

INTER-SCHOOL SCRABBLE CHAMPIONSHIP 2008 TOURNAMENT RULES

In addition to the standard Scrabble rules issued with the British version of the game produced by J.W. Spears & Sons PLC, the following variations/points must be conformed to and shall take precedence:

1. As there will be no invigilators, players are required to check on each other's moves and scores, as well as to ensure that rules are observed.
2. **Time allotted:** Each player is allowed THIRTY MINUTES (30) to complete a game. There is however no time limit on the time taken per move. No overtime play is allowed.
3. **Blanks:** The TWO BLANKS may be played as any desired letter. When blanks are played, the player must state what letter it represents, after which it cannot be changed during the game.
4. **Tile Exchange:** In the course of the game, a player may use his/her turn to exchange one or more tile(s) (the exchange is a turn - no word(s) shall be played on the board).

Announce to your opponent how many tiles you wish to exchange. Spread the tile(s) to be replaced face down on the table, start your opponent's time and then pick the same number of tile(s) from the bag. Place them down on the table to verify the count, put the replaced tile(s) into the bag and shuffle the bag. You may exchange tiles on any turn provided there is a minimum of SEVEN (7) TILES in the bag. There is no limit to the number of changes. The player will score zero (0) for that turn.

5. **Passing:** A player may pass his/her turn any time during the game. The passing of one's turn is not equivalent to the exchanging of tiles. In this case the player should state "**PASS**" and activate his/her opponent's clock without playing any tiles on the board.

6. **Challenges:** A player may challenge any of the word(s) played by the opponent during the turn itself when the opponent plays the word(s). No word challenge is permitted after the turn is over. The player will only signal his intent to challenge when the opponent has depressed his timer, which means that the move is complete; or in absence of this, when the opponent is about to draw replacement tile(s) for the move.

When a player is considering a challenge he must promptly advise the opponent not to draw replacement tiles.

(a) **Hold procedure:** A player considering a challenge may call "**HOLD**" any time during his turn. This courtesy is usually extended for not more than 15 seconds after which the challenger shall use his own time to deliberate on proceeding with the challenge.

A player replenishing his rack while a hold is in effect should keep fresh tiles separate from leftover tiles so that they may be returned to the bag in the event of a successful challenge i.e. words are found to be invalid.

(b) **Challenge procedure:** On making the decision to challenge, the challenger should call "**CHALLENGE**" and neutralize the timer at which point the challenge becomes irrevocable. The challenger must write clearly on a Challenge Slip one or several or all the words formed by the challenged player during the turn. The challenged player may verify the accuracy of the completed Challenge Slip. The Challenge Slip should then be handed to the officials on duty.

The adjudicators will decide on the legitimacy of words and their decision shall be final. Acceptable challenged word(s) will be indicated by a "YES" and by a "NO" if the word(s) is/are not acceptable; in the case of multiple challenges, if one or more words is/are not acceptable, the adjudicators will merely indicate a "NO". Word(s) not accepted will be removed from the board and the player misses a turn. If the word is accepted, the challenger does not miss a turn but a penalty of three (3) points is added to the opponent score for each word that is found to be valid.

7. End of turn: A player must not remove any tile or shift the tiles or change of words on the board once he has activated his/her timer. If a player forgets to activate his timer, he is deemed to have ended his/her turn when he replenishes his/her rack.

8. Dictionaries, Word Lists & References

Players are NOT ALLOWED to consult any word list, dictionary or any other forms of references during the game.

a) The word rules permit any words except those spelt with an initial capital letter, abbreviations, words as part of a phrase, prefixes and suffixes, words requiring apostrophe and hyphens, and words listed as taboo, obscene, vulgar, swear and/or offensive/derogatory in the official references used for the Tournament.

b) For 2-to 15-lettered words, the Harper Collins Scrabble Tournament & Club Word List current edition shall be consulted. For further check, the Collins Official Scrabble Dictionary will be consulted.

9. The match ends:

- (a) when any player has used all his tile(s) on the rack **AND** there are no more tile in the bag
- (b) when both players pass their turns consecutively three (3) times, simultaneously with each other's passing of turns.
- (c) when the Tournament Director has declared an end to the round.

10. Tile Penalty: At the end of each game, each player's score is reduced by the sum of his un-played letters. However, if one player has used all his tile(s), his score is increased by the sum of the un-played tile(s) on his opponent's rack (opponent also has to deduct his un-played tiles).

11. Incomplete Tile(s): The game shall proceed as it is in the event of discovering that the set during play has letter distribution frequency that does not correspond to the original frequency.

12. Matters in Dispute

All questions of eligibility, legitimacy in the progress and outcome of the game including walkover, forfeiture of game, alteration in the number of games played, annulment and/or invocation/reversal of final result, interpretation of rules as well as all other matters in dispute not covered in the above-mentioned rules and regulations shall be referred to the Organizing Committee whose powers are that of an arbiter and whose decision is **FINAL**.