted any official, referee, executive members or supporters of another association, league, club, then that guilty member may be fined and/ or suspended or be expelled.
- 1.5 If any member of any association, league, club has been found guilty under rule 1.4, then notwithstanding the fact the said guilty members or member has/ have been severely dealt with, the organization of which the guilty person or persons is/ are a member or members is required to show just cause why they should not be expelled for having not been able to exercise control over the action(s) of their member(s) and or supporter(s).
- 1.6 Upon being found guilty on a second occasion under rule 1.4, the member or members will be expelled from any further participation in all Domino activities being administered by the International Council of Domino.
- 1.7 If any member(s) of an association, league, club has/ have been expelled by virtue of rule 1.6, then the organization of which the guilty person or persons is/ were members will have to show just cause why they should not be suspended or be expelled.
- 1.8 No player/ referee will be allowed to drink alcoholic beverage before or during a game. Players/ referee found consuming alcoholic beverage before or during a game/ tournament will be subject to a grievance filed against him/her.
- 1.9 Abuses, whether verbally, physically, or otherwise will not be condoned. Insults or statements such as "bwoy", "gal", "coolie", "nigger", etc. will not be tolerated and will result in immediate disciplinary actions by referees. A warning will be issued on the first offence and offenders will be disqualified on the second attempt.

RULE 2

The Identification of Players

2.1 All players and otherwise participants who wish to enter a playing arena should present to the referee on his/ her entry an identification card issued by the International Council of Domino, leagues and clubs.

2.2 All identification cards should bear the following information;

(a) Competition to which players are registered to participate in.

(b) Organization which player is registered for.

(c) Player's name.

(d) A unique identification number which should portray the association, league, club number and the player's number.

(e) A blank section should be evident for endorsements.

2.3 On receipt of the identification card referees should maintain possession of them until the completion of the match at which time he/ she should return the cards to the standing captain, or an official of the respective organizations.

RULE 3

General Attire

3.1 Proper and clean attire is required at all times during the tournament or competition preferably team uniform or jersey. Proper footwear is required at all times. No Flip-flops allowed. Any person(s) not observing the attire rules will not be permitted in the tournament. Violators may be asked to leave the premises.

3.2 Things Not Allowed

Men: Shirts must be tucked in properly and completely. No sleeveless shirt, sweat suits (bottom or top), shorts, or combat attire or unbuttoned shirts.

Women: Micro mini (3 inches above the knee), see-through or revealing clothing, cleavage exposure, short-shorts, or exaggerated slits is strictly prohibited.

RULE 4

Weaponry

4.1 No person (s) is permitted to carry any type of weapon such as hand gun, knives, and chuck sticks, ice picks etc. during any assembly of I.C.D. Licensed weapon owner (s) will be asked to leave their weapon in their vehicle or turn them over to the security officer until the tournament has ended. Law enforcement officials may carry their arms/weapons but must be fully concealed at all times. Any person (s) who is in refusal of this rule will be asked to leave the premises immediately. No exception.

RULE 5

THE TOSS

5.1 The toss of a coin will decide which team sits first at the toss winners' option.

5.2 Opposing teams must sit in opposite directions i.e. one team east to west their opponents north to south on each of the six tables,

5.3 At the resumption of play for the second half the team that sat last now sits first and the team that sat first now sits last in reverse directions.

RULE 6

Competition Format

The International Council of Domino reserves the right to dictate the format to which the competition shall be played, by points or, by time.

6.1 Six tables must be used for games spanning 300 points whilst it is optional to have at least four (4) tables for time matches.

6.2 Playing days may be set only by the governing board.

6.3 For matches being played to 300 points, the following playing conditions must be observed:

(a) The preliminary exercises for the match begins by 11:00 am.

(b) At 10:50 a.m. the referee will blow his/her whistle. (First whistle)

© Teams are required to spin the toss and have six tables set by 11:30 a.m.

