

World Domino Federation (FEMUNDO)
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OFFICIAL RULES OF THE SPORT OF DOMINOES



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General introduction of sport

The purpose of these Regulations is to establish the technical rules, playing procedures, classification criteria, penalty regime, discipline, arbitration, and other provisions that will govern the domino competitions organized, recognized, or endorsed by the entity responsible for the event.

Healthy competition, fair play, friendship and fraternization, respect among all those who make up the events, equal conditions, sports discipline, and transparency of the results will be promoted.

These Regulations will be applicable to championships, individual and team tournaments, circuits, leagues, and other domino competitions that expressly adopt them.

The conditions of each competition may be regulated if all participants and technical staff of the event are informed, ensuring that at no time does it contradict the essential rules established in these regulations.

The events can be individual, in pairs or teams.

Sports, technical commission, classification criteria, and competition systems

The **sport** of dominoes in its organic sense is a table sport, in which four (4) athletes participate, who are grouped in pairs face each other.

The **technical committee** of the events will be composed of the general director of the event, the technical director, the director of information technology and the main referee. Other people may be appointed to help with the smooth running and success of the events.

This committee will inform before the event begins the number of rounds, the matching procedure, the classification system, the criteria to be used in case of ties and the procedures applicable in case the number of participants is odd.

The **classification** of the athletes, pairs or teams will be determined in the following order: games won, then by effectiveness that will be necessary when the result of games won is tied and the points in their favor.

The **effectiveness** will be the value resulting from the difference corresponding to the performance of the athlete, couple or team in each game, in accordance with the official calculation system used by the competition.

The effectiveness will be positive for the winner and negative for the loser.

The organization of the event will determine the competition systems. The systems that may be used (not limited to what is established herein) are the Swiss system or another system previously approved and communicated to the participants. When the Swiss system is used, the athletes, pairs or teams will be progressively faced with opponents of the same or similar record, according to the results obtained in each round.

Use of uniforms and identification (card)

In world events, team competitions or events where it is informed in advance that they must wear uniforms, these must be polo shirt, shirt or sleeved shirt which must include a logo that identifies their club, team, association, federation.

The use of identification (card) will be mandatory to participate in the competition.

They must wear dress pants, casual, long sports pants or jeans that are not ripped, deteriorated, or ripped. The use of shorts must be authorized in advance of the event by the technical commission.

Accepted footwear will be leather shoes, sports shoes, or appropriate sandals. It will not be allowed to compete using flip-flops, swim sandals, or equivalent footwear.

The Technical Commission may authorize exceptions for medical or physical reasons or previously justified situations.

Introduction of sanctions

It is established that in most cases where there is a sanction the deduction will be applied and the hand **WILL CONTINUE**. In instances that by prerogative of the opposing pair the hand is broken, the posing athlete will be repeated if the pair that posed was the one sanction. If the opposing pair is the one with the sanction the hand will rotate.

The sanction will be applied always.

Sanctions will be applied according to the seriousness of the infraction.

1. Verbal warning for very minor offences.
2. Imposition of a **Yellow Card** for accumulation of verbal warnings, for minor offenses and/or for violation of any article of the Regulations.
3. Imposition of **a Red Card** for accumulation of **Yellow Cards**, for serious misconduct and/or for violation of any article of the Regulations.
4. Imposition of **a Black Card** for accumulation of cards, very serious offenses and/or direct violation of the relevant articles of the Regulations.

Article 1 – Exceptions for breaking the hand.

There are exceptions where when it is necessary to sanction an athlete(s) the hand will end or at the discretion of the opposing pair decide (OPD) the hand continues. The sanction will always be applied.

Exceptions to break:

1. Mismatch – is the act of placing the domino or touching the game board with the domino that does not have a place at either end or can be place on one end but played on the other end. As long as the next player has not consumed his turn, eighty points (80) will be deducted with a **Yellow Card** to the offending pair or the offender when playing in individual modality and the hand will continue, and if it can be placed, it will be played on the corresponding side and if it cannot be place on either side become an exposed piece. If, on the other hand, the next athlete consumes his turn, the opposing pair will decide whether to break the hand. The sanction will always be applied.
2. Pass with domino that can be played. It is the act of saying pass or making any sign or gesture that implies the intention of passing having a tile that has room to be played. If the next player has not consumed his turn, eighty points (80) will be deducted with a **Yellow card** to the offending pair or the offender when playing in individual modality, the sanction is applied and the hand will continue. The athlete will play the domino after applying for the sanction. If, on the other hand, the next athlete takes his turn, the opposing pair will decide whether to break the hand or continue. If it continues, the tiles that have been played becomes expose tile and the tile of the player that passes and that has room must be played. The sanction will always be applied.

Any athlete who commits two such infractions, i.e. two mismatches, two passes with dominos or a combination of these, will lose the game.

3. In those cases where it is called or it is understood that the game was blocked, but it is open and **everyone** turns their pieces, the hand is broken and the offender will be sanctioned by deducting forty points (40).
4. Gesture at the time of block - In the case where the gesture occurs when there game can be blocked, the hand will be broken and eighty (80) points will be deducted **Yellow Card** from the player who has made the gesture or comment, **ONLY** if it was evidenced by the Referee. If the same athlete reoffends and is evidenced by the referee, he will be given a second **Yellow Card**, becoming a **Red Card** so he will lose the game with a score of -200, and the remaining athletes will obtain a score of +100.

Article 2 – Application of the sanction

1. In most cases the sanction is applied and the hand continues, see exceptions in **Article 1 - Exceptions to Breaking the Hand**
2. In the individual format, the infraction will be subtracted from the final score at the end of the match.

3. In the pairs format, the sanction will be subtracted at the time of the infraction.
4. At the end of a match, if one or both members of the winning pair have a sanction that entails the subtraction of the score, which as a result their score was lower or equal than that of the opponents, the defeat will be awarded with a lower or negative effectiveness. This implies that after the infraction is applied, there could be only one winner, or all four athletes could have lost the game. This applies to the individual format and not to the pair's tournament.

