



**MALAYSIAN SCRABBLE  
ASSOCIATION**

# Tournament Rules

Recommended reading for beginners.  
Optimised for mobile screens.

# THE BOARD

TRIPLE WORD SCORE			DOUBLE LETTER SCORE				TRIPLE WORD SCORE				DOUBLE LETTER SCORE			TRIPLE WORD SCORE
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## Letter Distribution

**A**<sub>9</sub>, **B**<sub>2</sub>, **C**<sub>2</sub>, **D**<sub>4</sub>, **E**<sub>12</sub>, **F**<sub>2</sub>, **G**<sub>3</sub>, **H**<sub>2</sub>, **I**<sub>9</sub>,  
**J**<sub>1</sub>, **K**<sub>1</sub>, **L**<sub>4</sub>, **M**<sub>2</sub>, **N**<sub>6</sub>, **O**<sub>8</sub>, **P**<sub>2</sub>, **Q**<sub>1</sub>, **R**<sub>6</sub>,  
**S**<sub>4</sub>, **T**<sub>6</sub>, **U**<sub>4</sub>, **V**<sub>2</sub>, **W**<sub>2</sub>, **X**<sub>1</sub>, **Y**<sub>2</sub>, **Z**<sub>1</sub>, Blanks 2

## Tile Value

0 points Blanks

1 points **A**, **E**, **I**, **L**, **N**, **O**, **R**, **S**, **T**, **U**

2 points **D**, **G**

3 points **B**, **C**, **M**, **P**

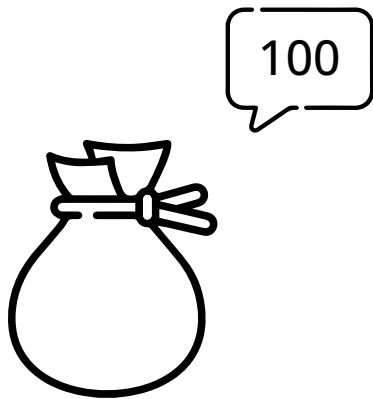
4 points **F**, **H**, **V**, **W**, **Y**

5 points **K**

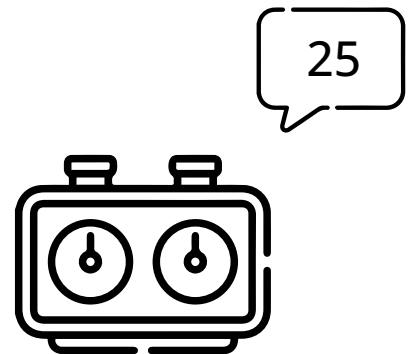
8 points **J**, **X**

10 points **Q**, **Z**

## BEFORE STARTING



Both players must check  
there are 100 tiles.



The timer is reset to  
25 minutes per player.

The starting player is  
announced with pairings  
for every match.

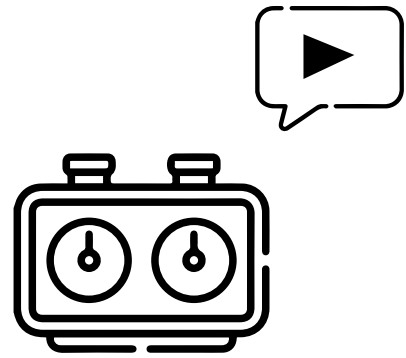
If you are late to the game, the tournament director  
will start your timer.

If you arrive with less than 15 minutes remaining, you  
may choose to play or forfeit  
(Your opponent wins with 50 point spread).

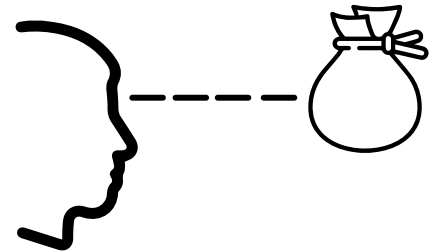
If you arrive after your 25 minutes expires,  
you must forfeit the game.

# DRAWING

In the first turn, start your opponent's timer when they draw the first tile from the bag.



When drawing tiles, the bag must be at eye level.



Show an open hand before entering bag. Do not look inside bag.

Each player must have 7 tiles before playing moves, until the bag is empty.

If a player drew too many tiles, refer to the Overdrawing section below.

# PLAYING MOVES

Play each move in this order:

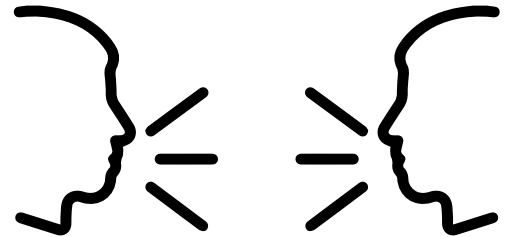
- 1) Place tiles on board
- 2) Announce your score
- 3) If a blank was used, declare it on the results slip
- 4) Press the timer
- 5) Record your score and cumulative score
- 6) Draw replacement tiles

You may change your move as long as you have not pressed the timer, and have not placed your hand inside the tile bag. Otherwise, your turn is over.