(d) Once this exercise is not done within the time specified and in the referee's opinion the exercise will last way beyond 11:30 a.m. He will have no further options at 11:30 a.m. but to blow off proceedings. Absolutely no match must be started after 11:30 a.m.

(e) Teams with valid excuses in respect of their inability to have been on time must state their reasons in writing to the International Council of Domino and copy same to their opponent of the day in question. The ICD administrative body will then hand down a ruling on the outcome of the match.

6.4 Summary – for games spanning 300 points.

10:50 – 11:00 a.m. first whistle and toss

11:01 – 11:10 a.m. first team sets

11:11 – 11:20 a.m. second team sets

6.5 If at 11:00 a.m. only one team is present that team must be asked to sit by the referee and the preliminary necessities done (see rule 8, section 4).

RULE 7

Matches and their duration by hours

7.1 This rule takes no precedence over matches slated to be decided over a fixed time but must be adhered to for matches being played to 300 points. All matches must be completed within seven (7) hours on each playing day, except in cases where there is a count-down (see rule) then play must be extended for a further hour.

7.2 A minimum of fifteen (15) games per hour must be played on each table.

7.3 Whenever a match exceeds the mandatory seven (7) hours, once a countdown was not involved, teams will be penalized. A prescribed punishment for this Rule is the deduction of one (1) point from their existing point earned. If a team has not accumulated points will be deducted once the team begins to earn points.

7.4 If at 11:10 a.m. (see rule 6 section 5), a team is present for whatever season, the referee will blow his/her whistle and ask the Captain of the team present to set his six (6) NB> Six (6) pairs of player – at which point he will examine and retain the ID's to ensure that they are all registered players for the respective tournament. At this time the referee will wait until 11:30 a.m. to blow his/her whistle, which will be an indication that the match will be referred to the administrative

body for a ruling. At 11:30 a.m. and only then is the referee privy to return inspected ID's.

7.5 (a) the visiting team has a grace period of thirty (30) minutes (11:00 a.m. – 11:30 a.m.)

(b) (i) If team is travelling 30 kilometers or more to a match, and there is a delay due to an accident or an Act of God, or Police Road Block, or Mechanical or other serious problems, then every effort must be made to send an Advance Party to the Match Venue to report on the plight of the team to the Referee and the Captain of the Home team.

(ii) If the matches commences between 11:30 a.m. – 12 Midday, the Referee will advance scores to both teams, equivalent to the time lost between 11:20 a.m. and the time the match actually commenced.

7.6

No match must start after 11:35 a.m., unless the visiting team falls under Rule 7.5 (b)

If the match commences between 11:30 a.m. – 12 Midday, due to the absence of the visiting team by 11:30 a.m., the home team is entitled to request that penalty points be awarded. However, penalty points can be awarded within the discretion of the Referee who should be satisfied that there was no reasonable cause why the visiting team was late.

RULE 8

The Half Time Break

8.1 Again this rule applies to matches being played to 300 points. Half time must be taken at 3:00 p.m. The referee will ask the table that finishes first at 2:55 p.m. to stop playing and those players will leave the arena. The other five tables will continue playing until their games are also ended then the referee will also ask that they too leave the arena. In the event of a game Derby (ensuring between this times) the Derby will have to be played. All games played must be added at each club's team's respective tally.

8.2 Recess will be no longer than 40 minutes, at which time the referee's whistle will be blown to indicate the restart of play within 20 minutes. At this time also both Captains are to report to the playing arena where Rule # 5.3 should be observed.

8.3 The home team is responsible to provide refreshments for the referees.

8.4 Should either or both teams fail to reset it's players at the resumption of the half within the specified 10 minutes allotted, the other team will be asked to reset (if this has not already been done). The referee will then blow his/her whistle, which will indicate his intentions to report the circumstances to the competition administrators for a ruling to be made on the matter.