Article 3 – Score sheet

1. The athlete placed in position number four (4) will be responsible for keeping the score on the score sheet. As a second option, it will correspond to the athlete in position number two (2). If none of these athletes can score, it will be the referee who will decide who will be responsible of keeping score, unless unanimously among the four athletes they choose between them.
2. The scoresheet must be visible, above the game table. This will not prevent the other athletes keeping scores except those who are not allowed. **It will NOT** be allowed during a game to check the scoresheet or ask for the score of the game. It is the athlete's responsibility to ask before a hand is started.
3. The four athletes will be responsible for accurately verifying that the scores are on the corresponding side, that the sum is correct and that if they need to make any arrangement, they must request the presence of one of the referees who are in the competition, who will correct it.
4. The score sheet must be signed by one of the losing athletes. The names of the athletes must appear as clearly and completely as possible on the score sheet.
5. The fact that the losers signed the scoresheet does not mean that the opponents won.
6. The computer reserves the right to write the scores to ensure the purity of the tournament.
7. It is totally forbidden to place on the board any object other than dominoes and the scoresheet with its respective pen to record score, talk on the phone and the conversation between athletes. If they do not comply first, they will receive a verbal warning and if they repeat offenses, they will be discounted twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points.
8. If the athletes do not sit with the previously assigned pair, the score is placed in the wrong place, the sum is incorrect and the error is **NOT** detected before the end of the regulation time of play, nor before the scoresheet has been registered or emptied into the system, **ALL FOUR ATHLETES WILL LOSE** (Penalty -200 points for the 4 players)
9. If the error is detected before the end of regulation time and before the scoresheet has been recorded or emptied into the system, they can correct it by the presence of a referee and with the signature of the pairs involved. They may use the remaining time to complete the match. **THERE WILL BE NO ADDITIONAL PLAYING TIME**

10. Any alteration to the score sheet, including but not limited to strikeouts, changes in score or increasing or reducing the correct score, without the signature and correction of a referee will be considered unsportsmanlike conduct and the responsible athlete will lose the game and be given a **Black Card**. He will lose the game with a score of -200, and the rest of the athletes will get a score of +100.

After the next round begins, claims on the previous round scoresheet will NOT be accepted.

Article 4 – Duration of the game and end of regulation time

The matches will be played applying the "Swiss" qualification system. The matches will be played at two hundred (200) points or thirty-five (35) minutes or forty (40) minutes, as stipulated, whichever comes first. At the end of regulation time, as stipulated before the start of any event, the pair with the highest score will win the match.

Any hand that has started will be finished, even if regulation time is over.

When the end of regulation time is announced, the following procedure shall be followed:

1. If a hand is in development, it will play until it is finished.
2. If the **game**, not the hand, is tied at the end of the hand, an additional hand will be played.
3. When a regulatory penalty requires a hand to end, another hand will play with the corresponding posing athlete, depending on who committed the sanction.
4. If they are counting, scoring the points, shuffling the chips, one more hand will be played.

Article 5 – Number of dominos

Each athlete will play with seven (7) tiles. When an athlete lifts and observes more than seven (7) tiles:

- a) He will be sanctioned with a discount of twenty percent (20%) of the goal. In games of 200 points, the penalty will be forty (40) points.

Article 6- Pose, Start of a Hand, Shuffle and Chip Selection

Posing in the first hand – to be determined by lot. The athlete who lifts the highest tile will be the posing athlete. In the event of a tie, the highest number will be the posing player.

Subsequent posing player will be rotating, except in cases where there was a sanction that requires to break the hand and play it again, that the player who possess will depend on whose sanction.

Start of a hand- the immediate moment that occurs at the end of the previous hand, that is, the instant after the last tile is placed, either by pull-up or by closing, the beginning of a hand begins, hence the turning over of the tiles, counting the points, writing down the captured points, removing and/or shuffling the tiles and placing the first tile for the athlete who corresponds to leave, all these actions correspond to incidents of the beginning of a domino hand, which must be completed if the pre-set time ended when any of these actions were being performed.

In every match there must be a winning pair, that is, in no way can the match end tied. If the game is tied and the regulatory time ends, another hand will be played to determine the winner.

The **shuffle** will be rotating and will correspond to the athlete sitting to the left of the posing player of the hand that is going to be played. The shuffling athlete will always choose his tiles in the last turn.

The posing athlete is the only who can reshuffle the tiles but must select his chips last.

Selection of tiles Once the tiles have been shuffled, each athlete will proceed to choose seven (7) of them, doing so first by the player who's going to pose (as long as he has not reshuffle the tiles again, in which case he will select last) in second and third place those located to the right of him and, finally, the athlete who shuffled the tiles.

The posing athlete and the next player will take the tiles to the domino holder where they can be separated **ONLY** at the beginning of the hand preventing them from falling or turning **EXCEPT IN PAIR MODE** which cannot be separated, leaving it in the same position and scoring order as they fall. The tiles must be taken to the lectern in a maximum of two trips.

During the hand, they may not be touched, rearrange, or moved to close the spaces that remain as they are played. Under no circumstances may the tiles be joined, separated, exchanged or in any way, arranged on the lectern.

The other two athletes can raise their tiles once their pairs played their first chip. They can be separated **ONLY** at the beginning of the hand preventing them from falling or turning They will be taken to the lectern on the first or maximum second attempt and cannot be accommodated.

Any violation of the above:

- a) First infraction – warning
- b) Second time - will be sanctioned with a discount of twenty percent (20%) of the goal. In games of 200 points, the penalty will be forty (40) points.

Article 7 – End of a hand.

A hand ends:

- a) When one of the players plays all his chips.
- b) By block
- c) By arbitral decision when a provision of these Regulations requires them to be broken.

Article 8 – Arriving late to the game.

Any athlete who shows up late at the table will be sanctioned for the following way:

- 1. Up to 2.0 minutes there will be no penalty.
- 2. 2.01 minutes or more the offending athlete or pair loses the game. The result of the game for the other athletes or winning pair will be 100 points (0) and for the loser 200 to zero (0). **Yellow Card**
- 3. There will be no additional playing time unless you have been authorized to be absent by a judge.

Article 9 – Dominos Placement

- 1. The starting tile must be placed in the center of the table. If it is double, it must be placed parallel to the dealer. If it is a mixed piece, it must be placed with the highest value point towards the dealer's partner.
- 2. When a tile is placed that must be folded because there is not enough space, the tile will be folded counterclockwise.
- 3. In the event that there is the same suit at both ends, the athlete on duty must play on the side closest to him, when the line of chips comes directly towards him or failing that, he will play on the right side.
- 4. It is forbidden to hit the chip on the table.
- 5. The dominos should be placed smoothly and evenly. Each athlete should:
 - a. Always use the same hand to play.
 - b. Maintain a similar way of placement.
 - c. Avoid blows or deliberate variations in the intensity of the play.

