



Domino Island Jamaica

48 East Street, Kingston, Jamaica W.I. Tel: (876) 827-8995

DIJ DOUBLE 6 CHAMPIONSHIP TOURNAMENT '2025

Official Rule Sheet

RULE 1 - DISCIPLINE

1.1 Clubs and under certain circumstances Affiliates of the league are deemed 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, suspended or expelled for violation under this rule, dependent on the circumstances, clubs and affiliates may also be fined.

1.3 No form of assault, unruly behaviour, expletive language or use of drugs that are prohibited by the Jamaican law will be tolerated by registered members of clubs during play. Such violation may be subjected to suspension/expulsion of players or sanctions of the represented clubs.

1.4 If a member of any club has been found guilty of having assaulted (whether physically or verbally) any officials, referee, Executive Member or supporter of another club, that guilty member may be fined, suspended or expelled. The Club to which a guilty member is registered may show just cause as to why that member should not be sanctioned for having not been able to exercise control over their actions.

1.5 Upon being found guilty on a second occasion under rule 1.4 the member will be expelled from any further participation in all Domino activities administered and regulated by the DIJ. If any member has/have been expelled by virtue of this rule, the club of which the accused is/were aligned to will have to show just cause why they should not be expelled/suspended. **The DIJ reserves the right to approve or deny such appeals.**

RULE 2 - IDENTIFICATION OF PLAYERS

2.1 All players and other participants in a match (example scorers, captains, etc) are expected to display ID cards via lanyard, etc. at all times while in the playing arena or impacting the game. The referee or any DIJ Official reserves the right to expel any member of a club once there is variance or refusal to abide by the aforesaid.

2.2 All identification cards should bear the imprints as designated by the DIJ; A Player ID number, a visible picture, the name of the represented Club, the DIJ logo and a signature from the DIJ President should all be depicted.

2.3 In the instance where there are any incidents, the DIJ reserves the right to retain the ID from the members of the Club which are in breach of the aforesaid and a disciplinary meeting will ensue to determine if any penalties apply.



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RULE 3 - GENERAL ATTIRE

All players including ring participants, scorers etc, should be properly attired. Clean clothing **MUST** be worn at all matches and should include club's team shirt.

3.1 No shorts or short pants, joggers or torn jeans will be allowed into the playing arena. Shirts must be tucked neatly into pants and underclothes should not be visible at any time. Sweat pants are allowed but **MUST** be in the Team colours or black.

3.2 No players will be allowed to wear slippers or flip-flops in the playing arena, however, if a player is instructed by a physician to wear slippers/sandals this must be given to the Executive of the DIJ in writing and such information has to be disbursed to the referee in charge of the match on that game day.

3.3 Bag packs, headgear (not worn for religious reasons), towels over head/shoulders, etc are not allowed at any point in the ring.

3.4 Each team may designate one media personnel to record video footage of the games within the ring. Such personnel must be appropriately attired and always conduct themselves in a discreet and non-disruptive manner.

Teams intending to have media personnel present must notify the DIJ Executive Body in advance so that official referees can be duly informed.

3.5 Mobile phones are permitted within the ring under the condition that players must request permission before leaving the ring to take a call. Otherwise, phones should remain on silent mode and kept out of sight throughout the match.

RULE 4 - OFFENSIVE WEAPONS

4.0 No player, team official, or patron shall be permitted to enter the playing arena with any offensive weapon. This includes, but is not limited to: **knives, ice picks, firearms**, or any item deemed dangerous by event officials.

4.1 Off-duty law enforcement officers and licensed firearm holders will not be prohibited from entering; however, they are required to **ensure that all weapons remain securely and discreetly concealed** at all times while within the venue.

RULE 5 - THE TOSS

5.1 The toss of a coin will determine which team sits first at the toss winners' option. The visiting captain on the day calls "head" or "tails" to determine the winner.

5.2 At the resumption of play for the second half the team that sat last now sits first with the opposing team in the opposite direction.



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RULE 6 - COMPETITION FORMAT

Domino Island Jamaica reserves the right to dictate the format to which the competition **MUST** be played.

6.1 Six tables must be used for games spanning to 250 cumulative points.

6.2 The preliminary exercise for the match begins at 11:00 am. At 11:00 am. the referee will blow the first whistle. Teams are required to spin the toss and have six tables set by 11:30 am. The clubs have the option to exercise a “grace period” which ends at 12:00 noon. The match **MUST** begin at that time. Teams with valid excuses in respect of their inability to reach the match on time must state their reason in writing to the DIJ board and copy same to their opponent on the day in question.

