

UNO Championship Series Tournament Rules

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1. Game Terminology

Term	Definition
Hand	A single game of UNO. Hands may have a time limit.
Round	A series of hands played one after the other. At the end of a round, players may advance to subsequent rounds or be eliminated from the tournament depending on their rank.
Semifinal Round	The second-to-last round in the tournament. Players who move on from the semifinal round get to compete in the championship round.
Championship Round	The final round in the tournament. Player performance in the championship round determines final player ranking and the winner of the tournament.
Draw Pile	The face down stack of cards players draw from during the game. The Draw Pile is made up of the cards left in the UNO deck after the Discard Pile has been formed and all hands have been dealt.
Discard Pile	The face up stack of cards players discard to during the course of the game.
Player's Hand	The cards held by a player.
Deck	The totality of cards making up a single UNO game, usually 108 cards as shown below (<i>see Section 2. The Deck</i>).
Matching	A card is considered a match if it shares at least one of the following attributes with another card: color, number, or symbol.
Round Scorecard	A form used to record players' scores.
Card Value	The point value of a card according to the Card Value Chart.
Rank	A numerical rating given to a player at the end of a hand based on the number of cards they are holding when the hand ends. Rank is used to determine whether the

	player advances to the next round. The lower the value, the better.
Total Score	The total score earned by a player at the end of a round. Total score is determined by adding up the Rank values that player earned across all hands in a given round.
Start Player Token	A large token placed in front of a player to indicate that player started the hand.
Direction of Play Token	A large, double-sided token used by the dealer to indicate the current direction of play.

2. The Deck

200. An official UNO Tournament should be played using a standard, 108-card UNO Championship Series Deck.

200.1. A standard UNO Championship Series deck contains the following cards:

- 4 ea. 0 (one of each color - red, yellow, blue, green)
- 8 ea. 1 (2 of each color - red, yellow, blue, green)
- 8 ea. 2 (2 of each color - red, yellow, blue, green)
- 8 ea. 3 (2 of each color - red, yellow, blue, green)
- 8 ea. 4 (2 of each color - red, yellow, blue, green)
- 8 ea. 5 (2 of each color - red, yellow, blue, green)
- 8 ea. 6 (2 of each color - red, yellow, blue, green)
- 8 ea. 7 (2 of each color - red, yellow, blue, green)
- 8 ea. 8 (2 of each color - red, yellow, blue, green)
- 8 ea. 9 (2 of each color - red, yellow, blue, green)
- 8 ea. Skip (2 of each color - red, yellow, blue, green)
- 8 ea. Reverse (2 of each color - red, yellow, blue, green)
- 8 ea. Draw Two (2 of each color - red, yellow, blue, green)
- 4 ea. Wild
- 4 ea. Wild Draw Four

201. UNO Tournament should be conducted using official UNO Championship Series decks.

201.1. An UNO Tournament may be conducted using customized decks meant to commemorate the event.

201.1a. If customized decks are used, they should predominately match the design style established by UNO Championship Series but may contain special designs or markings, such as the date, location, and/or event name.

201.2. In special cases, an UNO Tournament may be conducted using traditional UNO decks or even non-standard UNO decks.

201.2a. If a non-standard UNO deck is to be used during the tournament, players must be informed of any special cards and those cards' associated rules prior to the start of the tournament.

3. Card Types

300. Number Cards

300.1. Number cards are cards displaying the numbers 0 through 9.

300.2. Number cards have a card frame in one of the four colors - red, yellow, blue, or green.

300.3. Number cards have no special function when played.

301. Action Cards

301.1. Action cards are cards displaying a symbol and that have a special function when played.

301.2. Action cards have a card frame either in one of the four colors - red, yellow, blue, or green - or in black if wild.

