

NASPA Rule Changes Effective June 27, 2012

This document reproduces the major sections of rules with significant changes in the new edition effective June 27, 2012. See also the 2012 Changes entry at the beginning of the index to the rules.

I.D. Distracting Speech or Behavior

Inappropriate speaking, moaning, or other distractive or misleading behavior during a game is unethical. Each player has the right to ask any player to remain silent during a game except when they are quietly counting, announcing or verifying a score, holding or challenging, declaring a blank, or calling the Director. Any conversation that is not necessary for the progression of the game is distracting to your opponent and to neighboring players. Do not hesitate to ask the Director to intervene on your behalf

II.C. Observing Infractions

Notify the relevant players or tournament staff of any rules violations or improprieties you observe in your game or in other games. For example:

1. Suggest that a player request a second opinion if you think a ruling or word adjudication is incorrect.
2. Prompt the Word Judge to check the *Long List* for words of ten or more letters.
3. If you notice a rack with more than seven tiles, existing tiles being mistakenly moved or removed from the board, or a board containing disconnected tiles, inform the players and/or the Director. (See *Rule IV.B.4.c. Racks with More Than Seven Tiles.*)
4. Inform players of stray tiles in their area. See *Rule IV.B.3. Loose Tiles*, and *Rule V.A. Finding Missing Tiles Near the End of the Game.*
5. Inform the players if you notice that the clock is not running during a game in progress.

Except as noted above, DO NOT inform players of other games when you notice mistakes regarding scoring or time clocks (unless the game is over and the tally slip has been signed or initialed by both players). These are the sole responsibility of the players.

II.D. Director's Discretion

If a situation arises that is not explicitly covered in the rules, the Director has the discretion to extract what he or she can from the rule book to correct any irregularity in a fair and reasonable manner. The Director should keep in mind that no player should benefit from an irregularity he or she created, and the goal of any remedy should be to eliminate to the fullest extent possible the impact of the irregularity on the aggrieved player. Such situations may be reported, along with the Director's remedy, to the NASPA Rules Committee for discussion and possible inclusion in a future edition of the Rules.

III.F.4. Poorly Positioned Tiles

A tile not fully placed in one square will be considered to be on whichever square it most covers. If more of the tile is off the board than in any single square, then that tile is considered off the board (i.e., not played). If your opponent makes a correctly oriented play, but any placed tiles are upside down or askew, you (but not your opponent) may stop the clock, position the tile(s) properly and with reasonable quickness in the same squares, and restart the clock. (See also *Rule II.A. Clock Neutralization*.) If a tile is played face down, the opponent's clock may be restarted until s/he places the tile face up in the same square. After three corrections (including those described in *Rule IV.H.1. Verifying the Play Score*) you may notify the Director to receive 1 extra minute of playing time.

IV.B.4.a. Overdraw Procedure

If you draw too many tiles, or become aware at any time that you have more than seven tiles, inform your opponent, stop the clock, and complete the procedure below. If the non-offender is in the process of drawing when the overdraw is discovered, s/he stops further drawing and completes the overdraw procedure. The offender then mixes the bag (see *Rule IV.B.1. How to Draw Tiles*) before the non-offender resumes drawing.

Note: See Glossary, for the meaning of combine.

*Note: In the rare situation where a player draws tiles on his/her own turn (in the normal sequence of events, a player draws tiles on his/her opponent's turn), and causes an overdraw situation that empties the bag, see instead *Rule IV.B.4.b. Overdrawing to Empty the Tile Bag During Your Own Turn*.*

Here is the overdraw procedure, where X = the number of extra tiles.

1. *If you should have drawn a single tile, and have not combined any of the new tiles with your old tiles, your opponent selects only the $(X+1)$ new tiles.*
2. *If you should have drawn two (or more) tiles, and have not combined any of the new tiles with your old tiles, your opponent selects $(X+2)$ of the new tiles.*

3. *If you have combined at least one new tile with your old tiles*, your opponent selects (X+2) tiles from the combined group of all tiles. The offender may combine and place all tiles face down on the table before this selection is made.

In all cases, the opponent exposes the selected tiles face up to common view. Within one minute, s/he returns any X tiles to the bag, and the remaining tiles to you. After 1 minute has elapsed, a decision must be made or opponent's clock will be started.

Note: If the non-offender exposes MORE tiles than specified above, apply the following remedy. Where Player A overdraw by X tiles, and Player B then turned over Y too many tiles, Player A now gets to return Y tiles of his/her choosing to his/her rack and places the remaining (X+2) pool face down. Player B then selects X tiles from the remaining pool to return to the bag. Player B should not know the identity of the selected tiles, to lessen the undue advantage of knowing part or all of Player A's rack.