6.3 If a Club is not present within the designated start time of the match, the referee will ask the captain of the team present to set his six (6) pairs of players. The match may begin **ONLY** if the opposing Club can seat 5 tables within the grace period and the additional table will be scored at 1 point for every 5 minutes until 1:00 pm. If at 1:00 pm, if the missing team is unable to seat 6 tables, the match will be blown off and the present Team will be awarded 4 points and the score will be advanced to 250 points for the winning Team.

6.4 The aggregate score awarded will be advanced to 50 points for the winning Team and the losing Team -50.

6.5 If a Club decides to forfeit a match in progress, the remaining Club will be awarded the match and given 4 points and an aggregate score of 50. In the event the Club was leading by more than 50 points, then the aggregate score will be awarded an aggregate equal to the Lead at the time of forfeit.

6.6 If the lead is less than 50 with less than 50 games the Club will be awarded the maximum possible aggregate score up to 250 games.

6.7 Playing days may be set only by the Governing Board and honoured until the end of the competition.

6.8 For matches playing to 250 points, they must be completed within 6 hours on match day. A minimum of fifteen (15) games per hour must be played on each table. Half-time is triggered at 125 games and all remaining tables will be instructed to exit the arena once the game has been completed.

6.9 For games ending in a draw, a “derby” the game will be replayed and the winner will gain 2 points. If there is a double draw, then the awarded points move up to 3. Any additional derby game will play for 3 points.

6.10 Double six must be used to start each game (whether Derby or any ordinary game).



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RULE 7 - THE HALF TIME BREAK

7.1 The recess will be no longer than forty minutes. The referee will sound the whistle at 30 minutes to indicate that the match will resume in 10 minutes.

7.2 If the team that should be set fails to do so within the stipulated time and after a warning from the referee, the other team captain will be asked to set his players and at this time a penalty of 5 points per table will be awarded to his team.

7.3 If a Team's lunch is late, the captain may illustrate to the Referee who will, to his/her discretion, then inform the opposing Team Captain and allow the match to play to 150 points. Half time will then be initiated and the remaining tables will each leave the playing arena upon completion of the respective game in progress.

RULE 8 – CODING

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

8.2 Absolutely no dominoes should be shown across the table to a partner. In the event that dominoes are being shown, it should be shown visibly to all players and upwards in the outstretched hand of said player. A player may be sanctioned by the referee in cases where this rule is breached.

RULE 9 - CHANGE OF PLAYERS

9.1 A single player or pair of players is/are not allowed to change tables or leave the ring in anticipation of a change until a total of at least ten (10) games have been completed on his/her table. The captain can request a change at a table after the 9th game has started and not before (ie. Double 6 has been posed).

9.2 The Captain requesting the change on the table MUST illustrate the player incoming at the time of the request for said change.

RULE 10 - CAPTAIN'S RING ETIQUETTE

10.1 Both ring captains must be seated in the ring to a neutral corner and not in any way interact or interfere with the players during the course of play.

10.2 Captains, team officials or passers-by are not allowed to call a player from a table or out of the ring while a game is in progress. The referee's permission must be sought before anyone converses with a player(s).

RULE 11 - DOMINOES



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11.1 Each team is required to provide four (4) packs of unmarked dominoes in each match. Domino should be of standard size and white or bone white in colour and should not have any identifiable marks such as scratches or cracks.

11.2 Three packs per Team will be used and one in reserve in the event a domino or multiple are not useable.

RULE 12 - PRIVATE ARRANGEMENTS AND/OR TREATIES

12.1 All Clubs must participate under the same set of rules contained in the DIJ's rules governing the league. There can be no private arrangements or agreements/treaties between players and/or teams. Violation of this rule can lead to disqualification of team or player(s) from the competition.

RULE 13 - PASS

13.1 A player must verbally declare "Pass" to forfeit their turn; simply knocking the table does not constitute a valid pass. "Pass" must be clearly spoken aloud by the player.

If a player declares "Pass" while still holding a playable domino, the opposing player has the right to call out the infraction and claim the point for the game—provided this is done before the next game begins.

