

INTER SCHOOLS UNDER 15



CHAMPIONSHIP

Organized by : LYCEUM INTERNATIONAL SCHOOL - NUGEGODA

TOURNAMENT RULES

1. REGISTRATION

All team members must be present for registration. Players must be under 15 years of age as on 31st December of the year of the championship.

2. DRAW

The captain must be present for the draw. Each team will play four games. The first game shall be on the draw and balance three games based on round wins per **Rule (5)** and corresponding margin. Player order as per the entry form must be followed in all games.

3. STARTING THE GAME

Games will be conducted in pairs of the two playing teams. The two players will take a tile each to decide who will start. Letter "A" or letter closest to "A" will start first. The **blank** tile has precedence over "A" and shall start first. Return the toss tiles and draw seven new tiles to play.

4. TIME – DURATION AND END GAME

One hour will be allowed to complete each game.

- a) If a player **completes** the game within the one hour, the **total value** of the balance tiles on the opponent's rack should be **doubled** and **added** to the score of the player who has completed the game. The totals thereafter will be the final scores.
- b) If a game is **not** completed **within** the one hour, the following shall apply :- Both players should have played an equal number of moves. If a word has been played, and there are still tiles in the bag, that player must refill the rack. After the equal number of moves both players must **deduct** the **actual** total value of the balance tiles on their racks from their scores. The totals thereafter will be the final scores.
- c) The result sheet must be completed and handed over to the front desk **together** with the 5 (b) score sheets after each game quickly, by the team with the round win as per 5 below.

5. POINTS

- a. Player Wins - Winners of each game will receive 2 **Player** points.
- b. Round Wins - Five players will form the team of each school. When three or more players of a team win, their team will receive **1 Round** point.
(Result sheet to be filled by this team only)
- c. Bye - One Round win plus 10 player points and 5 points **margin**.
- d. Walk-over - One Round win plus 10 player points and 100 points **margin**.

6 . CHALLENGES

Challenges can be made only **after** the score has been announced by a player. A word can be played, then changed or altered by a player before the score is announced. Challenges **cannot** be made after the score has been confirmed by both players and recorded in their score sheets.

Word/s challenged must be checked at the computers placed in the hall, by both players, and thereafter take action as follows:

- a. IF **ACCEPTED** that player's **score** for that move is **added** by 5 extra points **per word** challenged in the move.
- b. When **NOT accepted** the word/s must be removed from the board, **no scores recorded**, and the player misses that turn. That player's score will remain the same. Additional points **are not** given to the challenger.

Call for assistance if required.

7 . EXCHANGING TILES

Players may **change tiles** during a game as long as there are at least seven tiles in the bag. In this case the score for the player will be zero/nil, and shall mark "CH" on the score sheet. The correct ways of changing tiles are check if there are seven or more tiles in the bag; announce change; say how many tiles are being changed and place those tiles face down on the table:

draw the new tiles and place them on the table face down to check that the correct number of tiles have been changed; return the unwanted tiles into the tile bag. Place the new tiles on your rack.

Tiles **cannot** be changed when the tile bag has (6) six tiles or less.

Call for assistance if required.

8 . PASSING

A player may pass the turn (or miss the turn) instead of playing or changing tiles. Then "pass" is entered on the score sheet. Should both players pass **three times in succession**, the game ends. Scores at that time will be the final scores.

9 . EQUIPMENT

Players must have the required scrabble board, tiles, racks and pens. Score sheets will be provided.

Tile bags must be linen. Tin, plastic, paper bags etc. will not be allowed.

Mobile phones are not allowed in the playing area.

10. WORD RULES/DICTIONARY

Players cannot carry any dictionaries or reference papers into the playing area. The official dictionary will be Collins Official Scrabble Words Major New Edition 2011, and all such words are included in the computers kept in the tournament hall (ZYZZYVA PROGRAMME)

11. ETIQUETTE

Players should be mindful of the general rules of etiquette by **not** causing inconvenience to other players by way of behaviour, noise etc. Officials will have the authority to request any participant disrupting the proceedings to leave the playing area. Any player found disrupting in any manner will cause his/her team liable for disqualification.