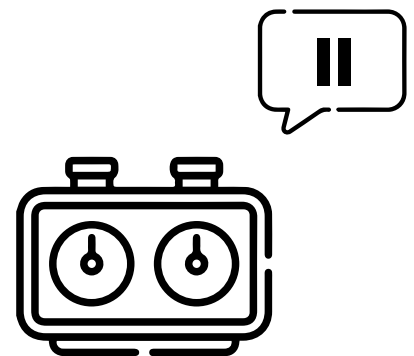
# SCORING

Both players must be in agreement of the total score.

Therefore, it is highly recommended that each player tracks their own score as well as the opponent's.



Should there be a disagreement on the score, the player in the current turn may pause the clock while both players recount and reach an agreement.



If there are further disagreements, either player may flag the tournament director for assistance.

# CHALLENGING

Once a player has pressed the timer, the opponent has the option to say "hold" while leaving the timer running.

Doing this gives your opponent time to decide to challenge, up to 30 seconds. They may also say "challenge" directly.

How to challenge:

- Pause the timer and clearly say "challenge"
- Hide your tiles
- Both players walk to challenge computer
- Challenger types in all words to be challenged
- Player checks that they are correctly typed
- Press button to check words

5-point challenge rules:

If the word is valid, the player of the move gains an additional 5 points. If the word is not valid, the player of the move takes back the played tiles and forfeits a turn.

Free challenge rules:

If the word is valid, the game continues. If the word is not valid, the player of the move takes back the played tiles and forfeits a turn.

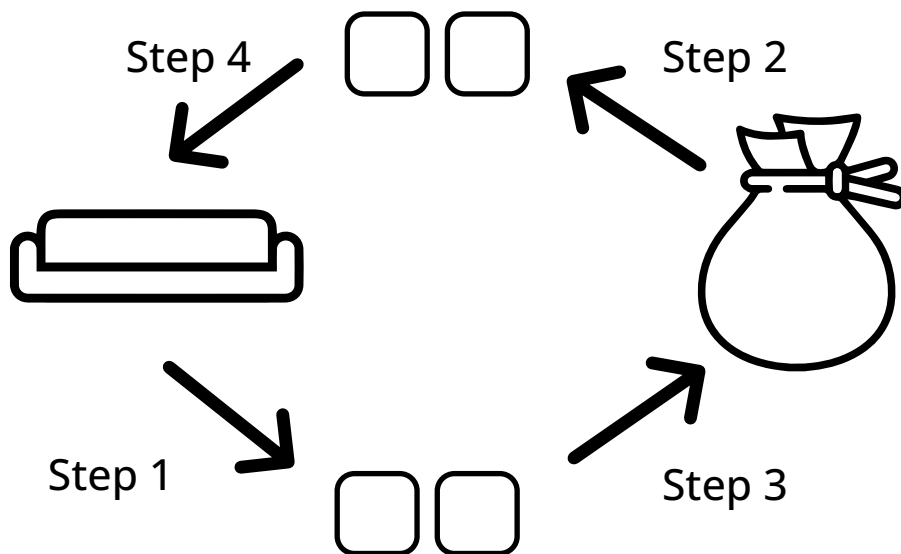
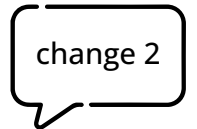
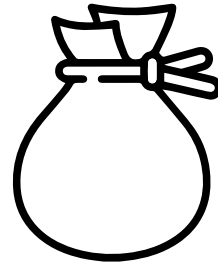
# EXCHANGING TILES

Before exchanging tiles, check there are at least seven tiles in the bag.

Announce "change" and the number of tiles (up to 7).

Place these tiles face-down on the table, then start your opponent's timer.

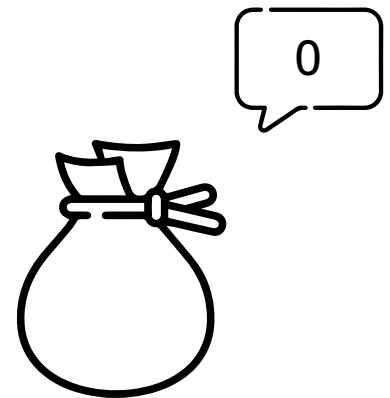
Draw replacement tiles, then return discarded tiles to the bag.