8.5 A vessel containing clean water along with drinking cups must be placed inside the playing arena by the home team.

RULE 9

Starting Each Game

9.1 Double six must be used to start each game (whether Derby or an ordinary game). The player to the right of the poser next plays and this anti-clockwise play will continue through-out the game and must be maintained.

9.2 Players will not be allowed to after a shuffle to look at their cards once it does not contain seven (7) playing pieces. Only after a player has seven (7) cards in his hand will he be allowed to look at his hand. Once he has seven (7) dominoes in his hold and he has viewed them he may not request a reshuffle.

9.3 All players must draw their cards simultaneously and only in the event (after a player has seven (7) cards) that a card is exposed during the draw can request a reshuffle. NB. If it is found that one player refuses to draw simultaneously with his/her opponents because he is waiting on instructions from his partners to request a reshuffle because his/ her partner's hand is bad the referee may take action, such as awarding one point per incident. If this action persists the referee may suspend player/s and make a special reference on the incident in his/her report.

RULE 10

Coding

10.1 Coding is permissible, however, only subtle signs will be allowed and absolutely no talking will be allowed whilst a game is in progress.

10.2 During games there must be no talking to indicate:

- (i) Which end his/her partner is to play.
- (ii) Which card he/she, or either of the opponents has.

10.3 Upon the drawing of the "hand" by the players, prior to each game, or at time before the completion of each game, the palm or palms or hand or hands should not be placed to one side or both sides of any player's mouth, in order to communicate with one's partner.

10.4 Upon a player having committed any of the breaches under this Rule in the presence and

with the knowledge of the Referee, the Referee will immediately warn the player on the player on the first occurrence, upon a recurrence of the same breach, the game must be shuffled and the point awarded to the opposing team. However, if the same breach for more than two occasion, he/she will be suspended from the match for duration to be determined by the Referee.

RULE 11

Change of Player (s)

11.1_A change of player or players is not allowable until the player (s) being replaced has played ten (10) games.

11.2 If a player or players refused to complete the required ten (10) games, the referee will allow such player (s) two (2) minutes to resume the game before a penalty is imposed. The penalty may range from losing a point (s) or suspension. Exceptions are if the player is physically unable to continue playing due to health reasons or a case of emergency.

Penalty for failure to complete Ten (10) games:

Ten (10) games = *Three (3) points awarded* to the opponent.

Seven (7) or less games = *Three (3) points awarded* to opponent

Eight (8) or Nine (9) games = *One (1) point awarded* to opponent.

Failure to Change player (s): The Captain or Officer of the team who is asking for the "change" of player has two (2) minutes to find a replacement and be ready to play. Failure to start or resume playing within the required time will cost that Player to lose a point for every minute not played. The *points will be awarded* to the opposing team.

RULE 12

Captain's Ring Etiquette

12.1 Captain's team official, spectators or mere passersby do not have the right to call his/her player(s) from any table while a game is in progress. The referee's permission must be sought after a game before a Captain may converse with his/her player(s). A violation of this rule will entitle the referee to supervise the recording of a game per minute to the opponents until the player or players return to their seats. NB. The violation will come into effect sixty seconds after the player(s) vacated their seats.

12.2 If permission is granted in regards to Rule 12.1 then the time allowed shall be no longer than

two (2) minutes. Captains must stay to a mutual corner of the playing arena where they do not interfere with the smooth flow of play.

12.3 A Captain can only delay the play on one (1) table at any given time for the purpose of effecting a change. The referee must be informed of at which table the change is to be affected at which point the opposing Captain must be informed immediately. The Maximum waiting time for a change to be made is on the completion of one (1) game.

12.4 Captains may not make double changes.

12.5 Captains are responsible for the noise level within the environs of the playing arena, during the progress of play i.e. excessive noise by spectators and players especially will not be condoned.

12.6 Captains, officials and players found guilty of offering false points to other teams in any form whatsoever e.g. compromising the scores, etc., will be immediately disqualified from the competition. Referees who aid and abet to such a practice will also be immediately disqualified.

