



Federación Mundial de Dominó (FEMUNDO)

REGISTERED IN ORLANDO, USA. RNC
1131853341

COMPETITION REGULATIONS

Article 1: The primary purpose of FEMUNDO World Championships is to promote healthy competition, fair play, friendship, respect and reunion with other athletes from around the world. Every athlete will commit to show the All these values are supreme, and for this reason those involved must make their maximum effort to that end.

Article 2: The competition will be in two modalities: a) Individual, and b) by teams made of four (4) athletes. In case of any eventuality, the Technical Commission will reserve the right to assign substitute athletes, if necessary (illness, withdrawal or any other force majeure other than expulsion for violation of these regulations).

Article 3: The classification will be according to the following criteria:

- a) Games won.
- b) Effectiveness.
- c) Points in favor.

Remember to record, on the score sheet, all the points obtained during the match.

Top: It is mandatory to wear a chemise, polo shirt, shirt, or shirt with sleeves, which identify the team.

Bottom:

- Long sports pants.
- Jeans are in good shape without ripping, worn out or torn.
- Dress or casual pants.

Footwear: Leather or sports shoes, sandals.

The use of shorts, beach pants, or flip-flops will NOT be accepted.

The Technical Commission will reserve the right to authorize the participation of athletes who do not comply with this provision.

Article 5: Sanctions will be applied individually, only to the offender athlete, for both individual and team's modality. If there is a tournament where they will play in pairs modality, the sanction is for both athletes. In most cases the sanction will be enforced ant the hand will continue, except:

Exceptions for ending a hand:

- 1- The Mismatch- that causes four (**4**) or more plays will end the hand and a penalty of -80 with a yellow card to the offender, if it is determined who it was. **The same athlete poses; the hand does not rotate.** If the mismatch causes



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less than 4 moves, the hand continues, and the offender gets a -80 with a yellow card and the mismatch dominoes becomes an expose piece.

- 2- A pass with dominoes to play that provokes one or more exposed pieces. The hand ends and a -80 with a yellow card to the offender. The hand does not rotate, and the same athlete poses. If the pass is intentional, see article 16.
- 3- If an athlete incorrectly calls a block game and **everyone** turns their pieces, the hand ends and the offender receive a penalty of -40 points. **The hand does not rotate, and the same athlete poses.**

Article 6: The games will last 40 minutes or two hundred (200), (whichever comes first). Even if regulation time has ended, someone must win, which means that no match will finish with the imposition of a penalty that implies ending the hand or if the game is tie. Each athlete selects seven (7) dominoes. If an athlete selects, lift and sees more than seven (7) pieces, will receive a -40 points sanction. The same athlete who shuffled the domino will reshuffle them to select the pieces and play the hand.

First Paragraph: The hand ends after placing the final tile. If it is announced that the regulation time has concluded and the final move has been made, but no one has reached the two hundred points, an additional hand must be played. If the game is tied after regulation time has ended, an extra hand will be played. On the other hand, if the regulation time has ended and the last pieces has not been played, NO extra hand will be played.

Second Paragraph: when there is a block hand, the points of each pair are counted to decide who wins. If both pairs have the same number of points (tie) the points will not be recorded on the score sheet and the rotation continue. Once the hand has ended the tiles will stay as they were played and the ones that have not been play be placed in front of the athlete cannot be put together until the points have been counted and recorded on the score sheet. The athlete who does not comply with this rule will be sanctioned with a -40.

In those cases where the block is called out when is not, that athlete will be sanctioned with a -40. If any of the other athletes turned their pieces thinking that the game was block his pieces **WILL NOT** become exposed pieces and they can be place back on the lectern/domino holder. If everyone turned their dominos, **see: Exceptions to end a hand.** If only the one who mistakenly called the block turned the pieces, their tiles become exposed tiles and will be played from left to right, according to their turn to play.

Third Paragraph: For each round, the scores of the three athletes who still have dominos on their lecterns, or when the round is blocked, the scores of all four athletes, are recorded in favor of the winner.

Article 7: After the round has started, athletes have two minutes to get to the table to be able to play the game. Any athlete who arrived at the table once 2:01 minutes has pass since the beginning of the round, will lose the match. That athlete will be sanction with a Yellow Card and -200 points. The athlete/s who were on time win 100 to 00.



