

NOTTINGHAM MALAYSIAN SOCIETY UNIVERSITY OF NOTTINGHAM



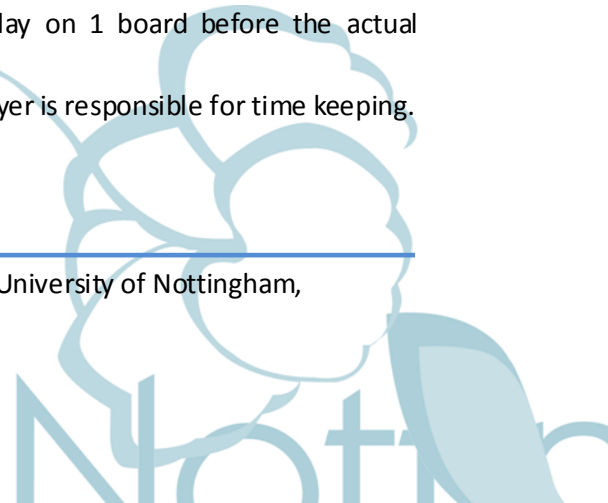
SCRABBLE

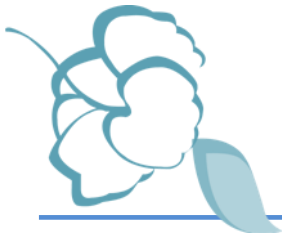
General Rules

1. **STANDARD RULES** of Scrabble created by Matel are applied in this tournament.
2. SOWPODS (OSW and OSPD) would be appointed **DICTIONARY**. Both the dictionary and the software will be used as reference to validate words.
3. You may **CHALLENGE** any word constructed by your opponent using a challenge slip. If the word is not valid, your opponent loses a turn and withdraws his/her tiles. A challenge can only be made **ONCE** each turn
4. **SWAPPING TILES** will cost you a turn and can only be done on your turn itself. You will only be allowed to draw once the unwanted tiles are placed down. The unwanted are then placed into the bag.
5. Players can **PASS** a turn if they wish to. However, **THREE** continuous passes from the same player will end the game. The point value of the **UNUSED TILES** will be deducted from your score and player with the highest score will be the winner.
6. Player is allowed to **quit** the game if they wish to.
7. It is the player's responsibility to record down his/her own score. Players are **ADVISED** to liaise with each other about the recorded score.
8. Apart from the appointed dictionary, **ANY other FORM OF DICTIONARY** (phones etc) is prohibited.
9. **ALL RULES ARE SUBJECT TO CHANGE BY organizers WHEN APPROPRIATE.**

Rules which apply ONLY in the QUALIFYING ROUND

1. There will be a **QUALIFYING ROUND** where **4 PLAYERS** play on 1 board before the actual tournament starts.
2. There is only **1 MINUTE** allowance for each turn. The next player is responsible for time keeping.
3. This round would only last for **30 MINS.**





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Rules which apply ONLY in ROUND ROBIN

1. The tournament is based on **1 VERSUS 1 ROUND ROBIN** format.
2. The winner of the tournament will be one with the highest number of points. A WIN scores you with 1 point, a DRAW 0.5 and a LOSS 0.
3. Each player has a maximum of **15 MINUTES** each per game. Every minute after is a -10 point penalty. If both players reach the 18 minute mark, the game is ended
4. If a player **quits** in the middle of the game, the game will then end there without any points being deducted or added. If however your opponent does not show up, your auto-score will be 400 and the opponent's 350.