WHEN PLAYERS HAVE COMPLETED THEIR GAMES, THEY MUST LEAVE THE PLAYING AREA.

Food should **not** be brought into the **playing area**.

Teachers in Charge, coaches, parents and visitors will not be permitted in the **playing area during games**.

12. DECISIONS

The Adjudicator's decision is final in all matters pertaining to the games. The organizers will not enter into any correspondence with regard to the competition.

Note - 1. You are requested to read the Game Rules attached.

2. Kindly seek assistance or clarification if required from an official.

3. ALL PLAYERS ARE HONOUR BOUND NOT TO CHEAT.

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GAME RULES

1 . STANDARD RULES

The standard Scrabble Rules as hitherto followed shall be applied in the tournament with special emphasis on some rules indicated here below and in the Tournament Rules attached. Words or letters placed on the board may be altered / changed by a player (but with minimum readjustment) **before** the score is announced.

2 . CHECKING TILES

Players should check their tiles to ensure that there are 100 tiles in the proper order. Before and after a game they should arrange the tiles in the 10 x 10 grid on the board and if any tiles are missing they should take appropriate action and also inform an official.

3 . DRAWING TILES

The correct way of drawing tiles from the bag is to **hold the bag at eye / shoulder level in front of you** and take out promptly one tile at a time, placing them face down in front of the rack to verify that you have the correct number of tiles, and then place the tiles on your rack. This correct way must be followed at the start and also during play when you have to replenish tiles.

Do not look into the bag and do not take tiles half way and put back into the bag. You are honour bound not to cheat.

4 . EXTRA TILES DRAWN

The correct way of drawing tiles is as per Rule 3 above. If and when a player notices that extra tiles have been drawn, the following action should be taken:

- a) Inform the opponent
- b) If the extras are **on the table** and **none has been placed** on the rack, the opponent shall select extras, from those tiles only, turn the extra tiles face up and return extras to the bag.
- c) If the extras are noticed **on the rack**, the opponent shall **select** extras **from all tiles**, turn the extra tiles face up to show the player, and return the extras to the bag.

5 . RECORDING SCORE

Official score sheets will be provided. Each player will record the score and cumulative total after each move. Your score must be confirmed by your opponent and recorded by you before drawing new tiles.

After each of your opponent's moves, you must enter the agreed score and the cumulative total in the opponent's column of the score sheet before making your move. Players should agree on the scores after each move, to avoid errors at the end of the game.

6 . TIME

Only one hour is allowed per game for both players, who must make use of their turn as quickly as possible without much delay. Call an official for assistance if there is too much delay by a player.

7 . COMPLETION OF A GAME

As per 4 of Tournament Rules

- a) If a player **completes** the game **within** the one hour, the total value of the balance tiles on the opponent's rack should be **doubled** and **added** to the score of the player who has completed the game. The totals thereafter will be the final scores.

- b) If a game is **not** completed **within** the one hour, the following shall apply: both players should play an equal number of moves. If a word has been played and there are still tiles in the bag, that player must refill the rack. After the equal number of moves both players must deduct the **actual** total value of the balance tiles on their racks from their scores. The totals thereafter will be the final scores.
- c) The result sheet must be completed and handed over to the front desk **together** with the (5) score sheets after each game quickly only by the team with the round win as per 5 (b) of the tournament rules.

8 . COMPLETED SCORE SHEETS AND RESULTS SHEETS

These documents should be **checked carefully** by the **captain** before they are handed over to the desk/ officials. Once they are handed over such scores will be taken as final. Please see Rule 7 (c).

9 . FORMAT & SCHEDULE

Please see details attached.

NOTE -

1. You are requested to read the Tournament Rules attached.
2. Kindly seek assistance or clarification if required from an official.
3. ALL PLAYERS ARE HONOUR BOUND NOT TO CHEAT.