

NASPA Rules Quick Reference

- **CODE OF CONDUCT:** All persons present at NASPA clubs and tournaments are beholden to the NASPA Code of Conduct, which commits us to cooperation, respect for others and fair play.
- **SCOREKEEPING:** You must keep a running score for both yourself and your opponent. After making your play, announce your score, press your clock button, write down the score of the play and add that to the previous total—this way you always have the current total score. Then you may draw new tiles. Verifying the score aloud several times during the game is advised, but only on your turn.
- **DRAWING/EXCHANGING TILES:** Lift the bag above eye level, looking away from it. Place your drawn tiles facedown on the table or on your rack. Do not put your hand back in the bag until your hand is empty. Be careful not to overdraw, but if you do, call the Director for proper procedure.

If you wish, you can pass or exchange any tiles on your turn, but you will receive 0 points for that turn. You can only exchange if there are 7 or more tiles in the bag. If exchanging, place the unwanted tiles facedown. Announce that you are "Exchanging 4" (or however many tiles you are exchanging). Then press your clock button, draw your new tiles and place them facedown separated from the unwanted tiles. Return the unwanted tiles to the bag and place the new tiles on your rack.

- **HOLDING/CHALLENGING:** After your opponent has completed his/her turn and pressed the clock, if you want to think about whether to challenge, say "Hold". Make sure it is loud enough for your opponent to hear. While you have put your opponent on hold, your clock will continue running, but your opponent may not draw new tiles. If you decide to challenge, stop the clock and say "Challenge". If you decide not to challenge, say "I Accept" and your opponent may draw new tiles. After being on hold for 15 seconds, your opponent may draw new tiles but cannot place them on the rack, and you still have the option to challenge or accept the play.

When a challenge has been issued, write the word(s) on a challenge slip and both players will go to the computer for adjudication. Ask a Director if you require assistance with the computer. If the play is ACCEPTABLE, the challenger loses his turn. If the play is NOT ACCEPTABLE, the challenged player removes the invalid play and loses her turn.

- **PLAYING A BLANK:** A blank can represent any letter, but is worth 0 points. When you play a blank, declare it by writing the letter down on the blank slip. It remains that letter for the whole game.
- **OVERTIME:** At the end of the game, a player whose clock time has reached -0:01 will be subject to an overtime penalty of 10 points and will lose 10 more points for every additional minute. For example, a time of -3:01 will result in a deduction of 40 points, and a time of -4:43 will result in a deduction of 50 points. If your clock reaches -10:00, the game ends and you automatically lose.
- **SIX CONSECUTIVE ZERO TURNS:** If between the two players, there are 6 consecutive turns scoring 0 points, the game ends and the points of the leftover tiles on each player's rack are subtracted from their scores. This can result from any combination of passes, exchanges or successful challenges.
- **TALKING/PHONES:** If you wish to have a conversation after the game, please exit the playing room, or if you stay in the playing room, whisper softly. Keep your voices low when you are finished playing if other games are still being played. During the game, your opponent will be trying to concentrate, so it is better to stay silent. Do not make comments about your plays. Saying the word out loud or making comments about it may influence your opponent's decision to challenge or not challenge or affect other strategies during the game. Be sure to turn your phone off and put it away.
- **QUESTIONS/CONCERNS:** Never hesitate to stop your clock and call "Director!" to ask for clarification of a rule. Directors are always willing to explain things. Your opponents will expect you to play exactly within the rules and you should expect the same of them. Alert the Director of any irregularities. The complete NASPA Rules and Code of Conduct are available at scrabbleplayers.org.

Be a good sport and have fun!