



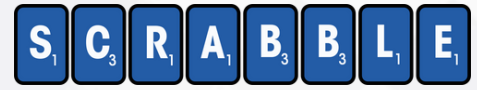
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Mechanics for Scrabble



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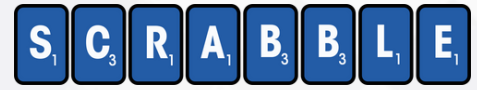
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I. GUILDELINE

- A. Participants of scrabble shall meet the following qualifications:
- They shall be enrolled in the current term/semester of the school year in Mapúa Malayan Colleges Laguna
 - Participants shall have registered through the MS Forms. By completing the registration form, all participants agree to adhere to the rules and regulations of the sport together with the decision of the referee and the committee.
 - All departments shall have one player and one reserve player for the sport. They can be male or female.
 - To be eligible in the final round, the player must be in Top 4.
 - The rules in the elimination rounds shall apply in the final round.
 - Points and standings from the elimination round will be carried over in the final round.
 - The participant who garnered the most wins after the games will be considered the overall champion. If two or more players tie in the number of wins, the one who has the highest spread wins.



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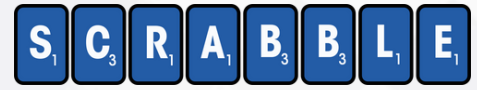
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II. GAME RULES

- A. Pairing: The conventional pairing method (Round-robin) will be used in the tournament. There will be no eliminations throughout the tournament. Each player will play with another player in every round. No two persons may play with another player more than once.
- B. Win criteria: The tournament will have 5 rounds. Position shall be determined first by number of wins, ties counting as half a win, then by cumulative margin of victory or “spread”. If one or more players are tied, then the position is acknowledged to be tied with no tie-breaks.
- C. Players: It is the responsibility of each player to check his opponent's plays and scores. A player must keep score and running total for both him and his opponent.
- D. Time allotted & Overtime Penalties: Each player is permitted a total of 25 minutes each on the clock in which to complete all his moves.
- E. Overtime Penalties: Each player who exceeds his time will at the end of the game deduct from his total score ten points for each minute or part thereof by which he has exceeded his allotted 25 minutes.



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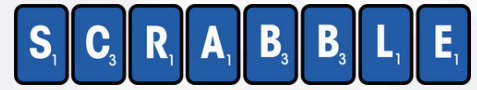
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II. GAME RULES

- F. Equipment: Players may use their own boards, tiles, and racks. Racks must be such that the opponent can count the number of tiles on the rack. Players need to download Chess Clock by Chess.com for the clocks. Players will be provided a score sheet and/or tile tracking sheets at the start of each round.
 - a. Clocks. Once the app has been downloaded, click Settings (the gear location), then Select New Time Control. Click Stage 1 and set it to 25 minutes. Then, click Increment and set value to 0 sec.
- G. Starts: During the first round, players shall draw tiles to determine the start as described in the standard rules.
- H. End of turn: A player must not remove any tile or shift the tiles on the board once he has activated his opponent's clock. A player's turn is deemed to have ended when he starts his opponent's clock. If a player forgets to activate his opponent's clock, he is deemed to have ended his turn when he replenishes his rack.



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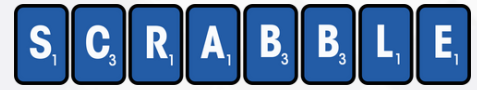
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II. GAME RULES

- I. Tile drawing: The player whose turn has ended may then replenish his rack by drawing the required number of tiles from the bag and first placing them face down on the table before placing them on his rack.
 - a. The rim of the bag should be held at eye level while drawing tiles. A player who has inadvertently drawn tiles out of turn need not return the new tiles to the bag except where overdrawn (see rules on overdrawing tiles).
- J. Blank tiles: Blank tiles may be nominated as any letter. The player must state what letter each blank represents after which that blank will represent the specified letter for the duration of the game (unless successfully challenged off). Both players must note on their score sheets the letter the blanks represent and ensure that these records are in agreement before play proceeds further.
- K. Tile exchange: Instead of playing words on the board, a player may choose to use his turn to exchange one or more tiles provided there are at least 7 tiles in the bag. The player will score zero for that turn.



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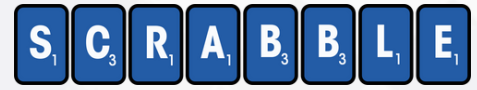
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II. GAME RULES

- L. Procedure for exchange: On deciding to exchange tiles, place face down on the table as many tiles from your rack as you wish to exchange. State the number of tiles you wish to exchange. You may then start your opponent's clock. Draw a like number of tiles from the bag and place them face down on the table. Place the discarded tiles in the bag and shuffle the bag.
- M. Passing: A player may opt to pass his turn and score zero for that turn. In this case the player should state "PASS" and activate his opponent's clock without playing any tiles onto the board
- N. Challenges: A player may challenge any word(s) played by his opponent in the previous turn.
 - a. Challenge procedure: On taking the decision to challenge, the challenger should call "CHALLENGE" and neutralize the clock at which point the challenge becomes irrevocable. The challenger must write clearly on a Challenge Slip one or several or all of the words formed by the challenged player during the turn just concluded. The challenged player may verify the accuracy of the completed Challenge Slip. The Challenge Slip should then be handed to tournament word judges for a ruling. The challenger may continue to shuffle his tiles.



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II. GAME RULES

1. **Words are challenged:** A player can challenge the validity of words played on the board.

2. **Ruling:** Judges determine if the words are acceptable based on specified word authorities.

