

# SUMMARY OF RULES CHANGES SINCE THE FEB '09 RULES REWRITE

(more significant changes are in bold type)

## **02/02/10:**

Rule I.F. (Inappropriate Conduct While Viewing Games): **We noted that authorized annotators may observe games.**

Rule III.A.6. (Papers): **Tracking lists may not be constructed to also act as memory aids.**

Rule III.B. (Confirming the Number of Tiles) and Rule V.F.1. (Unplayed Tiles): Moved the requirement to leave tiles on the board between games from V.F.1. to III.B. (a more logical position).

Rule IV.E.2.b.(4) (Improper Tile Exchanges): The text of the rule covering an attempted exchange with fewer than 7 tiles in the bag has been rewritten for better clarity.

Rule IV.F. (Playing the Blank): **The blank designation rule was significantly revamped/simplified. The key features are that the written designation is mandatory and spoken designation is equivalent to NO DESIGNATION.** Some details: The clock may only be neutralized if a written designation is unclear. If no written designation is provided, opp's clock should be restarted (not neutralized). A challenge involving a blank may be withdrawn if there is no clearly written blank designation. Director may start opp's clock in such a situation to request a written designation (after which ANY word involving the blank may be challenged, or the challenge may be withdrawn).

Rule IV.J.1.a. (Software Self-Lookup Procedure) and Rule IV.K.2. (The Manual Lookup Procedure): We noted that **at any time before the adjudication has been completed, the challenger may add or remove words** from the list of words being challenged.

Rule IV.J.1.1. (Software Self-Lookup Procedure): We added the requirements that, **after an adjudication, the clock may not be restarted until both players are seated and (in the event of an unsuccessful challenge) the drawer has seen the face of at least one replenishment tile.**

Rule IV.J.1.m. (Software Self-Lookup Procedure): We changed the wording slightly to make clearer that either player may request a re-adjudication.

Rule IV.K.5. (Compensating Erroneous Adjudications): We changed the first phrase slightly to "If you lose a turn because a manual adjudication was erroneous..." to clarify that the rule is not applicable to self-lookups.

Rule IV.L. (Leaving the Playing Area During a Game): **A penalty very similar to the overdraw procedure was added for those situations where a player draws tiles while his/her opponent is away from the board.**

Rule V.A.4. (Finding Missing Tiles Near the End of the Game): We changed the wording to **no longer allow an end of game challenge to be rescinded if a tile is found in the bag.**

Rule V.D. (Neutralizing the Clock on the Out Play): We slightly clarified the wording regarding touching the board and clock before tally sheets have been signed.

Rule V.D. (Neutralizing the Clock on the Out Play): We added a statement that it is a player's responsibility to check that the bag is empty before making an "automatic" challenge of the final play of the game.

Rule V.I. (Recording the Game): We clarified that only reporting errors (as opposed to math errors or time penalty omissions) may be changed after tally sheets have been signed.

Rule V.J.3. (Forfeits and Byes): **We empowered the Director to penalize players who forfeit games in an attempt to secure prizes, and we added wording referring to what, if any, penalties may be assessed for forfeiting an annotated game.**

### **07/01/09:**

Rule III.B. (Confirming the Number of Tiles): A cross-reference to Rule IV.C.3. (Tiles from an Adjacent Game) has been added.

Rule IV.H.1. (Verifying the Play Score): Referring to objections to wrongly announced scores, part of the last sentence was changed from "after three such objections" to "after three such valid objections".

Rule IV.H.3. (Willfully Fostering Incorrect Scores): The phrase "It is unethical" has been changed to "It is considered cheating" (to willfully announce/verify incorrect scores).

Rule V.D. (Neutralizing the Clock on the Out Play): **The old rule stated that the clock should not be touched until tally sheets are signed. The revised rule states that neither the clock nor the tiles should be touched.**

Rule IV.F.2.b. (On All Plays Thereafter): The phrase "becomes binding" was replaced with the phrase "cannot be changed" for slightly improved clarity.

Rule IV.B.5. (Drawing Out of Order): The phrase "50 spread points" was replaced by the phrase "50 tournament spread points" for slightly improved clarity.

Rule IV.B.1.(How to Draw Tiles): The wording was changed to clarify that total tile mixing time for an entire draw is 10 seconds and to clarify that one may draw tiles individually rather than all at once. The word “directly” was also dropped to avoid any misconception that a drawn tile may not be transferred to the other hand before being placed on one’s rack.

Rule V.C.2. (Final Play): **The exception at the beginning of the game to the “six-scores-of-zero-and-the-game-is-over” rule was removed. The game can now end with no tiles on the board.**

Rules I. (Conduct), I.A. (Cheating), and I.C. (Abusive or Disruptive Behavior): **References are made to the NASPA Code of Conduct, effective 7/1/09, which governs conduct at NASPA tournaments.**

**2/09/09:**

Rule III.A.2. (Tiles): **Braille tiles are now specifically allowed for blind players.** The wording of what tiles are preferred has been changed slightly (but not substantively changed).