IV.B.4.b. Overdrawing to Empty the Tile Bag During Your Own Turn

When a player empties the bag while overdrawing on his/her own turn, the following more severe penalty supersedes *Rule IV.B.4.a. Overdraw Procedure*. This is because this action not only gives the offender complete information about the location of all remaining tiles in the game, but also gives him/her the opportunity to act first on that knowledge. Let X = the number of extra tiles drawn.

1. *If the offender has not combined any new tiles with the old tiles:* the non-offender looks at X+2 new tiles; the non-offender selects X tiles to combine with the non-offender's tiles; and the non-offender returns X of these combined tiles to the bag without revealing them to the offender.
2. *If the offender has combined the new tiles with the old tiles:* the non-offender looks at all X+7 of the offender's tiles; the non-offender chooses seven tiles to go on the offender's rack; the non-offender combines the remaining X tiles with the non-offender's own tiles; the non-offender returns X tiles to the bag without revealing them to the offender.

IV.B.4.d. Exchanging from a Rack with More Than Seven Tiles

After announcing an exchange and starting the opponent's clock, if a player is discovered to have had an overdrawn rack, the correction procedure is as follows.

1. *If no new tiles have been drawn:* the overdraw procedure is applied and the player loses his/her turn, i.e., s/he cannot exchange.
2. *If the overdraw is discovered after any new tiles are drawn, but before any tiles have been returned to the bag:* all exchanged, kept, and drawn tiles are combined. Let X = the number of overdrawn and newly drawn tiles. The opponent selects and exposes X+2 of the combined tiles, and returns X of them to the bag.

3. If the overdraw is discovered after any tiles have been returned to the bag: redraw the number of tiles that have been returned to the bag. Combine the originally kept tiles, the replacement tiles, any tiles not yet returned to the bag and the newly drawn tiles. Let X = the number of originally overdrawn and newly drawn tiles. The opponent selects and exposes X+2 of the combined tiles, and returns X of them to the bag.

IV.B.6. End of Game Underdrawing

Near the end of the game, if Player A draws too few tiles, and Player B's subsequent draw leaves too few tiles for Player A to replenish his/her rack, then the correction procedure is as follows.

- a. If the mistake is noticed before Player B completes his/her NEXT play (not the play which empties the bag), the clock is stopped and within one minute Player B gives the appropriate number of tiles to Player A. If, however, none of the prematurely drawn tiles have been combined with any old tiles, then all of the newly drawn tiles should be returned to the bag for Player A to replenish his/her rack first.
- b. If the mistake is noticed after Player B completes his/her NEXT play (not the play which empties the bag), there is no penalty.

IV.F.1. How to Designate the Blank

You MUST clearly circle or print the blank designation on an appropriate slip before hitting your clock. The clock may be stopped to locate a slip if none are available. Use a blank sheet if no standard slips can be found. Place the completed slip midway between the players.

If both blanks are played in one turn, and the blank slip does not specifically designate different areas for recording the first and second blanks, then the leftmost or topmost designation shall be considered the first played blank.

IV.H.1. Verifying the Play Score

If you request your opponent's previous play and/or play score on your time, s/he must comply. If you do not agree with an announced play score, stop the clock to resolve the discrepancy. If you desire, you may also voice an objection before your turn has ended. After three corrections (including those described in Rule III.F.4. Poorly Positioned Tiles), you may notify the Director to receive 1 extra minute of playing time.

IV.J.1. Software Self-Lookup Procedure

- a. The challenger writes the challenged word(s) on a slip of paper. *Note:* Words may be added or removed from the challenge list at any time before the computer has adjudicated the play.
- b. Both players verify the challenged word(s) are written as played. If the challenged word(s) are NOT written, the opponent may require it.

V.F.3. Overtime Exceeding 10 Minutes

If the Director has not already terminated the game according to *Rule V.E. Director-Shortened Games*, a game will automatically be terminated once either player reaches 10 minutes of overtime.

The player who reaches 10 minutes of overtime will automatically lose the game and will have 100 points deducted from his/her score. If his/her opponent has also gone overtime, the usual overtime penalty will apply.

If the player who has gone 10 minutes overtime still has a greater score than that of the opponent, the opponent's score is adjusted upward so that a one-point margin of victory will be awarded.

Any tiles remaining on the players' racks are to be disregarded. No recount of the game is permitted.