

DRAFT Changes to the 2013 Edition of the Rules Manual

Major Changes:

Chapter I:

I.A. Cheating and Collusion

Added to the first paragraph:

Any discussion that takes place after the game has ended about whether to recount is not collusion.

Chapter III

III.A.2. Tiles

Reworded:

Tile sets must contain 100 tiles with the traditional distribution and point values that have been utilized since the game's inception.

III.A.3. Clocks

In the first paragraph:

Do not use a clock which cannot readily indicate minutes of overtime.

Added before the preferences order:

...are preferred in this order, but if all else is equal, a clock that can recall the last times displayed when turned off and back on is preferred to clocks that do not have this capability:

Changes to clock preferences order:

d. digital clocks that begin at zero and count up;

e. analog clocks that do not show exact minutes and seconds;

f. Zarf app on an iPad;

g. Zarf app on an iPhone;

h. clocks which the Director deems to be excessively loud;

i. clocks known to not activate when pressed or for being difficult to stop or neutralize.

Also added:

Refer to the Tech Committee website for updates at www. (insert tech committee address)

Added at the bottom a new paragraph that reads:

If a player has been granted additional time for medical reasons, his/her opponent must be notified of this prior to the start of each game, either verbally or in writing. Failure to do so results in forfeiture of the additional time. Ideally, the clock should be set to reflect this time.

III.A.8 Choice of Equipment

Inserted as third sentence:

The player going second also gets to choose where to position the clock, unless his/her choice would result in two tile bags being placed in the same area.

III.D. Who Plays First?

This sentence was added at the end of point 3:

Both players must be present and aware that tiles are being drawn for this determination.

III.E. Who Draws Tiles First?

Paragraph was rewritten:

The player determined to go first should draw tiles first. However, if the player who was determined to go second mistakenly draws tiles first, and the first player does not catch this until s/he has also drawn tiles, then the determined-to-go-first player still plays first. However, once the first player starts his/her opponent's clock, s/he is considered to have passed his/her turn and will be charged with the first.

III.G.5. Disconnected Tiles or Words, point a

Paragraph was rewritten:

If the opponent has not yet played AND started the offender's clock, the offender will lose his/her turn, and any tiles drawn by the offender will be handled via the overdraw procedure. (See Rule...) The illegally played tiles should be counted as tiles in possession but not mixed with newly drawn tiles for the purposes of the overdraw procedure. After the overdraw procedure is complete, the illegally played tiles will be returned to the offender's rack.

Chapter IV

IV.B.2. Improperly Returning Tiles to the Bag

Part of the paragraph was rewritten:

... where X = the number of tiles returned: The clock is stopped, and your opponent draws X tiles from the bag plus two from your rack; if there are not

enough tiles on your rack, an additional one or two will also be taken from the bag. Face up to common view, your opponent has one minute to replenish your rack to seven tiles, and to return the remaining tiles to the bag.

IV.B.3. Loose Tiles

The second paragraph was rewritten and a third was added:

If a loose tile (or tiles) is discovered on or near the table, both players are responsible for checking the board to make sure that it (and/or any other tiles) was not dislodged from or moved on the board. If so, these tiles should be put back into place. If both players agree that it did not come from the board, the tile will be returned to the bag. (If the bag is empty.....p.24.)

If it is determined later in the game that the tile had in fact come from the board, it will not be replaced. In a recount, however, the original score is counted as if the tile were still in place, only for those plays that were made when the tiles was in place

IV.B.4. Overdraws

Section has been changed and rewritten.

IV.B.4.a. Racks with More Than Seven Tiles

Keep text as it was written in IV.B.4.c.

IV.B.4.b. Overdraw Procedure

Keep text as it was written in IV.B.4.a.

Second note was rewritten:

Note: Near the end of the game, refer to Rule IV.B.4.c.3 Late Game Overdrawing, p.12

Subsequent paragraph rewritten:

In all cases, the opponent exposes the selected tiles face up to common view. If, after 15 seconds, a decision has not been made, opponent's clock should be started. There is no time limit to make a decision. Once a decision is made, s/he neutralizes the clock, returns the appropriate tiles to his/her opponent, and returns the remaining tiles to the bag. Play resumes with the player on turn's clock being restarted.

IV.B.4.c. Unusual Overdraw Situations

Renumbered.