12.7 No captain or player will be allowed to play and run the ring at the same time.

RULE 13

Dominoes

13.1 Each team is required to provide (6) packs of playable unmarked dominoes in each match.

13.2 Whilst the match is in progress, no one is allowed to move any piece or pieces domino outside the arena.

13.3 Domino should be of the standard size. The material used should be bone and the colour preferable white or bone white dominoes and should not have any identifiable mark on the backs i.e. scratches etc.

RULE 14

Private arrangements and or treaties

14.1 All tables must participate under the same set of rules contained in International Council of Domino rules governing competitive play. There can be no private arrangements, agreements, treaties etc., between players and teams. Punting or otherwise gambling on matches is strictly prohibited. Teams and players acting contrary to this rule are liable for disqualification from further participation in the competition.

RULE 15

Pass

15.1 Knocking the table and saying pass means the same. Making an unnecessary pass during a game entitles the opponents to the particular game.

RULE 16

Derby Game

16.1 This results from a "Blocked game" in which two or more opponents from opposing teams tally the same amount after a count is completed. It must be noted that the similar count on each occasion must be the lowest tally of players involved to enable it to become a Derby. Therefore if two or more players have a similar count and another player tallies less it is not considered a Derby.

16.2 No point will be awarded for a game in which players tally the same as in 16.1, but instead the game immediately following will be played for two (2) points and will be called a "Derby" game. If after this game is played a situation results again similar to 16.1 a "Double Derby" ensues. With the following game being played for three (3) points.

16.3 The maximum number of points that may be awarded for a "Double Derby" is three (3) regardless of the amount of games to finalize the points.

RULE 17

"Exposed Domino" "One Away"

17.1 This is a card, which cannot be played but is displayed on the table which, if called correctly by the opponent, he/she can claim the point.

17.2 In order to receive this point the opponents has to call the domino only and the correct one which was initially exposed.

17.3 Once a domino is called and the opponents do not have that card in his/her possession the card caller will automatically lose that game.

17.4 To display a domino in a player's hand with his hand resting on the table is prohibited.

17.4.1 If a player plays before his time it is considered "one way" also.

RULE 18

The Count Out

18.1 A player (s) who is taking excessively long to play will be reported to the Referee. The referee has the option to inspect that player (s) domino to determine if he/she has a play. If the Referee determined that the player has a play, he will then give that player three (3) seconds to play. The Referee will count 1, 2, and 3 to indicate the time lapsing. Failure to play by the count of three will cost that player a point which will be awarded to the opponent.

18.2 If at the inspection of the offender's hand as suggested in 18.1 by the referee the player is found not to have a play the referee shall warn the offending player and advise the next person to play two (2) such warnings will result in the player's suspension for the remainder of the match.

RULE 19

Leaving the Domino Arena

19.1 Players may be permitted by the Referee to leave his/her table during the progress of a match after completion of the game in progress. The player is allotted two (2) minutes time and is allowed two (2) excuses per match time; two (2) excuses during the first half and two (2) excuses on the second half of the tournament or match.

19.2 If a player (s) has reason to believe that he/she will be away from the table for more than the allotted two (2) minutes, he/she can request for his/her ring Captain to play his/her hand. If a player (s) fails to return in ample time (thirty minutes), a replacement will be designated by the team Captain upon request from the Referee.

RULE 20

Tricks and Unfair Tactics

20.1 A. "Tricks" during game will not be permitted. An example is, playing at the wrong end. If a player play or exposes his/her domino due to this "trick", the Referee will issue a warning to the "trickster" or offender. A player that receives two (2) warnings for the same offense maybe fined for each offense committed. A third violation will result in suspension from the tournament which is considered a *minor offense*.

B. "Bowling" or "winning hand": Exposing your dominoes when you have more than three (3) dominoes in your hand is not permissible. A player who has a bowling hand must show all his/her dominoes to the opponent before "bowling". Bowing before exposing your domino to the opponent

is an offense and may carry a fine of per offense with two (2) permissible offenses. Repeated "bowling" offense may cause suspension from the tournament also considered a *minor offense*.