Hard and soft play is prohibited.

The following penalty will be applied and the hand will continue:

- a) He will be sanctioned with a verbal warning for the first offense.

- b) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points. **Yellow Card**

Article 10 – Expose domino.

When a tab becomes an expose piece:

1. If one or more dominos are turned to the lectern when selecting or taking the tiles to the lectern, they will be considered expose dominos, if any athlete is able to identify them. It will be necessary to identify both ends of each domino.
2. If one or more tiles are turned or fall off the game table while the tiles are being shuffled, they are reshuffled. They are NOT considered expose chips.
3. If one or more tiles are turned or fall off the playing table at any time after each athlete has selected their seven (7) tiles, they are considered expose tiles; but they must be identified at both ends.
4. If the chip falls before the start of the hand, but the athletes are already in possession of their seven (7) tiles, it will be the opposing pair that will decide on the need to reshuffle all the tiles. If there are several tiles that are flipped, the opposing pair will decide whether to continue the hand or proceed to shuffle again, posing the athlete who had the pose.
5. The tile will be placed with the dots facing upwards to the right of the athlete to whom it was flipped and must be played at the first opportunity in which it has a place; if the tile has room at both ends, it will be the athlete who owns the tile who decides where to play it. If there are several expose tiles, it will be played in the order in which the expose tiles were declared.
6. If the expose tile becomes the last tile, the player can dominate with it, but the points are not scored, the hand is valid, but the points will not be scored, the rotation continues.
7. Any of the remaining three (3) players may indicate to the offender the obligation to play the expose domino.
8. If the expose tile is a blocking piece, if he wins it, the offender **will NOT** be awarded the points, if he loses it, the points will be awarded to the opposing pair. If the opponents block and win, they win the hand, but if they lose the hand the rotation continues.

The following penalty will be applied:

- a) First occasion: Caution.
- b) On a second occasion, the penalty will be sanctioned with a discount of twenty percent (20%) of the goal. In games of 200 points, the penalty will be forty (40) points.
- c) On a third occasion in the same game, the athlete or couple who has incurred a fault established in this article, the referee of the match will impose the loss of the match with a score of -200 to the offender and +100 to the winners.

9. False identification is the act of misidentifying the domino.
10. If a player causes a tile to be turned to identify it and make it an expose tile, it will not be considered an expose tile and will be returned to the lectern.
11. If a token falls to the ground, it can only be followed with their eyes by its owner. The other three athletes will not be able to look at it or identify it.

The following penalty will be applied:

- a) He will be sanctioned with a discount of twenty percent (20%) of the goal. In games of 200 points, the penalty will be forty (40) points. **Yellow Card**

Article 11 – Select more than seven (7) tiles.

If an athlete selected more than seven tiles, he must leave them on the board without seeing them and wait for the athlete who is missing the tile to choose any of these.

The following penalty will be applied and the hand will continue:

- a) First occasion: warning.
- b) Recidivism: twenty percent (20%) discount from the goal.

Article 12 – The Doubles

It will be played with all doubles. If an athlete turns his chips because he understands that he does NOT play with all doubles; the rule of expose tile will be applied as long as he does it outside the playing area. They will be played from left to right as they are placed on the table.

Doing so in the playing area will be considered a foul that carries a penalty of -80. They will be played from left to right as they are placed on the table.

The following penalty will be applied:

- a) He will be sanctioned with a discount of forty percent (40%) of the goal. In games of 200 points, the penalty will be eighty (80) points.

Article 13 – Closure/Block

1. When a hand ends because it is block, the pair that has the fewest points among the unplayed tiles of its members will win. The points of the unplayed tiles by the four athletes will be credited in favor of the winning pair.

2. When both pairs have the same number of points, it is considered tied, the points will not be credited to both pair and the rotation will continue. On the score sheet they must place a zero (0) in the column of the one who locked/closed the game.
3. If a player decides to close the game and at the time of closure his pair or he has one or more expose tiles, if he wins the close, the points will not be awarded to them. The hand is valid, but the points are not recorded on the scoresheet. If they lose the close, the points are awarded to the opposing pair. The rotation continues.
4. Each athlete must place their unplayed tiles in front of their lectern. Athletes' tiles cannot be joined until they have been counted separately. The tree also cannot be destroyed until the count is completed and the result is verified.
5. When an athlete announces that the game is blocked and the block is not real, i.e. the game is open not closed: if only the one who announced the lock turned his pieces, they will be treated as seen chips and will be played according to the order in which they were exposed, from left to right as they fit. If all the players turned their pieces believing that the lock was real, the hand will be ended and the penalty corresponding to the offender will be applied.

The following penalty will be applied in case of non-compliance in paragraphs 4 and 5, the hand will continue:

- a) Will be sanctioned with a discount of twenty percent (20%) of the goal. In games of 200 points, the penalty will be forty (40) points.

Article 14 – Wrong Pose

A wrong pose is the act of playing the first domino out of turn. The corresponding penalty is applied, and the hand is continued as explained below:

1. If it is discovered before the hand consumes its turn, it becomes a seen tile and will place it on its right side face up. If the dealer is the offender's partner, the offender **may NOT** come out with chips that contain any of the points of the seen tile. If the dealer claims that he does not have the option (example: the wrong tile is 6/5 and the dealer is the offender's partner with a quarter of six (6) and a set of five (5), the hand is declared null and void. The athlete who was supposed to leave is shaken again. The sanction is applied and the hand continues.
2. If the player on the right has taken his turn, the penalty is applied and the hand will continue. On the next hand, the athlete comes out to the right or behind the previous hand.

The following penalty will be applied:

- b) He will be sanctioned with a discount of twenty percent (20%) of the goal. In games of 200 points, the penalty will be forty (40) points.

Article 15 – Time to play.