301.3. The action cards included in a standard UNO deck are: Skip, Reverse, Draw Two, Wild, and Wild Draw Four.

302. Wild cards

302.1. Wild cards are a special type of action card.

302.2. Wild cards have a card frame in black.

302.2. The wild cards included in a standard UNO deck are: Wild and Wild Draw Four.

4. How to Play

400. Object of the Game

400.1. Earn the lowest total score across a number of hands by trying to be the first player to get rid of all your cards.

400.2. The game is played over a series of timed hands.

400.3. At the end of the predetermined number of hands, the player (or players) with the lowest total score at the table will advance in the tournament.

401. Determining Special Rules for the Round

401.1. At the start of each round, two special rules will be determined that will affect gameplay for that round.

401.1a. The special rules may be chosen at random, voted upon, or predetermined ahead of the tournament as preferred by the tournament organizers.

401.2. Once the two special rules are decided, they must be announced and explained to the players prior the start of the round.

See Section 5. List of Tournament Special Rules.

401.3. Visual reminders of the round's special rules should be visible to the players during the course of play.

401. Starting a Round

401.1. The Dealer records each player's name on the round score card.

401.2. The Dealer informs the players what rank they need to achieve to advance to the next round in the tournament.

401.3. The Dealer shuffles the deck.

402. Determining the Start Player

402.1. For the initial hand in a round, the Dealer determines Start Player by dealing one card face up in front of each player.

402.2. The player dealt the lowest scoring card becomes the start player.

402.2a. Cards are scored as follows: Wild cards (Wild and Wild Draw Four) score 50. Action cards (Skip, Reverse, Draw 2) score 20. Number cards (0,1,2,3,4,5,6,7,8,9) score face value.

402.2b. If there is a tie between two or more players, each tied player is dealt one additional card from the deck and those cards are scored.

402.2b.1. If any ties remain, repeat this process as necessary until all ties are broken.

402.2b.2. The tied player with the lowest scoring card becomes the start player.

402.3. The Dealer places the Start Player token in front of that player.

402.4. The Dealer collects all the cards and shuffles the deck.

402.5. For subsequent hands, the player with the highest total score becomes the Start Player.

402.5a. If there is a tie between two or more players, the tied player last in turn order becomes the Start Player.

403. Starting a Hand

403.1. The Dealer deals cards to each player, beginning with the player to the Dealer's left and continuing clockwise around the table, until all players have 7 cards.

403.1a. Players should verify they are dealt the correct number of cards before touching their cards.

403.1b. If the Dealer accidentally deals an incorrect number of cards, the Dealer should correct the error before any player touches their cards.

403.1c. If an error occurs during the deal that causes any cards to be revealed, the Dealer should collect all the cards and restart the deal.

403.2. The Dealer places the remaining cards face down on the table to form the Draw Pile.

403.3. The Dealer flips over the top card of the Draw Pile face up in the center of the table to create the Discard Pile.

403.3a. If the card flipped is not a number card, the Dealer continues flipping cards from the top of the Draw Pile into the

Discard Pile until a number card is flipped.

403.4. The Dealer sets the timer to the appropriate hand time limit.

403.5. The Dealer makes sure the Direction of Play token shows the clockwise arrows and is located on the table where all players can see it.

404. Playing the Game

404.1. The player with the Start Player token takes the first turn.

404.2. On a player's turn, they may play one card from their hand so long as it matches the top card of the Discard Pile.

404.2a. A card is considered a match if it has the same color, number, or symbol as the top card of the Discard Pile.

404.3. If the player has a matching card, they may play it onto the Discard Pile.

404.3a. If the card they played is an action card, follow the rules for that card (*see Section 406. Action Cards*).

404.4. If the player doesn't have a matching card, or if they choose not to play a card, the Dealer deals them one card from the Draw Pile.

404.4a. If the newly dealt card can be played, the player may play it now.

404.4b. After accepting the newly dealt card, whether it can be played or not, only that card may be played this turn. None of the other cards in the players hand are eligible to be played.

404.5. After the player either plays a card, or is dealt and does not play a new card, their turn ends and the next player in the current direction of play starts their turn.

