

ASTAR INTERNATIONAL SCRABBLE CHALLENGE (ASCI) 2022

Tournament Rules and Regulations

All participants of the ASTAR INTERNATIONAL SCRABBLE CHALLENGE (ASCI) 2022 must agree to abide by the **Tournament Rules and Regulations ASCI 2022**.

1. Game Format

- 1.1 Rules: WESPA Rules Version 4.0
- 1.2 Lexicon: CSW 21 (Collins Scrabble Dictionary Edition 2021)
- 1.3 Players per round: 2
- 1.4 Total rounds for each category:
 - (a) Open Category: 14
 - (b) Under-18: 13
 - (c) Under 15: 13
 - (d) Under 12: 13
- 1.5 The maximum time for each round is 30 minutes. Each player is allocated 15 minutes. 10 points will be deducted for each extra minute, the game will end one 1 minute after the time allocated for the participant is up.
- 1.6 Pairing system:
 - (a) Participants will be assigned an opponent by Woogles.
 - (b) Participants, after the pairing is released and when cued by the ASTAR Scrabble Challenge International 2022 Committee ("**the Committee**"), shall match with their assigned opponent on Woogles (<https://woogles.io/>).
 - (c) King of the Hill tournament style is adopted, during which all players will be paired with opponents with a similar number of game points (established once one round has been played).
 - (d) There will be a 300-point spread cap per game.
 - (e) In the event 2 players end a round with the same number of game points and cumulative spread, their rankings will be determined by Woogles based on the final ranking of their opponents from the games of that round. The player whose past opponents have the higher final ranking will be awarded with a higher position.

2. Before the game

- 2.1 Participants shall log in to their accounts on Woogles 10 minutes before the stipulated commencement time of the game and remain logged on throughout the competition.
- 2.2 Participants will be assigned into different OBS Ninja Break-Out rooms. Participants shall enter the OBS Ninja Break-Out room 10 minutes before the stipulated commencement time of the game, failure to do so will deem the participant absent and may result in automatic disqualification from that round.

2.3 Participants will also be assigned a link to Zoom. Participants shall enter the Zoom room once they receive the link from the Committee and stay in the room until the end of the day. This is to facilitate any sudden enquiries throughout the competition.

3. During the game

3.1 Participants shall stay in the OBS Ninja Break-Out room until the end of the game, failure to do so will result in forfeiture of that round.

3.2 Participants shall keep the camera and audio on in the Break-Out room on laptop in accordance with instructions of the Committee throughout the game and must respond to the Invigilator immediately upon his/her request.

3.3 Participants may disable the camera and audio in the Zoom room during the game.

3.4 Participants are not allowed to leave their seats for any reasons during the game.

3.5 Participants are not allowed to have any sort of aid during the competition.

3.6 No other electronic gadgets, dictionary and/or any other persons are allowed to be in the same room as the participant, except for participants of the Under-12 category, who are allowed to have one guardian next to them throughout the game.

3.7 Participants may leave the OBS Ninja Break-Out room and Zoom room during the buffer time between each round of game. However, Section 2 of the **Tournament Rules and Regulations ASCI 2022** must be strictly complied with.

3.8 **Failure to adhere to any of the rules and regulations provided in Section 3 will result in forfeiture of that round of game.**

4. Scrabble Rules

4.1 Woogles will decide which player goes first.

4.2 Points collected by each player will be counted automatically by the system.

4.3 Timer will automatically start counting during your turn.

4.4 Once participants have made their **play**, they are required to click "PLAY", which will stop their timer and start the opponent's timer.

4.5 Participants will not be able to pause their timer during the games.

4.6 After their plays have been made, the computer will fill the participants' rack with a random drawing of tiles.

4.7 Participants may **exchange** tiles by clicking the button "EXCHANGE". Participants can decide the number of tiles to be exchanged. Exchanging tiles counts as a play, this will start the timer of their opponents.

4.8 In the event participants do not want to make a play or exchange tiles, they may choose to **pass** by clicking the button "PASS" and give up that turn, this will start the timer of their opponents.

- 4.9 Participants may **challenge** a play made by their opponents by clicking the button “CHALLENGE”. Woogles will automatically check the validity of the word.
- (a) For each category of players, if the word is invalid (Challenge successful), it will automatically be taken out from the board and the player who put down the invalid word will automatically lose a turn;
 - (b) If the word is valid (Challenge unsuccessful),
 - i. For categories Under-12, Under-15 and Under-18, no penalty will be given to the challenger; and
 - ii. For the Open Category, if the word is valid, the opponent will be awarded 5 points.
- 4.10 Participants are prohibited from **resigning** once the game started except in accordance with the instruction of the Committee.
- 4.11 The game will only end in the following events –
- (a) One of the participants has no tiles remaining and there are no tiles to be drawn from the bag;
 - (b) At the instruction of the Organizer; or
 - (c) 6 consecutive 0 scores (due to passes or exchanges).



“BUILDING TILES, BRIDGING WORLDS”