Note: *Declaring "Pass" is considered an official play and must be clearly stated aloud.*

RULE 14 - EXPOSED DOMINO/ONE AWAY

14.1 In the event an unplayable domino is exposed **on the table**, whether in or out of said player's turn, the opponent may claim the current game by signalling the referee and calling for a "one away". The domino being called **MUST** be the actual domino that is exposed on the table.

14.2 In the event the player attempting to claim the "one away" calls the incorrect domino, then the one away will be awarded to the opposing player.

RULE 15 - SUDDEN DEATH

15.1 When the two teams in addition need a combined six to the total of 250 (example; 246-248: 245-249:247-247) a sudden death comes into play. Each table that wins afterwards will be asked to exit from the ring and the remaining tables will determine the winner of the fixture.

15.2 Once Sudden Death has been initiated, each game will be played for 1 point regardless of the outcome of the previous game.

RULE 16 - THE COUNT OUT



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16.1 Any player who takes a very long time to play a domino can be reported to the referee by his opponents. The referee will inspect the offending player's cards and if the player can make a play, he will instruct him to do so in three seconds by counting 1, 2, 3. If the player fails to play within three seconds, the referee will abandon the game by shuffling and award the point to the opponent.

16.2 A warning will be given if the offender does not have a suitable card to play. Two warnings will result in suspension based on the discretion of the referee.

RULE 17 - LEAVING THE ARENA

17.1 Players who are leaving the arena during the progress of play may only do so between games and will be allowed only five (5) minutes and only two (2) such intervals per person for each half of the match.

17.2 If a player does not return to the ring within 5 minutes, the referee will instruct the captain to locate and ask the player to return to the ring. The player will then have an additional 1 minute to return to the ring. Failure to do so will mean the expulsion of the player for the remainder of the match and no readmission will be allowed until said player has met with the Disciplinary Committee. The remaining games in the set of 10 will be awarded to the opposing pair and the captain will be asked to set a new pair of players.

17.3 The ring captain is **NOT** allowed to play any games for a player who fails to return to the ring within the specified time frame.

17.4 In cases of chronic illnesses or emergencies which can be proven, the referee has the right to allow more time/instances to a player after ensuring that the opposing Captain is made aware.

RULE 18 - TRICKS AND UNFAIR TACTICS

18.1 Trickery during a game **will not be tolerated**. (hiding of dominoes, playing with more or less than seven dominoes at the start of the game, wilfully playing the incorrect domino or at the wrong end, etc) will result in the suspension of said player for the remainder of the match. The player will not be admissible to any ensuing matches until he has met with the Disciplinary Committee.

RULE 19 - VISORS

19.1 Absolutely no Visor is allowed during a game. The referee will issue a verbal warning to the offending player at the initial instance. A second offense will redeem a yellow card (caution) and a third offense will redeem a suspension for a time stipulated by the referee.

RULE 20 - THE WARNING SYSTEM

20.1 The referee will use a two-faced card coloured red and yellow to warn an offensive player. The first infringement the player will be shown the yellow card. A red card represents an expulsion and the offending player will be expelled from the ring for a time specified by the referee.



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20.2 The red card will mean that the player will immediately be suspended from the game for a specific period of time by the referee NOT ALL infringements will attract a warning card however, some will attract immediate suspension.

RULE 21 - SPECTATORS CONTROL

21.1 It is the responsibility of both captains to ensure that spectators do not interfere with the smooth flow and progress of a match. No spectator is allowed to communicate with a player during a game.

21.2 If a supporter of a club (dawning jersey or not) should interfere with a game or whose actions taint or stop the outcome of a game, the club being represented may be sanctioned by a fine, reversal of outcome or expulsion from competition.

21.3 The DIJ Disciplinary Committee, Standing Committee, the Executive Body or any combination of the three will review the matter and deliver a ruling upon the matter. An appeal may be submitted post that time (within 1 week) and due process will take place.

RULE 22 - FIXTURES

22.1 All participating clubs **MUST FULLY** honour their fixtures and the regulations that govern the competition. Failure to do so will attract a penalty which will be handed down by the board to such a club.

RULE 23 - BOARD MEMBERS AUTHORITY

23.1 A board member is the authority to make an immediate ruling if he/she is not satisfied with the conduct of a match upon visit. A board member's decision supersedes any previous arrangement a referee may have made on the spot.

23.2 The DIJ (DCA) will not be responsible or liable to any legal or court offence from any club if they do not adhere to the rules and regulations laid down by the DIJ to govern the league.