405. Calling UNO!

405.1. When a player is down to one card, they must inform the other players at the table by calling "UNO!"

405.1a. The player may call "UNO!" at any time during the turn they play their second-to-last card.

405.2. If a player forgets to call "UNO!" and another player at the table calls "UNO!" instead, the player who forgot to call "UNO!" is dealt 2 cards as a penalty.

405.2a. The window of time for other players to call "UNO!" on the active player starts the moment the active player is no longer touching their second-to-last card and ends the moment the next player either plays a card or is dealt a new card.

405.3. Players must call "UNO!" loud enough for the Dealer to hear.

405.3a. If the call wasn't heard by the Dealer or any other players, it doesn't count.

406. Action Cards

406.1. Skip.

406.1a. When a player plays this card, the next player in the current direction of play loses their turn.

406.2. Reverse.

406.2a. When a player plays this card, the direction of play is reversed. If play was moving clockwise, it now moves counterclockwise and vice versa.

406.3. Draw Two.

406.3a. When a player plays this card, the next player in the current direction of play is dealt 2 cards and loses their turn.

406.4. Wild.

406.4a. This card matches anything so it can be played no matter what card is on the Discard Pile. When a player plays this card, that player gets to choose the color that continues play.

406.5. Wild Draw Four.

406.5a. This card matches anything so it can be played no matter what card is on the Discard Pile. When a player plays this card, the next player in the current direction of play is dealt 4 cards and loses their turn. However, there's a catch. A Wild Draw Four can only be played if the player does not have a card in their hand that matches the COLOR of the top card of the Discard Pile.

406.5b. If the next player in the current direction of play suspects a player of playing a Wild Draw Four illegally, they may challenge the play.

406.5b.1. When a challenge is issued, the player playing the Wild Draw Four is considered the Attacker. The player issuing the challenge is considered the Challenger.

406.5b.2. If challenged, the Attacker must pass their hand to the Challenger. The Challenger examines the Attacker's cards to verify whether the play was legal or not.

406.5b.3. If there is a dispute between the Attacker and Challenger, the Attacker's cards are passed to the Dealer. The Dealer examines the cards and then determines whether the card was played legally or illegally.

406.5c. If the Wild Draw Four was played illegally, the Attacker is dealt 4 cards instead.

406.5d. If the Wild Draw Four was played legally, the Challenger is dealt 6 cards (4 cards for the Wild Draw Four plus 2 cards as a penalty for the failed challenge).

406.5e. Regardless of the outcome, the player who played the Wild Draw Four chooses the color that continues play.

407. Ending the Hand

407.1. The hand ends immediately as soon as a player plays their last card or the hand time limit is reached, whichever occurs first.

407.1a. If the hand ends by time, players continue taking turns as normal until play reaches the Start Player. At that point the hand ends immediately (the start player does not take their turn).

407.2. Once the hand has ended, all players place their remaining cards, if any, on the table face up in front of them.

407.3. The Dealer assigns a rank to each player based on the number of cards left in their hand.

407.3a. The player with the fewest cards is assigned Rank 1. The player with the next fewest cards is Rank 2, and so on.

407.3b. Tied players share the same rank. The next rank moves up by however many players were tied. For example, if two players tie for Rank 3, the next untied player is assigned Rank 5.

407.4. The Dealer announces each player's rank for the hand out loud.

407.4a. Any player may request a recount if they believe a rank was calculated incorrectly.

407.4b. If the recount results in a different rank than the previous count then an additional count is required.

407.4c. If the recount results in the same score as the previous count then no further objections are allowed.

407.5. After all players' ranks are agreed upon, the Dealer records each player's rank for the hand on the round scorecard.

408. Ending the Round

408.1. The round ends after all hands in the round have been played and scored.

408.2. The Dealer finds the total score for each player by adding together the rank values that player earned at the end of each hand.

408.2a. Any player may request a recount if they believe a score was calculated incorrectly.