IV.B.4.c.1. Overdrawing While Applying Overdraw Procedure

Renumbered into a new level of heading; paragraph rewritten:

If the non-offender exposes more tiles than specified in Rule IV.B.4.b Overdraw Procedure, P. 12, apply the following remedy: Where Player A overdrew by X tiles, and Player B then turned over Y too many tiles, Player A now returns Y tiles of his/her choosing to his/her rack and places the remaining X+2 tiles face down. Player B then selects X tiles, unseen, and replenishes Player A's rack. The remaining, unseen tiles are returned to the bag.

IV.B.4.c.2. Exchanging from a Rack with More Than Seven Tiles

Renumbered into a new level of heading.

IV.B.4.c.3. Late Game Overdrawing

Renumbered into a new level of heading; paragraph rewritten:

In any instance where a player's erroneous drawing brings about the situation where s/he gets full knowledge of what is in the bag when it is his/her turn to play, the following penalty supersedes Rule IV.B.4.b. Overdraw Procedure, P.12. Let X=the number of extra tiles drawn.

IV.E.1 Passing

Paragraph rewritten:

You may pass your turn at any time during the game, scoring zero. To pass, announce that you are passing and start your opponent's clock. Note: If you start your opponent's clock in error, without having either properly completed your turn or citing a valid reason described in these rules, AND if your opponent has not subsequently exposed any tiles to you, then your turn will not have ended and your clock may be restarted. If this happens, your opponent will be awarded 1 extra minute of playing time. The granting of this time can be done by the director or (to save time in case of no contest) by the opponent.

IV.E.2.b. Improper Tile Exchanges, point 4

Points C and add D rewritten as follows:

C. If you have put at least one new tile onto your rack, but no original tiles into the bag, your opponent exposes all tiles set aside to be traded plus all tiles from your rack. Your opponent then chooses 7 tiles to return to your rack, with the remainder being returned to the bag.

D. If you have put at least one of your original tiles into the bag, and have put at least one new tile onto your rack, your opponent then exposes all tiles in the bag, any remaining tiles set aside to be traded, plus all tiles from your rack. Your opponent then chooses 7 tiles to return to your rack, with the remainder being returned to the bag.

IV.F.1. How to Designate the Blank, point c

Second line replaced with:

Verbally declaring one letter and writing another is considered suspicious and possibly unethical behavior. The written declaration, however, prevails.

IV.G.2.b.

ELIMINATE entire section, and replaced with IV.G.2.b. Tracking Out of Order

IV.I.1. When to Hold or Challenge

Paragraph rewritten as follows:

When your opponent's turn ends, you may hold or challenge a play until your opponent has drawn at least one tile. The two exceptions to this are when your opponent quick draws (see Rule IV.G.2.c. Not Allowing Sufficient time for Holds or Challenges, p. 19) and if your opponent fails to start your clock (see IV.G.2.a. Failing to Start and Opponent's Clock on p. 19). Recording a score does not affect your right to hold or challenge.

It is strongly recommended that you take possession of the bag when you put your opponent on hold, and offer it back to your opponent to signify acceptance of the play.

Once the tile bag is empty and there are no tiles to be drawn, but before the game has ended, there is NO time limit for holding or challenging a play. There are separate rules concerning the final play of the game. (See V.E. Neutralizing the Clock on the Out Play on page 26.)

IV.I.2 Holding the Play

First paragraph rewritten:

To reserve the right to challenge a play, call "hold" or otherwise notify your opponent not to draw tiles; it is suggested that you take possession of the bag until the hold is released. A play may not be held simply as a ploy to delay an opponent from drawing. End a hold by saying "OK" or "I accept" or by offering the bag to your opponent.

Second line of the Courtesy Rule rewritten:

Change second line of courtesy rule to read: However, your opponent may draw replacement tiles after 15 seconds, but must keep them separate (NOT on the same rack) from any unplayed tiles for the duration of the hold.

Last two lines of the Courtesy Rule rewritten:

...examine the original unplayed tiles and all newly drawn tiles. The illegally played tiles should be counted as tiles in possession but not mixed with newly drawn tiles for the purposes of the overdraw procedure. After the overdraw procedure is complete, the illegally played tiles will be returned to the offender's rack.