1. The maximum time of a move, understood as the placement of tiles, will be twenty (20) seconds in the case of having more than one tile to play, or having a single tile that has room on both sides, ends, or points.
2. Five (5) seconds in the case of having a single tile to play or not having any tile to pronounce the word step.
3. The maximum time of a move will be one (1) minute in case of closure. In case an athlete has the domino to send the game to close, he will also be granted one (1) minute. In this case the athlete with the blocking exposed domino only has five (5) seconds to place the blocking domino.

The Athlete who uses more than 20 seconds to play because he has the checker is obliged to use that tile when he consumes his turn, if he does not do so, 20% of the goal of the game (40 points) will be deducted and the tile he plays will be left as a sight tile and he will have to use the tile from the dam. The corresponding sanction is applied and the hand continues.

If, in the opinion of the referee, the delay in playing is due to unsportsmanlike conduct, the offending athlete may be penalized with the loss of the game 200 to 00.

Any violation of the above:

- a) He will be sanctioned with a verbal warning for the first offense.
- b) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points. **Yellow Card**
- c) A third time will be another **Yellow Card** turning it into a **Red Card**, losing the game with a score of -200 and the rest of the participants obtaining a score of +100.
- d) If an athlete uses time maliciously, it will be considered an unsportsmanlike play and will lose the game with a score of -200 and the rest of the participants with a score of +100. Only the referee can determine and sanction it.

Article 16 – Use the word PASS-

When an athlete does not have a domino to play, he must use the word PASS. However, any other sign or gesture that implies the intention to pass on the part of the athlete will be considered to have passed. Examples of terms to be used – I am not going, I do not

have, banging on the table, hand gesture for the other athlete to play, it will be considered that he has consumed his turn and that he does not have a domino to play. The sanction and the continuous hand are applied.

The following penalty will be applied:

- a) He will be sanctioned with a verbal warning for the first offense.
- b) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points. **Yellow Card**

Article 17 – Turns to play.

- 1. Every athlete must wait their turn to play, if they do not do so, an advance play will be applied.
- 2. If an athlete turns his/her tiles, without the hand having finished, they become seen tiles, he/she will be penalized and the hand will continue.
- 3. If the athlete has one tile left and wins anyway, he can turn before the athlete to his left plays, the game is valid (**it will NOT** be considered an advanced move). It is understood that he has room on both sides or has a head or door of a piece. **IT IS NOT THAT THEY ARE GOING TO LOWER HIS** PIECE as he wants.

Any violation of the above:

- a) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points.
- 4. If the athlete says he plays because no one else has dominos to play and in fact has all the possible pieces to be played, it will not be considered an advanced move. On the contrary, if there are any pieces left to be played **IF** will be considered an advance move, he will be penalized with a -40.

Article 18 – Counting

At the end of each hand, all athletes must place their unplayed tiles in front of their lectern. They may **NOT** join until the points have been counted and the four athletes agree and have been recorded on the scoresheet.

The tree/body of the game can NOT be undone until the count has been completed and the result has been verified.

Any violation of the above:

- a) He will be sanctioned with a verbal warning for the first offense.

- b) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points.

Article 19 – Touched Domino

1. A touched tile is a played piece. If it does not fit, it must be placed in the player's right hand, and this will be played at the first opportunity. In case of more than one touched piece, these will be played in the order in which they have been declared touched pieces. In case of two (2) or more pieces at the same time (simultaneous), they will be played from left to right. This also applies to the pieces that fall to the floor or turn on the table simultaneously. The athlete will be sanctioned and the hand will continue.
2. Any of the remaining three (3) players may indicate to the offender the obligation to play a sight tile.
3. If it becomes the last tile, the player can dominate with it, but the points are not scored.
4. If the chip is a blocking chip, the offender will not be awarded the points if he wins. The hand is valid, but the points are not scored. If he loses, the points will be awarded to the opponents, and the hand will be valid.

Any violation of the above:

- a) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points.

Article 20 – Pass with domino to play.

It is the act of saying pass or any term or gesture that implies passing having a piece that can be played.

If the next player has not consumed their turn, the penalty will be applied and the hand will continue.

If, on the other hand, the next athlete takes his turn, the opposing pair will decide whether to break the hand or continue. If it continues, the tile that has room must be played. The sanction will always be applied.

Any violation of the above

- a) He will be sanctioned with a discount of forty percent (40%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (80) points. **Yellow Card**
- b) Any athlete who commits two mismatches, two passes with a tile or a mismatch and a pass with a tile will lose the game with a -200 to the offending athlete and +100 to the rest of the athletes in the hand. In cases where it is a team tournament of several dates, said athlete will not be able to participate for the rest of the day and if it is the last round; he will not be able to participate in the first three (3) rounds of the next day of competition.

If the infraction occurs to avoid the possibility of closing or pull-up of the hand, the same sanction of unsportsmanlike conduct will be applied. The athlete will lose the game and a **Black Card** with a score of -200 and +100 will be applied to the other athletes.

Article 21 – Mismatch

1. It is the act of placing on the board or the act where a piece touches the board, without the need for the athlete to release it completely, which has no place at either end, or having room for only one end places it at the opposite end, will be sanctioned and;
2. If the next player has not consumed their turn, the penalty will be applied and the hand will continue.
3. If, on the other hand, the next athlete takes his turn, the opposing pair will decide whether to break the hand or continue. If it continues, the tile that has a place must be played, if the played piece does not have a place anywhere, it will become a seen piece.
4. If the tile is placed wrong by one winger (it is two-way and he plays the two-three for the two), it can only be fixed by the athlete who played it. If the athlete on the right has consumed his turn, he becomes a mismatch with the due repercussions. If the opponent fixes it, there is no penalty. In case his teammate fixes it or indicates it, he will continue to be considered a mismatch with his due penalty.
5. When a player has his last chip and wins with it, he can place it in any area of the game table, even if it is not exactly on the side where the number for which he wins is, he will NOT be considered a mismatch.

Any violation of the above

- a) He will be sanctioned with a discount of forty percent (40%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (80) points. **Yellow Card**
- b) Any athlete who commits two mismatches, two passes with a tile or a mismatch and a pass with a tile will lose the game -200 to the offending athlete and +100 to the rest of the athletes in the hand.

In cases where it is a team tournament of several dates, said athlete will not be able to participate for the rest of the day and if it is the last round; he will not be able to participate in the first three (3) rounds of the next day of competition.