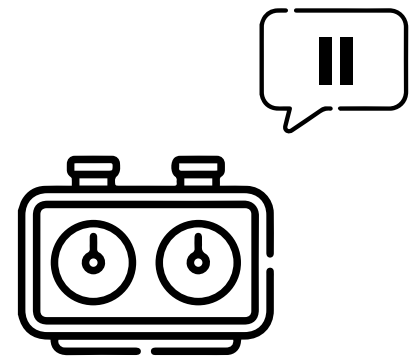


# ENDING THE GAME

The game ends when a player plays all their tiles with no tiles left in the bag.



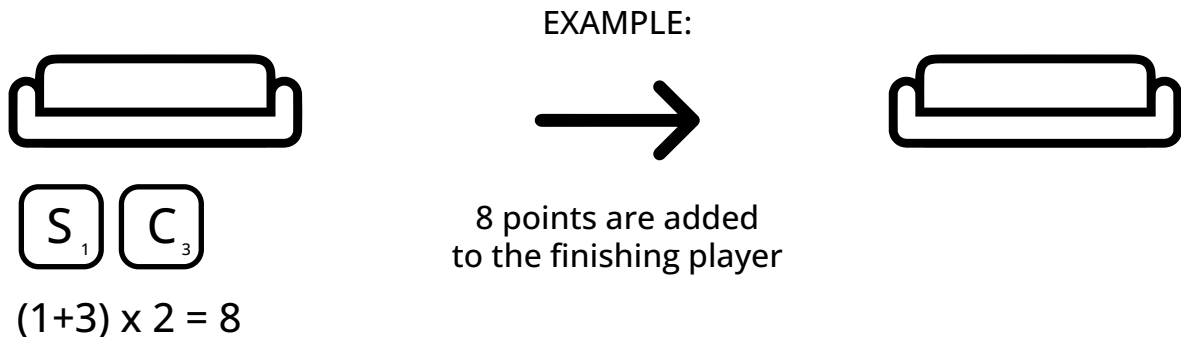
The game also ends when there are six successive scores of zero resulting from passes, exchanges, and challenges.



When you play your final move, pause the timer.

Scoring:

- The player with the final move announces score
- The opponent reveals remaining tiles. The tile values of these tiles are added up, multiplied by 2, then added to the player's score.



- If either or both players go overtime, 10 points are subtracted from their own respective final scores for every minute of overtime.

# OVERDRAWING

(a) if NONE of the newly drawn tiles have touched the overdrawing player's rack then:

- (i) the overdrawing player places ONLY the newly drawn tiles face down on the table and shuffles them randomly;
- (ii) if the overdrawing player has 6 tiles on the rack, then the opponent turns all the newly drawn tiles face up, and proceeds to step (iv);
- (iii) if the overdrawing player has 5 or fewer tiles on the rack, then the opponent turns face up  $X+2$  of the newly drawn tiles, where  $X$  is the number of OVERDRAWN tiles;
- (iv) from the face-up tiles, the opponent chooses  $X$  tiles and returns them to the bag;
- (v) all remaining tiles are returned to the overdrawing player, leaving that player with the correct number of newly drawn tiles to add to his or her rack.

(b) if AT LEAST ONE newly drawn tile has touched the overdrawing player's rack then:

- (i) the overdrawing player must place the newly drawn tiles AND all his or her other tiles face down on the table and intermix them;
- (ii) where  $X$  is the number of overdrawn tiles, the opponent turns face up  $X+2$  tiles;
- (iii) from the face-up tiles, the opponent chooses  $X$  tiles and returns them to the bag;
- (iv) the remaining tiles are returned to the overdrawing player, leaving that player with a total of seven tiles to place on his or her rack.

Examples of overdrawn tiles:

Player has 4 tiles on the rack, and drew 4 tiles. Then  $X=(4+4-7)=1$

Player has 6 tiles on the rack, and drew 3 tiles. Then  $X=(6+3-7)=2$

# MISC RULES

When the game ends, write down the results in the provided results slip. Both players sign it.

These actions may only be done in your turn:

- Rotating the board
- Adjusting tiles on the board
- Verifying the score
- Talking to the opponent

If you need to leave the room during a game, inform the tournament director first, unless it is an emergency (then your opponent needs to inform the director).

The timer can only be paused when:

- A player says "challenge"
- Either player wishes to resolve a score discrepancy
- A player wants to count tiles, but opponent is slow in drawing tiles
- Enforcing the overdraw rule
- Calling the tournament director to resolve an issue

You are advised against drawing replacement tiles before:

- You record your score
- Your opponent had the chance to say "hold" or challenge"

For full rules, refer to the  
WESPA Game Rules document:  
[wespa.org/wesparulesv4.pdf](http://wespa.org/wesparulesv4.pdf)