

SUMMARY OF RULES CHANGES

Effective 16 June 2011

(more significant changes are in bold type)

Here is a summary of changes to the NASPA Rules, which will take effect on June 16th, 2011. More significant changes are shown in **bold type**. The full text of the new rules document will be posted on the website on June 1st.

- Rule I.A. (Cheating and Collusion):
This rule is now a combination of old rules I.A. (Cheating) and I.E. (Collusion). **All references to gambling and “rotisserie” arrangements have been removed from the rules.**
- Rule II.A. (Clock Neutralization):
Improved the wording and added that **tiles may not be tracked, the blank may not be designated, and tiles may not be touched or adjusted while the clock is neutralized.**
- Rule II.C.2. (Observing Infractions):
This rule now mentions observation of disconnected tiles by third parties.
- Rule II.C. (Observing Infractions):
The last paragraph was reworded to indicate that observers may not point out mistakes regarding scoring or time clocks until the tally sheet has been signed.
- Rule III.A.2. (Tiles):
We noted that tiles which give visual clues are less preferred.
- Rule III.A.4. (Racks/Boards):
We specified that boards whose premium square colors are not the traditional red/pink/blue are less preferred.
- Rule III.A.7. (Other Objects):
The wording was slightly changed and we mentioned specifically that calculators may not be used.
- Rule III.C. (Arriving Late):
We specified **the procedure to follow if both players are late for a game.**

- Rules III.F.3. (Misoriented Tiles), III.F.4. (Poorly Positioned Tiles), and III.F.5. (Disconnected Tiles or Words):
We slightly adjusted the wording of III.F.3., and we added III.F.4. and III.F.5. to specify **how to handle sloppily placed or disconnected tiles. Tiles are considered to be in whatever square they most cover, or to be off the board if more of the tile is off the board than in any square. The player whose turn follows a play in which tiles are not completely placed in their squares may neutralize the clock to place them in the squares they most cover. If a tile is flipped, that player may restart the opponent's clock until the tile is properly faced. If tiles are disconnected, the play is illegal and MUST be removed with loss of turn. Subsequent plays to any disconnected tiles still on the board are also illegal and must be removed (along with the disconnected tiles they were played to). Such subsequent plays also incur loss of turn. Further details are in Rule III.F.5.**
- Rule IV.B.1. (How to Draw Tiles):
The wording now requires the drawer to place the bag opening above eye level, and not to hold the bag directly between the drawer and his/her opponent.
- Rule IV.B.4.a. (Overdraw Procedure):
We clarified that overdraw tiles placed anywhere on one's rack are considered to be "combined" with one's old tiles.
- Rule IV.C.2. (Counting Tiles):
The wording now instructs the tile counter to place the bag opening above eye level, to not hold the bag directly between the counter and his/her opponent, and to not hold his/her own tiles in either hand while counting.
- Rule IV.C.2. (Counting Tiles):
We clarified wording to indicate that the player whose clock is running may request the bag even if the other player is drawing tiles.
- Rule IV.D. (Board Etiquette):
We specified that you should not touch the board or any tiles on the board when your opponent's clock is running.
- Rule IV.D.(Board Etiquette):
We added a reference to IV.C.1. (Keeping tiles on the rack).
- Rule IV.E.1. (Passing):
The wording was slightly changed from "If you mistakenly start your opponent's clock..." to "If you start your opponent's clock in error..."
- Rule IV.E.2.a.(4). (Tile Exchange Procedure):
We removed the unnecessary phrase "to verify the count" after the phrase "placing them face down on the table."

- Rule IV.F.1. (How to Designate the Blank):
We added that the director may modify the blank designation procedure as s/he sees fit to accommodate blind players.
- Rule IV.F.1. (How to Designate the Blank):
We defined the proper way to designate two blanks played on the same turn.
- Rule IV.G.1.b. (How to Complete a Turn):
Wording was changed slightly to prohibit adjusting tile placement after starting opponent's clock.
- Rule IV.G.1.e. (How to Complete a Turn):
We clarified the wording to indicate when one's turn ends during an "out" play.
- Rule IV.H.3. (Willfully Fostering Incorrect Scores):
We added that it is considered cheating to allow a disconnected play to stand.
- Rule IV.I.1 (When to Hold or Challenge) and Rule V.D. (Neutralizing the Clock on the Out Play):
We specified that revealing your tiles or their point value after the last play of the game is considered acceptance of the play and disallows the player from thereafter holding or challenging that play.
- Rule IV.I.2. (Holding the Play):
The wording was slightly changed from "If you wish to consider challenging a play, call 'hold'..." to "To reserve the right to challenge a play, call 'hold'..."
- Rule IV.I.3. (Challenging the Play):
We added that either player may concede a challenge without a formal lookup.
- Rule IV.J.1.1. (Software Self-Lookup Procedure):
We added that if a challenge is successful the written blank designation must be erased or crossed out, and we clarified that, after a challenge, it is not considered a delay of game if a player records his/ her cumulative score.
- Rule IV.K.2. (The Manual Lookup Procedure):
A minor wording change was made to the note at the end of this section. The words "before the Director has adjudicated the play" were changed to "before the play has been adjudicated."
- Rule V.C.2. (Final Play):
Minor wording change to cover plays scoring six consecutive plays of zero points involving disconnected tiles.
- Rule V.D. (Neutralizing the Clock on the Out Play):
We added that tiles should not be touched until tally slips have been signed.

- Rule V.H. (Recounting the Game):
We added that the Director must give a one minute warning before terminating a recount, and that the Director may terminate any recount deemed frivolous (or where the players do not have the means to verify each turn quickly and without dispute).
- Rule V.I. (Recording the Game):
We specifically defined “tally slips” and “scorecards.” **We added that it is the responsibility of the winner (or the player going first if the game is a tie) to submit the tally slip or scorecards.**
- Appendix I.B. (Subsequent Plays):
Wording was changed slightly and we specified that “disconnected” plays must be removed from the board.

Jan Dixon
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