



Scrabble for Literacy Tournament Rules 2018



**JUDGES will default to their copy of NSA Rules when an issue is not specifically denoted below.
Judges will use the Official Scrabble Dictionary 5th Version.**

PLAY:

- The first player is determined by each opponent choosing a tile and the tile closest to A in alpha order is 1st. Blank tiles supercede “A”
- Game play is 20 minutes total play time. Opponents have a 2 minute maximum per play turn. The 20 minute clock stops only for a challenge.
- The first player combines two or more his or her letters to form a word and places it on the board to read either across or down with one letter on the center square. Diagonal words are not allowed.
- Complete your turn by counting and announcing your score for that turn. Then draw as many new letters as you played; always keep seven letters on your rack, as long as there are enough tiles left in the bag.
- Play passes to the left. The second player, and then each in turn, adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board, to form at least one complete word. Adjacent letters must also form complete words, crossword fashion, with all letters. The player gets full credit for all words formed or modified on his or her turn.
- New words may be formed by:
 - Adding one or more letters to a word or letters already on the board.
 - Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
 - Placing a complete word parallel to a word already played so that adjacent letters also form complete words.
- No tile may be shifted or replaced after it has been played and scored. **A letter stands when the player has stopped touching it.**
- Blanks: The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.
- You may use a turn to exchange all, some, or none of the letters. To do this, place your discarded letter(s) facedown. Draw number of letters from the pool, then mix your discarded letter(s) into the pool. This ends your turn.
- Players may not choose replacement tiles before their score is announced and duly recorded.
- Once an opponent begins choosing replacement tiles the play is over and may not be challenged.
- Any play may be challenged before the next player starts a turn. If the play challenged is unacceptable, the challenged player put back his or her tiles and loses that turn. If the play challenged is acceptable, the challenger loses his or her next turn. Consent dictionary for challenges only. All words made in one play are challenged simultaneously. If any word is unacceptable, the entire play is unacceptable. Only one turn is lost on any challenge.

Note: Once a player has announced his or her score, the opponent may “Hold!” or challenge. After the player has drawn one tile from the pool, the opponent may not challenge or hold anymore. To avoid what we call “speedy-draw syndrome a player must take a few seconds to record the total score before drawing replacement tiles.

- The game ends when time runs out. Running the clock is an acceptable game strategy. **TURN scores in to Judges Table each round!**
- **At the end of time each team tallies their remaining tiles on the rack and deducts these points from their total score UNLESS a team has NO tiles on their rack. In this case, the team with remaining tiles deducts their tracked tile total from their total score and the team without racked tiles ADDS the remaining tile points from the opposing team to own total score.**



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SCORING

1. Use the score sheets provided to keep a tally of each player's score, entering it after each turn. The score value of each letter is located by a number at the bottom of the tile. The score value of a blank is zero.
2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional obtained from placing letters on Premium Squares.
3. Premium Letter Squares: a light blue square doubles the score of a letter placed on it; a dark blue square triples the letter.
4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square: it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling word score. If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count). NOTE: the center square is a pink square, which doubles the score for the first word.
5. Letter and word premiums count only on the turn in which they are played. On later turns, letters already played on premium squares count at face value.
6. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled, even though the blank itself is a zero score value.
7. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value) for each word.
8. BINGO! If you play seven tiles on a turn, it's a Bingo. You score a premium of 50 points after totaling your score for the play.
9. Unplayed Letters: When the game ends, each player's score is reduced by the sum of his or her unplayed letters. **In addition, if a player has used all of his or her letters, the sum of the other players' unplayed letters is added to that player's score.**

PLAYOFFS:

- Round 1 and 2 will be totaled by team word scores. A second total will be generated with the point spread for each Round.
- Round 3 will match leading total team word scores as follows: Lead position will play middle position and descending order will follow for 2nd Lead etc.
- Play-offs: totals will be updated both for team word scores and point spreads.
- Leading four teams will play according to highest team word score 1st plays 3rd, 2nd plays 4th and subsequent highest scores for the playoff game only play for 1st and 2nd and 3rd and 4th place. In the case of a tie for 1st, 2nd, 3rd, and 4th rank going into playoffs highest point spread totals will be the determining factor.