408.2b. If the recount results in a different score than the previous count then an additional count is required.

408.2c. If the recount results in the same score as the previous count then no further objections are allowed.

408.3. After all players' total scores are agreed upon, the Dealer records each player's total score on the round scorecard.

408.3a. If there is a tie between two or more players' total score, the tied player assigned the better Rank in the previous hand wins the tie. If still tied, compare the next previous hand.

409. Progression

409.1. Rank is used to determine whether a player continues in the tournament or is eliminated.

409.2. A player's rank only applies to the current round. Players will be assigned a new rank each round.

409.3. Once each player has been assigned a rank, the Dealer announces each player's rank.

409.3a. Players achieving the appropriate rank (usually the top 2 players at the table) advance to the next round in the tournament.

409.3b. Players who do not rank high enough to advance may be eliminated from the tournament or may move on to a different bracket, depending on the tournament format.

410. Conceding

410.1. A player may voluntarily end their participation in the tournament at any time and for any reason.

410.2. A player may not coerce, bribe, or otherwise pressure other players into conceding.

410.3. A player who leaves the tournament play area and does not return before their next scheduled game, or the announcement of final player rankings, will be considered to have conceded.

410.4. Players who have conceded are not eligible to receive prizes for any winning position they may have otherwise been eligible for.

5. List of Tournament Special Rules

500. 0's Pass

500.1. When a player plays a 0 Number card, all players must pass their hands to the next player in the current direction of play.

500.1.a. When passing hands, players should do so face down, or in any way that does not reveal their cards to the rest of the table.

500.2. If any player receives a hand consisting of just one card, that player must call "UNO!" to inform the other players.

500.2.a. The player may call "UNO!" any time before or while they are picking up their new hand.

500.2.b. If the player forgets to call "UNO!" and another player at the table calls "UNO!" instead, the player who forgot to call "UNO!" is dealt 2 cards as a penalty.

500.2.b.1. The window of time for other players to call "UNO!" on the active player starts the moment the active player finishes picking up their new hand and ends the moment the next player either plays a card or is dealt a new card.

500.2.c. Players must call "UNO!" loud enough for the Dealer to hear.

500.2.c.1. If the call wasn't heard by the Dealer or any other players, it doesn't count.

501. Trade Up 1's

501.1. When a player plays a 1 Number card, they may immediately take one card at random from any other player's hand and then give

one card from their hand back to that player.

501.1.a. The stealing player cannot look at the other player's cards.

501.1.b. The player being targeted may shuffle or rearrange their cards however they like before presenting their cards to the stealing player.

501.1.c. The player being targeted should present their cards to the stealing player in a way that does not reveal the identities of their cards to the stealing player or any of the other players at the table.

501.1.d. It is allowed for the stealing player to return the same card they took.

502. Deuces Wild

502.1. All 2 Number cards are considered Wild. They match anything so they can be played no matter what card is on the Discard Pile.

502.1.a. This does not change the value of 2 Number cards when determining a start player. *See section 402. Determining the Start Player.*

502.2. When a player plays a 2 Number card, that player gets to choose the color that continues play.

503. 4's Draw 1

503.1. When a player plays a 4 Number card, both players on that player's left and right are dealt 1 card. Play then continues as normal (no players lose their turn).

504. 5's Fast Play

504.1. 5 Number cards may be played out of turn.

504.2. In order for a player to play a 5 Number card out of turn, the 5 Number card must match the COLOR of the top card on the Discard Pile. The number must not match. *For example: a player may play a Yellow 5 card out of turn at any time the top card on the Discard Pile is yellow, but not when the top card is a 5 Number card.*

504.3. After a player plays a 5 Number card out of turn, play continues from that player in the current direction of play.

505. Smack Down 6's

505.1. When a player plays a 6 Number card, all players, including the player who played the 6 Number card, must race to slap one of their hands down on the table. The last player to slap the table is dealt 1 card. Play then continues as normal.