RULE 24 - THE REFEREE

24.1 The referee is appointed by the administrators and has the responsibility of manoeuvring a game in the absence of a board official. He/she must ensure that all players up old the rules and give sanctions to offenders when necessary.

24.2 The referee's decision on a ruling is final and may be challenged by a written report to the administrative panel within five days.

24.3 To indicate the beginning or ending of a game the referee must sound a whistle which must be obeyed at all times.

24.4 No referee should be a member or affiliated to a Club in the present competition.



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24.5 In the event the referee does not turn up on time for the start of a match, the captains of both teams may select a responsible person to act in his capacity until the assigned referee or a board member arrives. The captain from each Team **MUST** sign an agreement on the reverse of the referee's report sheet and submit it after the match.

RULE 25 - MATCHES BLOWN OFF

25.1 The referee has the authority to blow off a match and bring cancelation to the fixture in the event that a Team is unable to seat 6 tables after grace period has elapsed.

25.2 The referee has the authority to blow off the match if the continuation of the match game may cause implications or for safety. Matches blown off for whatever reason will attract an investigation by the administration to make a judgment on the matter. N.B. Any team that fails to turn up for their game **MUST** pay their portion of the referee fee.

RULE 26 - INSPECTION OF MATCHES

26.1 All members of the Board and officials of the Disciplinary Committee have the right to enter the playing arena of any match being played by the affiliates of the league. If these officials need to give a speech, they must indicate to the referee who will then sound his/her whistle and introduce the officials.

26.2 ALL CLUBS are expected to show courtesy and respect to visiting officials approved by the DIJ during the matches. These officials will not unduly delay proceedings but may wish to give competition announcements.

RULE 27 – APPEALS

27.1 When the Disciplinary Committee makes a ruling on any player or game that is being played under the authorization of the DIJ, that ruling should be accepted. If affiliates are dissatisfied, an appeal must be tendered within three days. Failure to appeal all grouses in three days will validate the original decision which cannot be reversed.

27.2 Appeals must be submitted in writing physically or via email to DIJdomino@gmail.com.

RULE 28 - SCORING

28.1 Each team must have designated scorers, these scorers must be registered under the auspices of the league to the Team they are representing.



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28.2 In the event a Team has limited players, the referee has the option to score for said Team until a member of the Team becomes available. This is based on the discretion of the Referee and whether it may impede his/her ability to properly officiate the Match.

RULE 29 – POSTPONEMENT

29.1 If for the reason of death of a member of the Club, an affiliate wants a postponement of a match a submission must be made to the board in writing requesting same. This must be submitted at least two (2) weeks prior to said date.

29.2 For any other reason a Club is requesting Postponement, this request should be submitted and a meeting may be requested by the Board for both Teams for discussion. A final ruling will be issued by the Board post said meeting.

29.3 In cases of emergency (e.g. violence in the area), the Board reserves the right to make an immediate decision which will be communicated to all parties.

RULE 30 - COMPETITION BREAK

30.1 The DIJ (DIJ) reserves the right to break the competition to facilitate other Domino Bodies to honour their fixtures in relation to the playing of finals. Two (2) weeks' notice will be given to all affected Teams.

RULE 31 - THE PLAYING ARENA

31.1 Also called the "ring" must be equipped with six (6) playing tables and twenty-four seats, a scoring table with two (2) seats, a visible scoreboard and seating for the referee as well as both ring Captains.

RULE 32 - TRANSFER OF PLAYERS FROM THEIR ORIGINAL CLUBS

32.1 The transfer of players will be allowed during the week of the mid-season finals and up to the Saturday before the next match Sunday.

32.2 Each club is entitled to make two (2) transfers of two pairs of players. Each pair must be transferred from the same Club.

32.3 The cost for transfer for each pair of players will be Twelve Thousand Dollars (\$12,000) (cost will be reviewed annually). From this amount, the following part will receive:

Association -\$6000, Club - \$3000 and Players - \$1500 (each).



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32.4 All fees **MUST** be paid before the confirmation of said transfer for the players to become eligible.

RULE 33 - GAMING POINTS

33.1 The winning team will receive 4 points and the losing team no points.

RULE 34 – CLUB RANKING

34.1 Clubs will be ranked on a leaderboard in the order of overall points, head to head then aggregate score.

34.2 If three or more clubs have the same score and differing head-to-head victories then the aggregate score will be the second parameter used.