C. Playing with more or less than seven (7) dominoes at the start of a game is an offense. Penalty for each offense will be imposed *per offense* with a maximum Two (2) offense allowable. Multiple or more than two (2) offenses may cause suspension from the tournament another *minor offense*.

D. Hiding domino (s) before, during, or after the match is a *major offense* that carries a *fine per offense* with a minimum two (2) offenses allowable. More than two (2) offenses will result in *disqualification*.

E. Exposing a domino after drawing it to cause a re-shuffle of the domino is a *minor offense*. It carries a *fine per offense* with a minimum two offense allowable. More than two offenses may cause *suspension*.

F. Changing dominoes with the partner or with another player is considered a *major offense* and carries a penalty, *fine, suspension or disqualification from the game for an indefinite time period*.

G. Coaching a player on what to play is a *minor offense* that carries a penalty *per offense* with two (2) offenses allowable. A third (3) offense will carry *suspension*.

H. A team found guilty of giving point to the other team not earned that will compromise the score or the outcome of the match is in a *serious offense, no fine recommended*. The team will be immediately *disqualified* from the tournament. The Referee or I.C.D Board Members may request to have the team be *removed from the premises*.

I. An Official or the Referee found abetting with this offense will be *asked to leave the premises* and will not be allowed to participate for the duration of the tournament and *may be banned* from participating in any game or tournament sponsored by I.C.D.

J. Gambling or betting among team or team players is a serious offense and carries a *fine or suspension for the entire day and or disqualification* from the tournament. No second (2) offenses, the team that has the most point is the *winner*. The Referee may impose a penalty to the team in question which may include suspension from the tournament. The Referee may elect to report such distracting behavior to the I.C.D Board Members who may investigate and impose the decision or penalty.

K. *Minor offenses may carry a penalty, fine and/or suspension*.

L. *Major or more serious offenses carries a fine, penalty, or suspension for an indefinite period of time or both and including disqualification in the tournament or from participating in any tournaments or games sponsored by I.C.D.*

M. A player who plays out-of-turn or before it is his/her turn to play will *forfeit one (1) point*.

N. A player who has indicated a pass but has a play will *forfeit one (1) point*. All players (counter clockwise) must say “pass” before the player play his domino. Playing before everyone, said “pass” is considered playing out-of-turn and will cost the out -of- turn player *one (1) point*.

O. A team that arrive three (3) to five (5) minutes late for the start of the match will *forfeit six (6) points* to the opposing team. This applies to the visiting team or home team. All teams/players must start simultaneously. No player or partner is permitted to play before all the tables are ready to play or after all the players are set to play.

RULE 21

Spectators Control

21.1 Spectators and guests have a designated area to view the tournament and are not permitted to be in the tournament arena at any time. Spectators/guests are not permitted to converse or speak to any of the players during the tournament. Under any circumstances can a spectator/guest permitted to malign, threaten, or harass the Referee or any other Officials or Board Members of I.C.D. Shouting or making unnecessary noise during the tournament is not permissible. Each team captain or team official is responsible for keeping his/her guests/spectators in good behavior and in observant of the rules set forth by the I.C.D. Such behaviors can cause destruction to the entire arena or the tournament. If the Team Captain fails to control the guest/spectators behavior, the Referee is empowered by I.C.D to “*blow off*” or *cancel* the match. In case of a “*blow off*” the team trailing will consider losing the game by the points they have by the time the “*blow off*” is implemented.

Whistle: The referee will carry a “whistle” which is used to direct a “*blow off*”, the losing team is considered to have lost by the points they are trailing at the time the “*blow off*” is initiated.

RULE 22

Fixtures

22.1 All associations, leagues and clubs should honor their fixtures. If a team after the start of the competition wishes to with-draw from the tournament they should do so by first informing the administrators of their inability to continue. Associations, leagues and clubs who consistently fail to fulfill their fixtures will be investigated by the I .C.D and the continuation of this practice especially by associations, leagues and clubs facing defeat may result in their being suspended from the competition or be barred from participating in future tournaments.