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Article 8: The first athlete to pose will be drawn and then rotated. The athlete who's going to shuffle at the beginning of each hand is the athlete at the left of the one who's going to pose. The only one who can reshuffle is the athlete who pose, but if he decides to do it, will select his seven dominoes last. The athlete who shuffles ALWAYS picks last.

The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete
- 2) Second time: -40 to the offender athlete

The athlete in charge of the score sheet is athlete in position #4 or D, if for some reason that athlete will not keep the score sheet then as a second option will be the athlete in position two #2 or B.

Article 9: Each athlete must bring his seven (7) dominos to the lectern/domino holder. Once they are in the lectern they cannot be rearrange (will be placed on the lectern in one or two attempts at the most). After the sanction is applied, the hand continues.

The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete
- 2) Second time: -40 to the offender athlete

Article 10: At the beginning of each hand, only the athlete who poses and the athlete on his/her right lift their dominoes and placed them on the lectern. The initial chip must be placed the center of the board. If it is a double, parallel to the athlete who posed. If it is a mixed piece, it should be placed with the highest number facing the partner of the athlete who posed. The tiles will be placed on the board in a smooth and uniform way, with the same hand and in the same way, without leaving open spaces. The corresponding sanction is applied, and the hand continues.

The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete
- 2) Second time: -40 to the offender athlete

Article 11: Time to play will be:

- a) Five (5) seconds, if the athlete only has one piece to play or is going to pass.
- b) Twenty (20) seconds, if the athlete has more than one option to play.
- c) One (1) minute in case the athlete is going to block the game or play the piece that forces the game to be block (there is no other option to play).

The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete
- 2) Second time: -40 to the offender athlete



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The sanction is applied, and the hand/game continues.

If the athlete has the piece to block the game and spent more than 20 seconds to play, it will mean that he/she is considering blocking it. In that case the athlete must play that piece but is not obligated to block the game, but it is required to use it. If the athlete plays a different piece, that piece becomes an expose chip.

The athlete who fails to comply with this rule:

- 1) First time: -40 to the offender athlete

The sanction is applied, and the hand continues.

If the referee believes that the athlete is using more time than he needs intentionally as an unsportsmanlike conduct, the athlete responsible may be sanctioned with the loss of the match and -200 points, in some cases even a Black Card.

Article 12: The Wrong Athlete Poses

If an athlete poses incorrectly, a penalty of -40 points will be applied to the offender, and the game will continue. If the athlete at the right of the athlete who posed incorrectly consumes his/her turn the hand is valid and it will continue after the sanction is applied, once the hand is finished the rotation continues. If no other athlete consumes the turn the piece that was played, becomes an expose chip and the correct athlete poses. Any Athlete who notices the wrong pose can report it.

Article 13: Playing before or out of turn:

If an athlete plays before his turn, he will be penalized with a -40. That chip becomes an expose piece, with the corresponding treatment and the correct athlete plays. The corresponding sanction is applied, and the hand continues.

If only one athlete can play, it is not considered an advance play.

Article 14: Mismatch: is the action of placing the piece at one end that does not match with that number. The offending athlete will have a -80 with a yellow card, the hand continues except when the play provokes four (4) or more exposed pieces. If that's not the case the mismatch piece becomes an exposing piece with the treatment it implies. (**see exceptions in article #5**). If the mismatch is intentional, it becomes an unsportsmanlike conduct, and the sanction will be the loss of the game 00 to 200 and the expulsion from the competition (Black Card).

The athlete who placed the chip incorrectly has the option of fixing it as long as no one has placed another piece (consume the turn), he will receive a warning.

Article 15: The word PASS

When an athlete does not have a piece to play, the word PASS is the only valid way to consume the turn, it must be with an appropriate tone of voice.



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Using any other means to express it (knocking the board/making gestures) will be a violation of this rule.

The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete
- 2) Second time: -40 to the offender athlete

The sanction is applied, and the hand continues.

Article 16: Pass with a domino to play:

The offender athlete will have a sanction of -80 with a yellow card. If it is intentional, it becomes an unsportsmanlike conduct, and the sanction will be the loss of the game 00 to 200 and the expulsion from the competition **(Black Card)** (see exceptions in article #5).

The pass can be claimed at any time during that hand, even at the end.