6. If the infraction occurs to avoid the possibility of closing or pull-up of the hand, the same sanction of unsportsmanlike conduct will be applied as in the case of a pass with a token. The athlete will lose the game and a **Black Card** with a score of -200 and +100 will be applied to the other athletes.

Article 22 – Looking at the opponent's tile/Marking the tiles/Folding doubles, the opponent.

Any time it is proven that an athlete has looked at the opponent's checkers, marked the opponent's checkers or thrown the opponent's doubles will be considered UNSPORTSMANLIKE CONDUCT. The athlete will lose the game and a **Black Card** with a score of -200 and +100 will be applied to the other athletes.

Article 23 – Insinuations, gestures, outbursts, discussions between players

No gestures, comments or movements may be made to indicate a move. Shouting, outbursts, and discussion of games at the gaming table are prohibited. Hands must remain under the table.

The temporary interruption of a match, for whatever reason, including outbursts that are not against other athletes or authorities, outbursts that see the chips hit the table, the referee will sanction the offender. On a second occasion, the offender will lose the game.

Any violation of the above:

- a) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points. **Yellow Card**
- b) On a second occasion he will be awarded another **Yellow Card** turning it into a **Red Card**, losing the game with a score of -200 and the rest of the participants obtaining a score of +100.

If the gesture, comment or movement in a deadlock situation, the offender will be sanctioned with the loss of the game with a score of -200 and the remaining athletes will obtain a score of +100.

Article 24 – Conversations between players

Any conversation between athletes during the development of a hand, whether it is their partner or the opposing partner, is prohibited. Only brief comments may be made at the end of the hand. The athlete(s) will be penalized and the hand will continue.

No athlete may directly recriminate another athlete. Any intervention must be made through a referee. The athlete will be sanctioned and the handball will continue.

Any violation of the above:

- a) He will be sanctioned with a verbal warning for the first offense.

- b) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points. **Yellow Card**

Article 25 – Presumption of signs

Athletes must maintain a uniform attitude and posture during the course of the game, with both hands under the table, looking at it or at the chips placed there and remain in complete silence, without making movements, gestures or gestures that, because they are abnormal, could lead to the presumption of unauthorized communications.

The hand will continue unless a second time occurs that will lose the game.

Any violation of the above:

- a) He will be sanctioned with a discount of forty percent (40%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (80) points. **Yellow Card**
- b) On a second occasion the offender will lose the game with a score of -200, and the remaining athletes will get a score of +100.

Athletes shall not be separated from the table beyond a distance that allows the player to place his chips without having to make extraordinary efforts. The athlete must place his seat in the middle of the corresponding space; he may never place it further to the left or to the right.

Any violation of the above:

- a) He will be sanctioned with a verbal warning for the first offense.
- b) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points.

Any athlete who commits more than two violations of these articles shall be called the attention to the captain and he will replace him for the rest of the competition.

Article 26 – Abandon the game.

It is the act of leaving the game before it has ended. None of the athletes may leave the table without prior authorization from a referee. If not authorized, it will be considered abandonment of the table, it will be sanctioned with a **Red Card** to the player or players who have left the table. Athletes who did not leave will be considered winners.

If an athlete abandons the game because his or her front or any of the remaining athletes have created an unbearable environment, both athletes, the one who dropped out and the one who caused him to drop out, will lose. The athlete who caused the dropout will be suspended for five (5) rounds.

In the case where an athlete gets up from the table because they say that the game is over and once they record the points, they realize that the game is not over, **it will NOT** be considered abandonment of the game.

If the athletes leave the table, once the game is over, either because they lose/win or because regulation time ends and the referee has not yet arrived at the table, it will **NOT** be considered abandonment of the game.

If an athlete leaves a game out of anger or without authorization, he or she will be **expelled**, and the other three (3) athletes get one (1) victory and **100 points**.

Article 27 – Promote suspension of starts/aggression to other athletes, any event authority or visitor.

The athlete(s) who promote, sponsor, order or collaborate in the withdrawal of a team or who incite aggression or violence towards any person who is present (may be athletes, visitors, members of the technical commission) will be sanctioned after a member of the Federation prepares a detailed report of what happened. **Black Card**

The athlete who gave rise to the suspension of a game without justified cause or due to controversy with the other athletes will lose 200 to 0 and the winners will obtain a victory 100 to zero (0). The referee, depending on the severity of the dispute, will decide whether to apply the **Yellow Card**, **Red Card** or **Black Card**.

The athlete who flagrantly verbally, gesturally or physically assaults any of the athletes, participants, visitors and/or competition authorities will be warned with the imposition of a **Red Card** or **Black Card**, according to the referee's criteria. In addition to obvious verbal or physical aggressions, it also includes outbursts.

Any athlete, delegate, captain and/or coach who addresses one or more members of the Technical Commission of a competition through gestures, words, writings or any form of communication, attacking them or attributing offensive acts that affect their honor and/or reputation, or defamation, or exposes them to public contempt or mockery, either during the celebration of a competition, on social networks or in any public digital media, will be sanctioned with the imposition of a **Black Card**, by joint resolution of the authorities of the event.

If any physical aggression occurs, the offender will be expelled from the Competition.

Article 28 – Contempt

The athlete who flagrantly disregards the warnings, warnings and/or sanctions imposed by the competition authorities, will be sanctioned with the imposition of a **Black Card**,

declaring the winner to the opposing pair (and their partner in the individual modality) with the score equivalent to the goal of the match at zero (0), regardless of the status of the scores. This sanction will be applicable in the same way to delegates, Captains, and/or Coaches,

Article 29 – Sobriety and agreements between athletes

To sit at a table to compete, the athlete may not be intoxicated.

Drinks, food, or smoking will NOT be allowed on the game table during the games or in the designated area to play.

If any player sits at the table in an apparent state of drunkenness, they will lose the game with -200 and the remaining three athletes will win the game with a score of +100.

In team tournaments, it will be the responsibility of the team captain to ensure that the players he designates to play in the round are in good physical condition. If he is not, he will not be able to sit him down to play, if he does, he will lose the game, and his captain will be cautioned. They will not be able to replace the athlete.

No agreement between the athletes will be valid, the regulations will always apply. If such agreement can be verified by the referees, they will lose the game 200-00, and could be subject to a greater sanction, including expulsion from the competition.

Article 30 – Protest

The athlete may protest the game if he does not agree with the decision made by the referee of the competition.