RULE 23

The Warning System

23.1 The Referee will carry a *Two-Faced Card*. One side is Blue the other side Red. The *Blue side means First (1) warning*. The *Red side is for more serious offense or for suspension*.

23.2 *Not* all infringements will attract an initial warning but some will cause an immediate suspension by the referee. The referee is well within his/her rights to whatever point during a match to issue a general warning to all players involved. This general warning will be seen by the referee as the first warning.

RULE 24

Courtesy and Respect

It is expected that all participating organization will show due courtesy and respect for visiting officials from the Government, Sponsors, I.C.D, leagues, clubs and professionals, during the matches. These officials will not unduly delay proceedings but may wish to say a few words. Your cooperation in this respect will be highly appreciated. It is expected that all officials and administrators at all times during the competitions.

RULE 25

Board Members Authority

25.1 Any board member or members visiting a match during a tournament or competition and is not satisfied with the conduct of that match in any way whatsoever has the right to make an immediate ruling in whatever way he/she sees fit, within the rules.

25.2 A board member’s decision supersedes any previous arrangement a referee may have made on the spot.

RULE 26

The Count Down

26.1 I.C.D sanctioned tournaments are played to 300 points. When a team reaches 290 points and is leading by four (4) Points or less this outcome is called a “*countdown*”.

26.2 In a countdown, three (3) tables with the score very close to the 290 points will be utilized to finish the match. Other tables that were in progress of playing will be allowed to finish their game before the countdown. The three (3) tables competing for the countdown will be placed in a segregated area; that is, away from all the other tables. The Captain, Vice-Captain, or any other Officers of the competing teams will not be permitted in the “countdown” area. Only the Officers of I.C.D and the Referee are permitted.

26.3 A coin toss will determine who will sit first, with the winner of the coin toss deciding the sitting privilege. All three tables must start playing at the same time. After a game is played and completed, the other Tables must wait until all three tables are finished before re-starting the next game. The game will be played in this manner throughout the countdown until the match is finished.

26.4 Players are not permitted to delay or hold up the game, doing so may result in penalty, suspension, or disqualification.

26.5 In an ordinary setting, if a team needs more than six (6) points to win, three (3) tables will be used to play for the countdown. If a team need only one (1) to win the countdown and there is a derby; the table with the Derby wins and shall finish the countdown alone.

Points Awarded

(Win 5 points)

Lost 2 to 10 get 3 points

Lost 11 to 20 get 2 points

Lost 21 to 30 get 1 point

Lost 31 or more no point awarded.

RULE 27

Emergencies Etc.

27.1 A player is permitted to leave the tournament for valid reasons only. If a player (s) needs to leave the competition due to job commitment, he/she must inform his or her team Captain at least fifteen (15) minutes prior to departure. The Team Captain must inform the Referee about the request for departure promptly. The Referee will also grant permission to the Captain for a replacement. The departing player must play a set of ten (10) games as per rule #11 (“changing player”). Failure to notify the proper official (s) may result in suspension.

RULE 28

The Referee

28.1 Appointment: I.C.D will appoint a Referee (s) for the tournament. This referee will settle any misunderstanding or dispute among players or teams. He is task with maintaining order and discipline in the tournament arena.

28.2 Abuse: A player who is verbally or physically abusive to a referee will be disqualified from the tournament indefinitely. If more than one half (½) of a team is abusive towards the referee, that team will also face stringent discipline resulting in indefinite suspension or disqualification from the tournament.

28.3 Fee: The referee is paid a fee for his /her services. This fee is agreed upon by ICD board and by-laws.

28.4 Whistle:

In the event activities of the game such as signaling players to “stop” if the game is in progress. The referee may also elect to give verbal warning to players signaling “stop”.