Article 17: Identified tile:

If an athlete picks one piece and drops it on the board and it is identified (**both sides**) by any of the other three athletes, the corresponding penalty is applied, and the hand continues (when it is not the last tile) and the following penalty will be applied:

- 1) Once the piece is identified it will become an exposed piece, and it will be placed to the right of the offender athlete, and it must be played on the first opportunity. If the athlete with the exposing piece or his partner blocks the game and that piece has not been played and they win, the hand is valid, but the points will not be recorded on the score sheet. On the other hand, if they lose the hand, the points count and will be recorded on the score sheet.

Identified chips will be played sequentially in the order they were mentioned and can be placed. The referee will stay until that hand ends.

- 2) If a player provokes the other athletes' chips to drop to identify them, the offender athlete will have a sanction of -40. That chip WILL NOT become an exposed chip.
- 3) If one athlete drops a domino unintentionally and another athlete makes a false identification, the athlete who made the wrong identification will have a sanction of -40. The hand continues.
- 4) If an athlete drops a piece to the floor, unintentionally, no one can see it. If one of the athletes tries it, that athlete will have a sanction of -40 and the hand continues.



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The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete
- 2) Second time: -40 to the offender athlete

Article 18: When the pick chip cannot be play (it does not match)

The athlete who selects a mismatched piece will be sanction with a -40, and that piece will become an exposed piece. The sanction is applied, and the hand continues.

Article 19: Athletes cannot ask about who posed or the score status after selecting dominoes.

The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete
- 2) Second time: -40 to the offender athlete

The sanction is applied, and the hand continues.

Article 20: The chips can only turn after the hand ends and the score is recorded on the score sheet. If a referee is called to resolve a dispute and the hand is destroyed, the offender must redo it. If the offender cannot redo it, he will be sanction with a -40 and the game continues.

Article 21: The four athletes are responsible for the score sheet. If it is determined that they were seated incorrectly or the scores have been placed on the wrong side, the four athletes will lose 200 to 00. If the error is identified before the regulation time ends and the scoresheet is still at the table, it will be corrected, and the remaining time will be used to play. There will be **NO Extra** time.

Article 22: Smoking, eating, or drinking during the match is not prohibited.

The athlete who fails to comply with this rule:

- 1) First time: Warning to the offender athlete
- 2) Second time: -80 and a yellow card – to the offender athlete

The sanction is applied, and the hand continues.

Article 23: Cell phone use is prohibited during the match. If there is an emergency and the athlete needs to answer the phone, the will call the referee who will take the time of the call and recorded it on the score sheet, if at the end of the regulation time the match is not finish, the referee will be at the table giving the time that weas used to answer the phone.

The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete



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- 2) Second time: -40 to the offender athlete

The sanction is applied, and the hand continues.

Article 24: Players must maintain a uniform attitude and posture during the game, with both hands under the table, looking at the table or at the pieces placed on the board and remain in complete silence, without making movements, **gestures**, or comments which could lead to the presumption of **unauthorized** communications.

If an athlete fails to comply with this rule and the referee sees it, the offender and his partner will receive a Black Card.

Single paragraph: No gestures, comments or movements may be made to indicate a play. Shouting, **outbursts and discussion** during the match are prohibited. Your hands should stay under the table. If the referee determines a violation of this rule, the offender and **in some cases** his partner will receive a -80 with a yellow card.

The corresponding sanction is applied, and the hand proceeds except when the same athlete commits the foul twice. In that case the referee will suspend the offender athlete.

Article 25: Any conversation between players during the hand is strictly prohibited. All comments will be made briefly at the end of the hand while shuffling the pieces and/or while the points are being recorded in the score sheet, in any case it must be without raising the voice or having a discussion between athletes.

The athlete who fails to comply with this rule:

- 1) First time: warning to the offender athlete
- 2) Second time: -40 to the offender athlete

The sanction is applied, and the hand continues.

Article 26: If an Athlete needs to leave the table during the game will call the referee to inform the reason for it- it can be a physical indisposition or some mayor situation. The referee will stay there until the athlete comes back.

It will be considered that an athlete has abandon the game if he or she leaves the table because there was a discussion, and the match has not ended, or it does not agree with the referees' call and argue or keeps the match to continue. That athlete will lose the game with -200 points, and the other athletes will win the match 200-0.