Any table protested over a matter of rule interpretation shall first be brought to the Rules Committee so created for that tournament or Carnival, either directly through the President of the Committee or by the Presidency of the Federation within a period not exceeding 24 hours after the completion of the Carnival.

The protest must be made in writing, either by e-mail or regular mail, with a copy to the Chief Referee of the Tournament or Carnival and setting forth the factual and legal grounds on which the protest is based and at the same time requesting a remedy. Each team using this method of protest will have to pay the amount of \$50 to the Federation along with its writing.

The format for the letter will be provided by the federation, and the payment of said amount may only be extended for just cause, which will be determined by the committee. The Committee will meet in plenary on or before the next tournament or Carnival to decide

on the protest, having the power to listen to the arguments of the captains of the teams and athletes participating in the protested table, in addition to the judge who issued the decision. The decision made by this Committee will be final and unappealable on the protested table.

In team tournaments:

The athlete may protest that he or she disagrees with the decision made by the referee or notify his or her captain of what happened at the end of the game. The captain must let the judge and the IT Director know that the game is officially protested.

The protest must have been made before the start of the next round and have submitted the required documentation and money in accordance with the parameters established for such cases. If this occurs in the last game, the captain will have 30 minutes to file the protest.

Article 31 – Area of competence

1. All athletes must leave the playing area after the end of their game. Athletes and captains must stay out of the tables and the playing area. Captains may enter or go to the playing tables only when they are called to resolve any situation or interpretation of the laws of the game.

2. No athlete may smoke, eat, or drink in the competition area.

Any violation of the above:

- a) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points. **Yellow Card**

1. No athlete may speak on the telephone while in the competition area during a match.

Any violation of the above:

- a) He will be sanctioned with a verbal warning for the first offense.
- b) He will be sanctioned with a discount of twenty percent (20%) of the goal, in a second infraction. In games of 200 points, the penalty will be forty (40) points. **Yellow Card**

1. It is forbidden to carry any type of weapon during the competition.

Any violation of the above:

- a) You will have to leave the competition or remove the weapon outside the venue where the competition is being held.

Article 32 – Number of players who can lose a game.

- 1) A player – arrives at the table 2:01 or more after the official time of a game has started. If a play is presented that is considered unsportsmanlike. There were agreements between players to lose it, and it can be demonstrated. Abandons the game without just cause.

The technical commission will evaluate any unforeseen situation to determine if one or more athletes lose the game.

- 2) Two players – the opposing pair scored the most points. If two players (the same pair or one of each pair) arrive at the table 2:01 or more after the official time of a game has started. If a move is presented that is considered unsportsmanlike. There were agreements between players to lose it, and it can be demonstrated. They leave the game without just cause.

The technical commission will evaluate any unforeseen situation to determine if one or more athletes lose the game.

- 3) Three players: If a player from one of the pairs and both athletes from the opposing pair arrive at the game table 2:01 or more after the official time of a game has begun. If a move is presented that is considered unsportsmanlike. There were agreements between players to lose it, and it can be demonstrated. If a member of the winning pair has a sanction that entails a deduction of points that when subtracting the points from the sanction is below the score of the couple that lost the game. They leave the game without just cause.

The technical commission will evaluate any unforeseen situation to determine if one or more athletes lose the game.

- 4) Four players: if none of the players shows up for the game, if each member of the winning pair received a sanction that entails a deduction of points that when subtracted from the points of the sanction is below the score of the couple that lost the game, the four athletes lose. They scored or sat badly in a game and the sheet was already handed over to the computer table.

The technical commission will evaluate any unforeseen situation to determine if one or more athletes lose the game.

Article 33 - Confiscations

1. It is the policy of the federation that matches are won or lost at the table and will not allow games to be given away by forfeiture. In all tournaments of the regular series and the carnival of champions, teams must bear in mind at the designated time of the start of the tournament the necessary number of players so that the start of the tournament is not affected. If one or more players are missing from a team, as long as they have no less than six players, the necessary adjustments will be made to begin play with the number of players that team has and at the end of the day they will complete the regulation games designated for that date.
2. A team that does not have the full players to start a tournament at the regulated time shall be fined for the first time in the amount of twenty-five (\$25.00) dollars per player; For a second violation of this Rule, it shall be fined in the amount of fifty (\$50.00) dollars per player and for the third and subsequent occasions in the amount of one hundred (\$100.00) dollars per player.
3. To ensure compliance with the provisions of this Rule, all teams participating in the federation tournament must provide a deposit in the amount of one hundred and fifty (\$150.00) dollars and/or the amount determined by the Federation at the beginning of each season. The Federation will retain this amount until the end of the tournament to ensure the faithful compliance by each of the teams with this Rule. If there is no breach of the provisions of this Rule, the Federation will return the full amount deposited to the teams that are eliminated in the regular series no later than twenty (20) days after the end of the regular series. Likewise, it will do the same with the teams that are eliminated during the celebration of the semifinal series and with the finalists of the final series, no later than twenty days after the end of said series.
4. Teams that are penalized on several occasions and because of that the amount provided by them as a deposit has already been used by the Federation, will have the obligation to pay the corresponding fine before starting the next tournament otherwise they will not be able to participate.
5. The amount of the fines generated by this Rule will go to the coffers of the Federation that will create an entry in the books of the corporation for that purpose and will be used for the award of money to be assigned to the champion team for the representation of Puerto Rico in world tournaments.
6. The captains and team presidents will ensure the faithful compliance with all the rules of tournaments and games. Any matter not contemplated in these regulations will not invalidate them and it will be the decision of the referee and the Disciplinary Committee to evaluate and make the pertinent decisions.

Article 34 – Unsportsmanlike conduct

Unsportsmanlike conduct is a foul or offense where athletes violate the rules with intent or malice. **Black Card**

- 1- Pass with a domino to make the closing or pull-up situation impossible.
- 2- Mismatch on purpose to encourage a hand to run out.
- 3- Maliciously altering the scoresheet.
- 4- Mark the tiles to avoid selecting doubles.
- 5- Looking at the opponent's chips
- 6- Shooting doubles, on the contrary
- 7- Hiding a tile when a hand has ended or play has been blocked.
- 8- Assaulting any participant, visitor, or staff of the technical committee.