28.5 Protocol for suspension: In the event that the referee imposes a suspension to a player (s). The referee must advice the team captain of the action citing the I.C.D rule violation before action is taken.

RULE 29

Substitute Referee

29.1 Substitute Referee/Replacement Referee: If the referee is unable to show up for duty, the I.C.D will appoint a competent referee without consulting with the competing teams. If a referee is unable to complete his/her duties, I.C.D may appoint a replacement/substitute referee.

RULE 30

Matches Blown Off

30.1 The referee has the authority to (if in his opinion the continuation of a game/match may cause serious implications) blow off the game/match.

30.2 Match blown off by a referee for whatever reason will attract a special investigation by the administrators to make a judgment on the matter.

30.3 No referee has the final authority to state whether a match has been won or lost. His/ her duty is to provide clean statement and to be available for whatever hearings set by the administrators.

30.4 If organizations believe that the action on a referee was prejudicial to the outcome of a match that team must within five (5) days submit a written report to the administrators for consideration. No organization has the option of refusing to play and cannot withdraw their players from an arena. Neither can anyone of authority or now within an association, league or club can instruct their players not to play.

RULE 31

Inspection of Matches

31.1 All Board members and matches commissaries have the right to enter the playing arena of any match being played by the affiliates of International Council of Domino, Associations, Leagues and Clubs If these officials needs to give a speech they must seek the permission of the referee in charge who will then blow his/her whistle and introduce the officials to the players and audience.

RULE 32

Appeals

32.1 If a team object to the referee's decision or the team feels that the referee's decision is prejudicial to the outcome of the match; the protesting team may submit their objection in writing to the Association, League or ICD within five (5) business days upon completion of the match. Association, Leagues, I.C.D and its board members will review and take the matter in serious consideration and will arrive at a decision promptly. A written response will be sent to the protesting team. Association, League, I.C.D's decision is final based on complete review of events.

RULE 33

Scoring

Score Keeper

33.1 I.C.D, Association, League, Clubs will appoint any person (s) to keep score for each of the team playing. This score keeper may or may not be a member of that team and is not paid a fee or a salary.

33.2 It is the duty of both Captains by mutual consent to keep scores of opposing pairs and to collectively pass on these scores to the referee who will then in turn inform the official scores.

33.3 It is the duty of the referee to maintain a constant check on these score sheets and at the end of

the match ensure that the two (2) sheets correspond. Captains, scorers and referee must sign to the authenticity of these documents.

RULE 34

Postponement

34.1 When a team is unable to compete in a tournament postponement is permitted without penalty provided the reason for the postponement is a valid emergency such as death or illness.

34.2 A team that is unable to compete must submit a request in writing to I.C.D, Association, and League at least five (5) days prior to the match. If the reason presented is unacceptable the *match will be awarded* to the opponent.

34.3 A team is allowed only one (1) *postponement within a six (6) months' time frame.*

RULE 35

The Playing Arena

35.1 Sometimes referred to as the "ring" refers to that section provided for players where the actual games are played. This area should satisfactorily accommodate six (6) playing tables, along with twenty-four seats (chairs/tools), but not boxes or crates, as well a satisfactory scoring table to seat two (2) official's scores. There should also be elevated seat for the referee along with a suitable scoreboard for the benefit of spectators.

35.2 Playing arenas should have an easy access to sanitary conveniences, as well as for refreshments.

RULE 36

Amendments

36.1 All rules are subjected to Amendment at any AGM of the I.C.D. These amendments should appear under the agenda of the meeting, as outlined in the I.C.D. Constitution and By-Laws.

RULE 37

Constitution

37.1 All affiliated associations, leagues, clubs and teams are subject to obey the Constitution of the International Council of Domino and its accompanying By-Laws and Rules as outlined in the said Constitution.

Pending Rules

Minimum size arena for I.C.D tournaments.

Designated dining area for players during tournaments must be established.

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This booklet is updated from existing rules governing competitive domino playing.

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