



Online Domino Rules

Lígalo En Línea — Domino

MULTIPLICA TU PASIÓN



1. Game Modes

1v1 (One on One): Individual match between two players. Each player wagers an equal amount and the winner takes the pot minus the house commission.

2v2 (Two on Two): Team match with two players per team. All four players wager the same amount. The winning team splits the pot minus the house commission.

- In 2v2 mode, teammates cannot share the same IP address. If the system detects duplicate IPs between teammates, the match will be cancelled to prevent collusion.

2. Tiles and Dealing

The standard double-six set is used, consisting of 28 tiles.

- In 1v1: Each player receives 7 tiles. The remaining 14 tiles form the boneyard and may be drawn when a player cannot play.
- In 2v2: All 28 tiles are dealt among the four players (7 each). No boneyard is available.

Tiles are dealt randomly at the start of each match using a verifiable algorithm.

3. Starting the Match

The match begins when the player holding the highest double plays it.

- If no player has a double, the player with the tile having the highest total value starts.

Turn order proceeds clockwise from the starting player.

4. Turns and Plays

On their turn, each player must place a tile that matches one of the open ends of the chain.

- If a player cannot play in 1v1 mode, they must draw tiles from the boneyard one at a time until they find a playable tile or exhaust the boneyard.
- If the boneyard is exhausted and the player still cannot play, they pass their turn.
- In 2v2 mode there is no boneyard. If a player cannot play, their turn is automatically passed.

Timer:

- Each player has 60 seconds per turn. If time runs out, the system will play a random valid tile or automatically pass the turn.

5. Winning and Scoring

Domino:

- The player (or team) who places all their tiles first wins.

Blocked Game:

- If no player can play and the boneyard is exhausted (or does not exist in 2v2), the player with the lowest sum of points on remaining tiles wins. In case of a tie, the player with fewer tiles wins.

Absolute Tie:

- If the tie persists in both number and sum of tiles, the pot is divided equally among the tied players.

In 2v2:



- The points on remaining tiles from both team members are added together. The team with the lower total wins.

Forfeit (Abandonment):

- If a player voluntarily leaves the match, they automatically lose and their opponent (or opposing team) is declared the winner. The forfeiting player's wager is distributed according to normal payout rules.

6. Wagering and Prizes

Each match has a minimum wager of \$1.00 USD (or its equivalent in another currency).

Both players (or all four in 2v2) wager the same amount to enter the match.

Pot Calculation:

- In 1v1: Pot = Player A's Wager + Player B's Wager.
- In 2v2: Pot = Sum of all 4 players' wagers.

House Commission:

- The platform retains a variable commission on the total pot. The commission percentage is determined by the administration and may vary based on table type, wager amount, promotional events, or other criteria established by Lígalo Internacional.
- The applicable commission percentage will always be visible when joining a table before confirming the wager.

Winner Payout:

- In 1v1: The winner receives the Pot minus the commission.
- In 2v2: The winning team splits the Pot minus the commission equally.
- Winnings are automatically credited to the winner's account balance.

Ligalo Points:

- All domino matches generate Ligalo Points (LP). 1 LP is awarded per \$1 USD wagered, regardless of the outcome.

7. Friend Challenges

Players can challenge other users to a private match.

- The challenger selects the opponent by username and sets the wager amount.
- The challenged player receives a notification and has 30 minutes to accept or decline.
- If the challenge is not accepted within 30 minutes, it is automatically cancelled and no funds are charged.
- Once accepted, funds are reserved from both accounts and the match begins.
- Either player can cancel a pending challenge before it is accepted, without penalty.

8. Team Invitation (2v2)

For 2v2 matches, a player can invite another player to form a team.

- The invited player receives a notification and can accept or decline.
- Once the team is formed, they search for a match together against another team.

IP Restriction:



- Teammates must have different IP addresses. This measure prevents collusion and ensures fair play.

9. Tournaments

The platform may organize domino tournaments in single-elimination format.

- Available formats: 4, 8, or 16 players.
- Each player pays an entry fee. The total prize pool is distributed among finalists according to the published prize structure.
- If a tournament does not fill within the allotted time, it may be completed with bots (automated players) or cancelled.
- A player may withdraw before the tournament starts and receive a full refund. Once started, no refunds are issued.

Prize Structure:

- Varies by tournament size. Details are published before each tournament.

10. Loyalty Program (Ligalo Points)

- All domino matches generate Ligalo Points (LP).
- 1 LP is awarded per \$1 USD wagered.
- LP are earned on both wins and losses.
- LP contribute to your VIP level and may be redeemed according to the Loyalty Program rules.

11. Chat and Conduct

Matches include a real-time chat system.

- The use of offensive, discriminatory, or threatening language is prohibited.
- Spam or advertising in chat is not permitted.
- Users who violate conduct rules may be muted, suspended, or permanently banned.
- To report inappropriate behavior, use the report option available during the match or contact support.

12. General and Important Rules

- All amounts are handled in United States dollars (USD) as the base currency. Multiple currencies are accepted (VES, COP, DOP, EUR) with automatic conversion.
- Repeatedly abandoning matches is not permitted. Players with a history of frequent abandonments may be penalized.
- Match history, results, and account movements are available in the My Account section.
- Multiple accounts are not permitted. The platform reserves the right to cancel suspicious matches.
- Individuals under 18 years of age are not authorized to participate in real-money games.
- Lígalo En Línea reserves the right to modify these rules at any time. Changes will be communicated to users.
- In the event of any dispute, the decision of the Lígalo Internacional administration is final.



13. Contact and Support

- Website: ligalocontodo.com
- Email: info@grupoligalo.com
- Phone: +1 829 518 7047
- To report technical issues or inappropriate conduct, contact support through the messages section of your account.