Article 35 – Information Technology (IT)

1. The Director of Programming or Computer Science will be the person in charge of registrations, as well as the collection and processing of results, which must be displayed in a visible place for all participants in the competition.
2. The computer staff will oversee entering the data of the participating athletes.
3. Once the draw is made, you will NOT make any changes of athletes unless:
 - a. There has been an error on the part of the computer table.
 - b. Any of the athletes have had an emergency that makes it impossible for them to participate – only in the team tournaments.
4. Once the results are entered, it will not make any changes.
5. It will provide the final and official data of the competitions.
6. In the event of a technical failure in the computerized system and the results cannot be recovered, the Tournament Director will determine, if time permits, to resume the competition manually. As part of the purity of the process, it is necessary to maintain control and archiving of each of the sheets used to score in the games.

Article 36 – Referees

The Head Referee will be the person in charge of coordinating all the Referees and Scorers of the competition. His direct function is to ensure the application of these regulations. It will also be his responsibility to comply with the schedules and participate in the imposition of sanctions on the participating athletes. He must present to the Technical Director a report of all the incidents that occur in said competition.

The referees will be the people in charge of maintaining order during the competitions, ensuring faithful compliance with these regulations collaborating with the main referee.

It will have the power to intervene in any situation that occurs where the proper functioning of any competition may be affected.

He will deliver the score sheets to the IT table.

He will watch over and certify the score sheets – asking who the winners or losers are, to ensure that it is correctly recorded. He is NOT responsible for ensuring that the sum is correct.

He will be the only one who can grant additional playing time when a situation occurs that warrants it.

In team tournaments he will oversee the initial draw of the players, he will collaborate with the computer staff to enter the players in the corresponding position.

Article 37 – Recording of games and use of these to resolve situations that merit it

The technical committee reserves the right to record, transmit or both the games at any event where these rules are used.

The technical committee reserves the right to review and use any recording of any available means to resolve any complaint or situation that may arise during a game - related to plays or behaviors that go against the provisions of these regulations.

If the committee becomes aware, upon viewing any recording, of an irregularity in an unsportsmanlike play or conduct or in breach of the provisions of these regulations, it will NOT be necessary for a complaint to be made with the intervention of the committee.

These videos may be used during the development of the hand or until after the end of the hand to take any corresponding action and for the application of any sanction.

Any decision made based on the use of this recording mechanism will be final and official, giving the committee the power to modify the result recorded in the table and establish sanctions, if they are meritorious.

The recordings may be used to promote the activities and publicize the competitions of the federation.

Article 38 – General table of penalties and summary of game times

Infringement	Initial penalty	Recidivism/consequence
Shuffle out of turn	Warning	-20 %
Incorrect handling of the tiles on the lectern	Warning	-20 %
Play hard and soft	Warning	-20 %
Excessive Ordinary Time	Warning	-20 %

Infringement	Initial penalty	Recidivism/consequence
Consuming 60 seconds in a deadlock situation and pretending to play another piece	-20% and Exposed Domino	It must necessarily block or cause the blockage
Wrong Exit	-20 %	Accumulate infraction
Forward play		Accumulate infraction
Mismatch	-40% and Yellow Card	Accumulate infraction
Intentional mismatch	Black Card	Loss + expulsion
Replace STEP with gesture or expression	Warning	-20 %
Step with domino	-40% and Yellow Card	Accumulate infraction
Intentional Pass	Black Card	Loss + expulsion
Touched domino that does not fit	-20% + Sight Domino	Accumulate infraction
False identification	-20 %	Accumulate infraction
Looking at someone else's fallen file	-20 %	Accumulate infraction
Ask who comes out or the score sheet after the lift	Warning	-20 %
Destroy the tree	-20% where applicable	Accumulate infraction
Cell Phone	Warning	-20 %
Conversation During the Hand	Warning	-20 %
Smoking, eating, or drinking	-40% + Yellow	Cumulative
Irregular gestures or communication	-40% and Yellow Card	According to accumulation
Arrival after two minutes	Yellow + loss	0-200
Unjustified abandonment	Loss of game	Additional disciplinary sanction possible
Two discounted offences in one match	Loss	0-200
Red Card	Loss of game	Cumulative
Black Card	Loss of game	Expulsion

SUMMARY OF GAME TIMES

Time	Application
5 seconds	To say STEP or when there is only one alternative game.
20 seconds	When there are several alternatives of play and there is no traffic jam.
Up to 60 seconds	When there is a situation of blockage, closure or possibility of causing it.
When consuming 60 seconds	The athlete is obliged to lock or cause the lock and may not use a different domino.

The athlete who commits 2 infractions that lead to a point deduction, in a single game, will lose the same 200-0. The remaining athletes will obtain a score of +100.

Final provisions

Anything not provided for in these Regulations shall be the competence of the Technical Commission, which shall issue a judgment after meeting and analyzing the case.

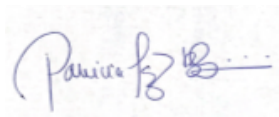
If any part, article, subsection, section, or paragraph of these Regulations is declared invalid by any competent organization, only that part, article, subsection, section, or paragraph whose nullity has been declared shall be affected.

This regulation will enter into force from **October** 2026.