505.2. When it is unclear which player slapped last, the Dealer makes their best effort to choose which player should be dealt the card. This decision is final.

506. Swap Hands 7's

506.1. When a player plays a 7 Number card, they must swap hands with another player of their choice.

506.1.a. When passing hands, both players should do so face down, or in any way that does not reveal their cards to the rest of

the table.

506.2. If any player receives a hand consisting of just one card, that player must call "UNO!" to inform the other players.

506.2.a. The player may call "UNO!" any time before or while they are picking up their new hand.

506.2.b. If the player forgets to call "UNO!" and another player at the table calls "UNO!" instead, the player who forgot to call "UNO!" is dealt 2 cards as a penalty.

506.2.b.1. The window of time for other players to call "UNO!" on the active player starts the moment the active player finishes picking up their new hand and ends the moment the next player either plays a card or is dealt a new card.

506.2.c. Players must call "UNO!" loud enough for the Dealer to hear.

506.2.c.1. If the call wasn't heard by the Dealer or any other players, it doesn't count.

507. Reverse +1

507.1. When a player plays a Reverse card, the direction of play is reversed. If play was moving clockwise, it now moves counterclockwise and vice versa. Additionally, the next player in the new direction of play is dealt 1 card (they do not lose their turn).

508. Double Skip

508.1. When a player plays a Skip card, the next two players in the current direction of play lose their turn.

509. Draw 2 Plus

509.1. When a player plays a Draw Two card, the next player in the current direction of play is dealt 1 additional card (3 cards total) and loses their turn.

510. Draw 4 Split

510.1. When a player plays a Wild Draw Four, they instead assign two 2-card penalties to be dealt to up to two other players.

510.1.a Both 2-card penalties may be assigned to the same player (for a 4-card total penalty) or to two different players.

510.1.b. The player may not target themselves for either of the penalties.

510.2. Players receiving the penalties do not lose their turn. Play continues in the current direction of play from the player who played the Wild Draw 4.

510.3. The player who played the Wild Draw Four chooses the color that continues play.

510.4. While this rule is in effect, Wild Draw Four cards cannot be challenged.

511. Number Stack

511.1. When a player plays a card by matching its number, they may play any number of other Number cards of the same number from their hand as a single play. *For example: if the top card of the Discard Pile is a Red 7, a player may play all 7 Number cards from their hand at once, regardless of color.*

511.1.a. When playing multiple cards at the same time, all of those cards count as a “stack.”

511.1.b. A stack is considered a single play.

511.1.c. When playing a stack, the player may arrange the cards in the stack in any order.

511.1.b. Only the top card of the stack has its effect applied, if any. The effects of any other cards in the stack below the top card are ignored.

6. Behavior and Discipline

600. By registering for the tournament players agree to follow the tournament rules and regulations.

601. Players and attendees must not deliberately delay the game, cheat, behave aggressively or inappropriately, harass or bully other attendees or tournament staff, or damage tournament or venue property. Players and attendees must comply with all applicable laws during the tournament.

602. In case of a dispute, players may ask the dealer at their table to resolve the situation. If the dealer cannot resolve the situation to the players' satisfaction at the table, the judge can be called upon to provide a ruling. The judge's ruling is final and players agree to accept the ruling.

603. Players are not allowed to leave the table during play except under extreme circumstances or when allowed by a dealer or judge.

604. Players missing from their assigned table for a prolonged absence may be disqualified at the judge's discretion.

605. Players accepting outside help from other attendees, spectators, other players, or using gadgets that give an advantage may be disqualified at the judge's discretion.

606. Tournament play may be suspended at any time by the judge.

607. Any player or attendee violating the tournament rules and regulations may be given a warning or immediately disqualified at the discretion of the dealer or judge.

607.1. Except under mitigating circumstances, cheating in any form is grounds for immediate disqualification.

608. The judge's ruling is final and cannot be challenged.