



# Scrabble

## RULES GOVERNING THE CONDUCTING OF INDIVIDUAL GAMES (WITHOUT CLOCK)

Players are responsible for counting the tiles (100 pieces) with proper distribution before starting the game. (The letter frequency list is on the score sheet in your kit).

**Toss** :- Each player has to pick a tile from the bag and the player with the tile that comes before the other in the alphabet has to start. The Blank comes before the A. In case of a tie, the toss is repeated. The tiles are then replaced.

**Score** :- The player winning the toss draws seven tiles from the bag. Scoring to be done by both players. However, if both agree then one may keep score.

**Play** :- The sequence for the end of the turn is as follows,

- Place the tiles on the board. Words can be made only vertically down or horizontally right. Inversely read words i.e. starting from bottom to top or right to left are not valid.
- State your score. Once the score is stated, you cannot change the tiles played on the board
- Record the individual and cumulative score.
- Await confirmation from the opponent. (It is at this stage that the opponent must challenge the validity of the words made, if he so desires).
- Draw the required number of new tiles from the bag.

Scores on every move must be confirmed by both players and recorded before drawing new tiles to replace the ones used.

**Challenge:-** If a word is challenged, the referee is to be called and he will determine the validity of the challenged word/s. The referee has a list of accepted words (based in Zyzzyva) which shall be referred to in case of dispute. If the word is valid i.e. in the word list, there is a penalty for the challenger, but if the word is invalid then the player removes the word from the board and loses that particular turn.

There is no restriction on moving or removing tiles on the board before the player announces his score.

If a player uses all the 7 tiles to make a word, he scores an additional 50 bonus points.

In case a player overdraws the tiles, i.e. he finds more than seven tiles on his rack; he/she should immediately alert the other player. The other player is entitled to pick up, without looking at the tiles, such extra tiles (beyond seven) and put back the extra tiles in the bag.

Players can exchange all or any of their tiles but have to miss a turn when doing so. Tiles cannot be exchanged if the number of tiles remaining in the bag is less than seven.

**Time Limit:-** The duration of the game is 50 minutes. Any player aggrieved at the other player using more time for his/her play, can request for Time Rule , which provides for 1 minute per move per player.

The player who finishes the game will get double the score of the tiles left on the opponents rack as bonus points.

In case time runs out and both players have tiles on their racks then the value of the tiles in the rack of each player is doubled and added to the other players score.

In case a player was putting a word on the board and the game time is declared to be over, the word will not be counted. If the player has already put the complete word and was counting score, then the score will be counted.

***Decision of the Arbitrator is final in case of dispute.***