Raymond Ysabel
President FEMUNDO

Iván A. Velásquez
FEMUNDO Treasurer

Geraldo Augusto Colón Olivero
President/Referee
TOWNHOUSE/FEMUNDO


Patricia Enid López Blasini
Chief Referee
FEMUNDO

Juan José Ortiz
Disciplinary Committee
FEMUNDO

GLOSSARY
Domino Game Terms

Term	Determination
Abandoning the game	It is the action of an athlete leaving the table before the game has ended. That athlete lost the game with a score of -200.
Player responsible for the score sheet	The person who is in charge of keeping the score of the game on the score sheet. In individual mode, it is the athlete who is in position d (4).
Referee (judge)	Person responsible for ensuring faithful compliance with these regulations. He or she will be the person authorized to apply the corresponding sanctions, clarify doubts related to the rules and resolve disputes that may arise during a game or competition.
Competition area	It is the area determined and announced as an area where only athletes may remain during the participation of a game during a competition. Once the game is over, all athletes must leave that area until the beginning of the next round.
Athlete (Competitor)	Domino Player
Posing athlete	It is the athlete who is responsible for placing the first tile at the beginning of a game and then at the beginning of each subsequent hand during the game.
Domino holder lectern	Place where each player's tiles are placed.
Shuffle	It is the action of shuffling the tiles before being selected by each athlete.
Mismatch	It is the action of placing a tile or having a tile touch the game board that does not fit at either end or having room at only one end but places it at the opposite end.
Classification	The criteria to determine the order of athletes in a competition: games won, effectiveness, and finally, if necessary, by the points in favor.
Technical Commission	Authorized personnel in charge of the events and competition composed of the general director of the event, technical director, director of information technology and main referee.
Unsportsmanlike conduct	It is an offense or offense carried out by any athlete who violates the established rules with intent to harm or with malice.
Forfeiture	It is the action of applying to an athlete(s) the loss of a game for justifiable reasons, such as being 2:01 late to a game.
Counting	It is the action of adding the points of all the chips that were not played in each hand, they will be recorded on the scoresheet.
Both ends same number	Use the tile that allows the same number to be found at both ends. (Example: on one side, there is the number 5 on the other side 2 and the athlete places it on the side 2 putting the game to 5 on both sides, that competitor squared the game to 5).
Contempt	Failure to comply with the instructions received by any member of the technical committee may be sanctioned with an N Card
Doubles	It is a tile that has the same number in both squares of the rectangular piece – 0/0 – 1/1 – 2/2 – 3/3 – 4/4 – 5/5 – 6/6.
Domindada	When an athlete has placed all their chips on the game board and wins, the hand is a pull-up.
Effectiveness	Value resulting from the difference corresponding to the performance of the athlete or team in each game. It will be positive for the winner and negative for the loser.

Term	Determination
<i>Chips</i>	They are rectangular pieces, usually white or with a design on one side and with black dots on the other divided by a line creating two squares with the numbers from 0 to 6. The game is made up of 28 tiles where each athlete selects seven of them in each hand until the end of the game.
<i>Touched Domino</i>	It is the action of touching a piece that will be considered a touched piece played, if it does not have a place, the sanction will be applied, and it will become a seen piece with the corresponding treatment.
<i>Tab view</i>	It is a domino that was identified by both ends by one of the other three athletes and that is placed with the points facing up on the game board – after being identified or being classified as seen by any of the situations that merit it and make it a seen domino.
<i>Forehead/partner</i>	It is the partner of an athlete.
<i>Recordings</i>	It is the action of using any artifact that can record, record sounds or images of the games and all the acts related to the competition that is being carried out.
<i>Computer Science</i>	It will be in charge of registration, collection, recording and processing of the results.
<i>Infringement/sanction</i>	When an athlete commits any violation of the rules of the game or conduct established in these regulations, which entails a warning or deduction of the score on the scoring sheet of the offending athlete or pair.
<i>Insinuation/gesture/outburst</i>	Any movement, comment or gesture that indicates a move, the penalty will be applied, and the game will continue following the established rules.
<i>Playing out of turn</i>	It is the action where the athlete plays BEFORE it is his turn.
<i>Individual modality</i>	It is the modality, where, although each athlete has his or her front/partner, the sanctions are applied only to the offending athlete at the end of the game and at the end of the competition there will only be one winner, not a winning pair.
<i>Dominoes</i>	The four-player game where 28 tiles (dominoes) are usually used and each player selects 7 tiles and plays until one of the pairs scores 200 points or 35/40 minutes elapse (as established), whichever comes first.
<i>Pass with domino</i>	It is the action of saying a pass having one or more pieces that have room to be played.
<i>OPD</i>	When the opposing pair decides whether a penalty is applied or the hand continues.
<i>‘Porra’</i>	He is the fourth player in and the front of the backhand.
<i>Presumption of signs</i>	It is the action where an athlete makes a gesture or a comment that involves illegal communication, informing which tile to play in order to win a hand.
<i>Protest</i>	It is the action that an athlete may use when a determination has been made that he does not agree with or believes to be erroneous. It must be done in writing with a copy to the chief umpire of the tournament and setting forth the grounds of fact and rules that are the basis for such protest.
<i>Reshuffle (reshuffle)</i>	The action of reshuffling the tiles before they are selected. The only one who can do this action is the dealer who, once shaking, will select his tiles on the last turn.
<i>Breaking a hand</i>	It is the action of terminating a hand that is being played, after an action/sanction or infraction has occurred that requires interrupting it after applying the corresponding action.
<i>Round (hand)</i>	The action of starting with the player placing the first tile on the game board and then each athlete playing their tile one of them wins the round, either because he played his 7 tiles or because he closed the game.

Term	Determination
<i>Null Round (Null Hand)</i>	Round where once one of the athletes played his 7 tiles or closed the hand and for some meritorious reason the points are not record on the score sheet and will not be recorded on the scoresheet.
<i>Posing out of turn</i>	It is the action of placing the first piece of the round/hand out of turn.
<i>Rotary output</i>	It is the action that every time a new round/hand begins, once the previous hand is concluded, the athlete to the right of the dealer will be responsible for starting the new hand, unless there is a meritorious reason and as established in these regulations where the start will be repeated.
<i>Sanction</i>	Application of a warning, deduction of points or loss of a game along with the corresponding card when warranted, for non-compliance with the rules established in these regulations.
<i>Swiss Competition System</i>	A method of ranking all participants according to their performance. Pits each athlete against an opponent of the same or similar score in each round. Ranks all players according to their score using an ordering procedure.
<i>Sobriety</i>	Not to be in a state of intoxication or under the influence of any illicit substance.
<i>Scores/Points</i>	The points that will be recorded on the Scoresheet after the hand is finished.
<i>Play Time</i>	Time given to an athlete to make a move – ranges from 5 seconds, 20 seconds to 1 minute.
<i>Regulatory time (Game Duration)</i>	The time that will be granted for each game is around the competitions. It usually fluctuates between 35 to 40 minutes.
<i>Lock/Lock</i>	Place the number seven tile of a suit, with no other tile left to be played/placed.
<i>‘Trasmano’</i>	The athlete to the right of the starter.
<i>Turns to play</i>	The first turn to play will correspond to the dealer, then to the back hand, then to the front of the dealer and finally the club. Once each one has consumed his turn, he will continue this order until the hand ends. The pass is considered to have consumed his turn.

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