

NEWMEDICA WYCHAVON PARISH GAMES

Organised by Wychavon Parish Games Association – Competition and Community Coming Together

DOMINOES

SPONSORED BY – GLASSIER WINDOWS,

Worcester Rd, Drakes Broughton, WR10 2AG.

Rule 1.

1.1 All competitors **MUST RESIDE** in the Wychavon Parish / Ward that they are representing. Where a person resides between more than one Wychavon Parish / Ward then, they can only represent the Parish or Ward in which they predominantly reside. Being on the electoral Roll does not in itself constitute residency.

1.2 Competitors who are studying full time at university or college will be eligible to compete for the Parish / Ward where they normally reside, until they have completed their course.

1.3 Where an ineligible competitor has been found to have breached this rule, then the Parish / Ward will forfeit all points gained in that event.

Rule 2.

2.1 Each Captain shall provide two copies of the names and addresses of their team members; this must include the full postal address of each team member.

2.2 One of these should be retained by the Home and Away Captain for the duration of that year's Parish Games.

2.3 Matches must not start until both Team Captains have completed their lists.

2.4 If a team does not comply with the requests above or fails to provide the teams details as required, then any points gained will be forfeited and the team will not be allowed to continue in the event.

Rule 3.

3.1 Where a Parish or Ward has entered an event but then needs to withdraw, they will need to give the WPGA SECRETARY a minimum of 48 hours' notice of their non-participation.

3.2 Any team that fails to take part and has not given the WPGA Secretary 48 hours' notice, then the Parish / Ward will be deducted 2 points from their total points score.

Rule 4.

4.1 Any queries prior to the event should be made to the WPGA Secretary.

4.2 Any dispute or protest must be made by the Team Captain on the day of the match so that the facts can be established.

Rule 5.

5.1 Abuse of any of the people identified in the WPGA Abuse Policy will not be tolerated by the Committee. Where there is evidence of any abuse, the person concerned will not be allowed to continue representing that Parish in that event or any other event.

5.2 Team Captains must make all team members aware of the contents of this policy which will be included in the pack sent out to them with the rules.

Rule 6.

6.1 If a team withdraws from an event but then subsequently finds that they are then able to take part, they can request the reinstatement of their entry, if the event draw has not taken place.

6.2 Any decision on these requests will be at the discretion of the Committee.

Rule 7.

7.1 All Teams shall consist of a minimum of Three Pairs of any gender mix.

7.2 There is no minimum age for participants. However, Dominoes captains must check with the host pub or club if they are happy for under 16s to take part.

Rule 8.

8.1 All games shall commence at 8.00pm.

Rule 9.

9.1 Pairs shall be nominated by the Team Captains before commencement of play.

9.2 Each pair plays each of the opposing pairs.

Rule 10.

10.1 The start will be decided by an odd or even call, home team to ask, both numbers to count.

10.2 Each Game will be 121 up, that is twice around the board, with 6 (Six) dominoes per player, and shall be played to the dead hole regardless of the number of dominoes remaining.

10.3 Players cannot peg out on their drop.

Rule 11.

11.1 Home team to remain seated; away team to rotate.

Rule 12.

12.1 Players must not comment on any matter relating to the game. The penalty for violating this rule is 8 points.

Rule 13.

13.1 Players will inspect their own dominoes before commencement of a match and may refuse to play with any they consider to be marked.

Rule 14.

14.1 Any player playing a domino that will not go at the end played but will go at the other end shall be allowed to replace it correctly.

14.2 Any player playing a domino that will not go at either end will forfeit 8 holes from the front peg, and all pegged off it and discard the domino.

Rule 15.

15.1 Any player playing incorrectly shall, at the discretion of the captain forfeit 4 holes from the back peg.

Rule 16.

16.1 Any player who has revoked during play shall discard the domino, forfeit all holes scored off it (if any) and peg 8 holes back.

Rule 17.

17.1 A hand is ended when the two players on the same team have laid all their tiles, no matter how many tiles their opponents hold,

Rule 18.

18.1 The Team that is drawn at Home is responsible for the Venue and Date of each Match to be played.

18.2 They will contact the Away Team and fix the evening by giving THREE possible dates. These must not be on the same day of the week or in the same week, unless agreed by the Team Captains.

18.3 After the first round of matches, a team that was drawn away in that round, will be allocated a home draw in the following round. Where the two teams were drawn away, then the venue will be decided by the event organiser.

Rule 19.

19.1 After the first round, failure to comply with Rule 18 above within 10 days of the date by which the match is due to be played will concede home advantage to the Away Team.

19.2 The Away Captain will then arrange for the Match to be played by the due date.

Rule 20.

20.1 All matches must be played by the date shown on the draw sheet.

Rule 21.

21.1 The date of the Final will be arranged by the Event Organiser in conjunction with the two Captains and will take place on a mutually convenient date at a neutral venue.

Rule 22.

22.1 The score sheet will be sent out with the draw sheet, the sheet, signed by both captains, to be photographed and sent to the Dominoes organiser by the winning Team Captain within 48 hours of the match date.

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