

Uno Rules for BAC Uno Tournament

Setup: Table has 4 or 5 players

- Dealer is decided by the MC's slides!
 - Once the deck is shuffled, deal every player seven cards, face down.
 - The rest of the cards are placed face down in a Draw Pile.
 - Next to the pile, a space should be designated for a Discard Pile.
 - The top card of the Draw Pile should be placed face up in the Discard Pile by the dealer, and the game begins!
 - If a Special Card is the first card placed in the Discard Pile, certain rules apply. (see Uno Special Card Rules on back of scoresheet)

Game Play:

- The first player is the player to the left of the dealer, and gameplay goes in a clockwise direction (to the left) until a Reverse card is played and then the direction switches. The player views their cards and tries to match the card in the Discard Pile with a card from their hand.
- Cards must match either by number, color, or action.
 - For example, if the Discard Pile has a **red 8** card, the player may put down a red card (any number or action) or any color 8 card. Alternatively, the player may play a Wild card. (see Uno Special Card Rules on back of scoresheet for Wild and Wild Draw Four rules)
- If the player doesn't have a card in their hand to match the one on the Discard Pile, a card from the Draw Pile must then be picked up.
 - If the drawn card can be played, the player may play it on the same turn but is not required to play it. The player may choose to keep the card, and the game then moves on to the next player.
- If the player chooses not to play a playable card from their hand, a card from the Draw Pile must then be picked up.
 - If the drawn card can be played, the player may play only the freshly drawn card on the same turn.
 - The player may not play any other playable card from their hand after they have drawn.
- When a player has only one card left, they must yell, "Uno!"
 - Failure to do this results in the player having to pick up two cards from the draw pile.
 - This is only necessary, though, if they are caught by one of the other players.
 - Announcing "Uno" needs to be repeated every time a player will be left with one card in their hand.

- Once a player has no cards remaining in their hand, the game is over, and points are scored. (See “Scoring” on the Scorecard.)
 - If the last card played in the game (when a player goes out) is a Draw Two or a Wild Draw Four, the next player must draw the required cards which will then be tallied up in their score.
- At any time during the game, if the Draw Pile becomes depleted and no one has yet won the round, take the Discard Pile, shuffle it, and place it face down to generate a new Draw Pile.

Going out:

- A player who forgets to say “Uno!” before their second to last card touches the Discard Pile, but calls “Uno!” before any other player catches them, is safe and not subject to the penalty.
- Players may not be caught for failure to say “Uno!” until the moment their second to last card touches the Discard Pile.
- They also may not be caught for failure to say “Uno!” after the next player begins their turn.
- If a player is caught for failing to say “Uno!” after their second to last card touched the Discard Pile and before the next player began their turn, they must draw two cards.
 - The second to last card played from their hand stands.
- “Beginning a turn” is defined as drawing a card from the Draw Pile or drawing a card from a player’s hand.

Notes about “stacking”:

- A player can only put down one card at a time; a player cannot play two or more cards together **on the same turn**.
- If the previous player plays a Skip Card, Draw Two Card, or Wild Draw Four Card on you, you must take the consequences of those cards, including forfeiting your turn.
 - You may not play a matching Special Card on them in order to double up penalties on the next player.

Round Rotation for Tournament:

- Pay attention to the MC’s round timer.
 - If there is time, your table may try to squeeze in another game, but if the round warning has been given, do not start another game.
- When the round ends, the current game ends immediately.
- Total your score from all games played during each round
 - The lowest scorer from that round moves down a table number.
 - If you are at table 1, go to the highest table number.
 - The highest scorer from that round moves up a table number.
 - If you are at the highest table number, go to table 1.