3. **Challenge outcome:**

- **Successful:** If any word is unacceptable, the challenging player wins, and the challenged player must remove their play and return tiles
- **Unsuccessful:** If all words are acceptable, the challenged player gets 5 points per challenged word.

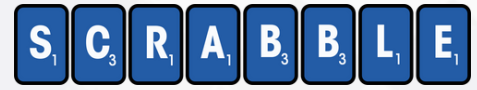
4. **Tile replacement:** If mixed tiles were used for replenishment, the challenger can draw tiles randomly from the challenged player's rack to replace them.

b. The word judges must rule only as to whether the challenge as a whole is successful or unsuccessful, and in cases where more than one word is challenged must not indicate whether any particular word is acceptable.

c. The decision of the judges on the success of challenges is final. Players who doubt the accuracy of the judgment may request a recheck, which will be granted at the discretion of the judges. After the challenge is concluded and scores have been recorded, the challenger's clock is started.



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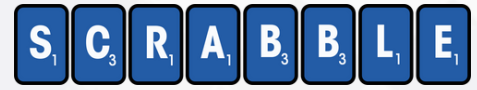
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II. GAME RULES

- O. Overdrawing: It may happen that Player A, on replenishing his rack, draws more tiles from the bag than needed. Suppose the number of excess tiles is N. His opponent player B must select N tiles from the rack (if the tiles are placed on the rack), or from the fresh tiles (if the tiles are not yet placed on the rack) and return to the bag. Both players may view the tiles which are being returned. Player A may stop the clock until the excess tile(s) are returned to the bag.
- P. During the game: Players must not consult any word list, dictionary or any other forms of reference during the game except where specifically permitted by the rules of the tournament.
- Q. Word List: The reference for acceptability of a word is Collins Official Scrabble Words 2019 edition ("CSW19"), published in May 2019.



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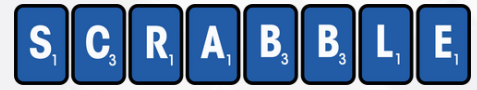
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II. GAME RULES

- R. End of game: A game ends and the clocks should be neutralized when
- One of the players has played all his tiles AND the bag is empty; OR
 - There have been 6 successive turns of zero scores, i.e. 3 moves from each player which are either challenged off, a tile change, or a pass; OR
 - The tournament director has declared an end to the round.
- S. Tile penalty: After the game has ended, the player who has finished all his tiles adds to his score TWICE the total tile value of his opponent's remaining tiles. If both players have tiles left on their racks, each player should deduct from his score the total tile value of his residual tiles.
- T. Checking scores and recounts: During the game and immediately after the game has ended, if the players find that their records of scores do not match, they may neutralize the clocks and resolve the discrepancy. If both players' records match, a recount may be allowed only at the discretion of the Tournament Director.



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II. GAME RULES

- U.** Complete set of tiles: A game result will still be valid even if it is discovered after commencement that the number and distribution of tiles was incorrect. It is the responsibility of the players to ensure that they are playing with a complete set before commencement.
- V.** Emergency Breaks: A player may leave and later return to a game in progress if emergency circumstances warrant and under the supervision of the Tournament Director. The player may leave only after he has ended his turn and activated his opponent's clock without replenishing his rack. He may replenish his rack upon returning.
- W.** These Rules cannot be expected to cover every eventuality and players are expected to exercise common sense and courtesy in observance of these rules. All matters in doubt or dispute shall be referred to the Tournament Director whose decision is FINAL.



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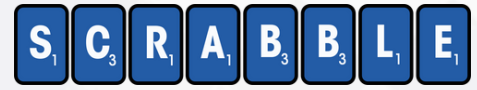
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III. POINT VALUES AND CATEGORIES OF WINNERS

- A. The winners shall be determined through the categories below:
- Champion
 - Second Place
 - Third Place
 - Special Awards
 - Highest-playing word – The highest-scoring word played on a single turn. This is not necessarily a bingo word.
 - Longest word - The longest word played in a single game.
- B. The scoring system would be 0 for a loss, $\frac{1}{2}$ for a draw, and 1 for a win.



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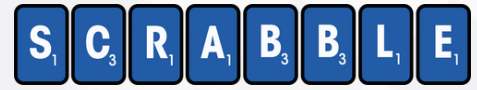
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VI. PENALTIES AND VIOLATIONS

- A. If teams don't have enough players to play at the scheduled time, the team will be given 10 minutes. If after 10 minutes and the team still doesn't have enough players to play, the game will have defaulted. If both teams do not have enough players, both teams will receive a loss on their record.
 - a. Two defaults are equal to one forfeit.
- B. If a player did not show up to their scheduled match, they are considered forfeit.
 - a. Once they have 2 forfeits, they will be disqualified from the tournament.
- C. Having the wrong movement of a piece, displacement of piece/s on the chess board, touch move, exposing the king to an attack, capturing opponent's king, and non-replacement of a piece after pawn promotion would have the following penalties:
 - a. First offense: Addition of two minutes to the opponent's time
 - b. Second offense: Loss of match



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- D. Using two hands in making a move, use of force in pressing the chess clock, and failure to make a move at the start of the game would have the following penalties:
- First offense: Warning
 - Second offense: Addition of two minutes to the opponent's time
 - Third offense: Loss of match

V. INTERRUPTIONS

- A. The following interruptions may happen during the event:
- Notifications from the participants' and the facilitators' devices.
 - Noises from the facilitators that may distract the players.
 - Noises from the participants.

VI. EQUIPMENT RIDER

- 3 Scrabble Boards. The Scrabble Boards must have at least 2 racks, and 100 tiles, which is based on the tile distribution.
- Score Sheet. This is to be used by players to keep track of their moves and scores.
- 1 Room. This is where players will play and compete with their fellow competitors.