Single paragraph: When the referee grants permission to an athlete to leave the table or when there is some type of discussion that must be decided and it takes time to make the decision, that time will be given at the end of the match, the referee is responsible for taking the time that is need to be replace at the end of the regulation time and will record it on the score sheet.. The referee will also be responsible for that match and cannot leave the table until the end,

Article 27: All protests must be made in writing, accompanied by US\$50 which will be returned in case the team that presents it wins it.

Article 28: If any of athletes make an agreement before the match that is against the



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regulations or it can be consider unsportsmanlike conduct and it can be prove by the referees or the members of the technical commission, those involve will lose the game 00 to 200, and may be subject to any other sanction, including expulsion from the competition.

The athlete who commits 2 infractions in a single game, will lose the match 00 to 200 points and the other athletes will win 200-00.

Article 29: DISCIPLINARY REGULATIONS AND GAME RULES REGULATIONS

- A. Disciplinary actions will be cumulative throughout the Tournament. Games rules regulations will be cumulative by modality (Individual or team modality), throughout the tournament.**
- B. Disciplinary offenses will result in the imposition of sanctions, depending on the severity of the offense.**

These sanctions are as follows:

- Disciplinary warning: result of a very minor offense.
- **Yellow card:** result of a minor offense or accumulation of two disciplinary warnings.
- **Red Card:** result of a serious offense or accumulation of two yellow cards. It means the loss of match 00 to 200.
- **Black Card:** result of a very serious offense, or the accumulation of a red card with a yellow card. It means the loss of match 00 to 200, and expulsion from competition.

C) The following will be grounds for a WARNING (disciplinary offences):

- Using the cell phone during the match. (Article 23)
- Complaining directly to opponent's athlete without the presence of a referee.
- Conversing during the development of a hand. (Article 25)

D) The following conduct will be grounds for a YELLOW CARD (disciplinary offences):

- Smoking, eating or drinking in the competition area and during the game. (Article 22)
- Complaining to your partner, other athletes, referee or any authority figure and fail to cease to do it once they have received the order to do so.
- Lying to the referee when he is settling a conflict.
- Remaining in the competition area once the match has finish and/or without authorization.
- Shouting, gesturing, outbursts and arguments (Article 24)



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The following will be grounds for a **YELLOW CARD** (Not complying with the rules regulations):

- Two (2) minute and 1 second delay to get to the table to play the match (Article 7)
- Mismatch and pass with a domino to play, sanction of -80 points and the yellow card. (Articles 5, 14 and 16)

E) The following will be grounds for **a Red Card for disciplinary offences:**

- Being under the influence of alcohol or any other psychotropic substance.
- Not using the id card or uniform without written authorization from the Technical Commission of the competition. (Article 4)
- Getting up from the chair while making a complaint to the referee.
- Leaving the game without the authorization of a referee, or the consent of the other members of the table. (Article 26)
- Being the cause of another athlete abandoning the match.
- Carrying firearms around competition.
- Being the cause of a dispute that delays or makes impossible completing the match.
- Verbally assaulting another athlete.

F) The following actions will be grounds for a **Black Card** for disciplinary offenses:

- Demonstrate conduct Unsportsmanlike (mark or hide dominos, malicious shuffling, looking at the opponents' pieces, altering the scoresheet, among others)
- Causing physical aggression to another athlete, captain, delegate, referee, member of the Technical Commission or the Board of Directors.
- Place bets during the competition or on the competition area.
- Disobeying warnings, reprimands or referees' sanctions.
- Promote, sponsor, order, or collaborate with the retirement of an athlete, club, or delegation.

The following actions will be a cause for **Black Card** for game offenses.

- Presumption of unauthorized communication (signaling what play should be made) (Article 24)
- Passing or playing a mismatch intentionally to avoid losing the game. (Articles 14 and 16)
- Playing an illogical domino to the detriment of himself and his partner. This fact must be demonstrated by the referee or his partner.
- Maliciously altering the Scoresheet.

All these cases will be passed to the Disciplinary Committee of the FEMUNDO

FINAL PROVISION: Anything does not address or covered in these Regulations will be resolved by Technical Commission, which will meet to analyze and pronounce the final call to the athletes or delegations involved.