IV.I.3. Challenging the Play

Paragraph replaced:

You may challenge any word(s) formed on a play by declaring that you are challenging AND neutralizing the clock. At this point, the challenge is binding and may not be rescinded. Beginning any part of the adjudication procedure in IV.J.1 or IV.K.2, with or without neutralizing the clock, is also indicative of a binding challenge. Note: the responsibility for neutralizing the clock is with the challenger. Challenging before your opponent's turn has ended is void and improper. The penalty for the loser of the challenge is zero score and loss of turn. You may withdraw a challenge if you misunderstand the designation of the blank, but only if the blank was not clearly designated in writing at the time of the challenge. (See Rule IV.F.1. How to Designate the Blank, p. 17, item e.) Note: Either player may concede a challenge without a formal lookup.

IV.M. Leaving the Playing Area at the Director's Request

Paragraph replaced with:

When a qualified director or rules committee member is asked for assistance on a ruling while playing their game, and it is his/her turn, the clock should be neutralized and both players should put their tiles facedown. If it is the opponent's turn, the clock should be neutralized at the end of his play and any remaining tiles be placed facedown. No replacement tiles may be drawn until the play is acknowledged and accepted.

Chapter V

V: Ending the Game

Entire section renumbered

V.A. Final Play

Paragraph replaced with:

The game ends when one player has successfully played all of his/her tiles, and the bag is empty. (See rule V.E. Neutralizing the Clock on the Out Play, p.26.)

V.B. Six-Zero Rule

Paragraph replaced with:

The game may also end by either player neutralizing the clock after a sixth consecutive zero-scoring play from passes, exchanges, challenges, or illegal plays. (See Rule III.G.5. Disconnected Tiles or Words, p. 10.)

If a scoring play is eventually made, however, the game will continue.

V.D. Forced Overtime

Paragraph replaced with:

If one player has unplayable tiles, it is unethical for the other player to play blatant phoneyes or to pass in place solely to force overtime penalty points. The Director should be called to erase any overtime penalty resulting from this practice.

V.E. Neutralizing the Clock on the Out Play

Second line changed to read:

The game is over if your opponent reveals his/her tiles, declares their point value, agrees on a final score, or does any other action that concedes the game to be over unless one or more tiles are discovered IN the tile bag. (See V.C. Finding Missing Tiles Near the End of the Game, p. 25, item 3).

V.G.3. Overtime Exceeding 10 Minutes

New note added to the end:

NOTE: This rule is not to be used as a strategical tool. If the Director deems that a player has abused this rule, at any point in a tournament, to ensure limiting point spread, any prize money will be forfeited to the next spot.

V.I. Recounting the Game

Added to the 1st paragraph:

Recounts must be initiated within one minute of the players agreeing upon the score of the game after the final play, and also before the tally slip is signed.

V.K. Forfeits and Byes

Point 2 rewritten:

2. If you must leave a game in progress, and the game cannot be postponed to a time convenient to all, you receive a rated loss for that game. (See Rule I.B. Resigning, p. 1.) If you are ahead when you leave, your opponent's score is increased so that it is 50 points greater than yours. If you are behind, 50 points is deducted from your score. The game has begun – and is therefore considered a rated game – when the first player has drawn at least one tile and the second player is alerted to this action.

Minor Changes:

Chapter III

III.A.4. Racks and Boards

Added: *have any protuberances on any edge*

III.F. Starting Play

Renumbered

III.G. Positioning Tiles

Renumbered

III.G.5. point d

Last line removed

Chapter IV

IV.B.5. Drawing Out of Order

Added note: *Note: Players are not to deliberately draw tiles out of order.*

IV.J.1. Software Self-Lookup Procedure

Note at the end changed to read: *Recording the cumulative score and/or play before drawing...*

Chapter V:

V.C. Finding Missing Tiles Near the End of the Game

Renumbered.

V.F. Director-Shortened Games

Last line changed: *Each player's score is then reduced by the total value of his/her unplayed tiles.*

V.G. Adjusting the Score

Renumbered.

V.G.3. Overtime Exceeding 10 Minutes

1st and 2nd paragraph: change "reaches" to "exceeds"

3rd paragraph: change “has gone” to “has exceeded”

V.H. Winning the Game

Renumbered.

V.I. Recounting the Game

3rd paragraph: Remove last line ... Additionally...

V.J. Recording the Game

Renumbered.

Chapter VI

VI.B. Challenges

List renumbered:

1. *The clock may always be started as soon as your opponent has reracked all his tiles.*
2. *Upon a successful...*
3. *Upon an unsuccessful...*