

NASPA Official Tournament Rules - Summary of Changes

SECTION	RULE	LOC	NATURE of UPDATE	NOTES
Conduct	I.A. Cheating and Collusion	Intro, 2.1	simplified, more positive framing	Moved, condensed - Fair Play and Conduct
	I.B. Resigning	2.1	Sub-bullet	Under Fair Play
	I.C. Abusive or Disruptive Behavior	2.2	Simplified, positive language	Respectful Behaviour
	I.D. Distracting Speech or Behavior			
	I.E. Inappropriate Conduct while Viewing Games	2.3	Positive framing, simplified	Watching Other Games
	I.F. Suspicious Behavior	2.4	Simplified guidance	More direct language
	I.G. Simultaneous Games	1.3	Cheeky entry 😊	Tournament Games and Lexicons
General Principles	II.A. Clock Neutralization	2.7	Simplified/Clarified	Stopping the Clock
	II.B. Observing Infractions	2.8	Simplified/Expanded	Reporting Irregularities Added Streaming note
	II.C. Protocol	1.1	Moved / Positive	Using the Rules
	II.D. Director's Discretion	1.2	Moved, Simplified	General Principles and Guidelines
	II.E. Right to a Second Opinion			
	II.F. Minor Infractions	5.1	Moved / Simplified	Special Situations Added note on fostering incorrect scores
III. Beginning the Game: III.A. Equipment	III.A.1. References	1.3	Moved, Generalized	Tourn.Games and Lex
	III.A.2. Tiles	3.3	Minor reorg / Clarified	Firmer language, under Game Setup and Equip.
	III.A.3. Clocks	3.5	Reorg / Updated	Modernized
	III.A.4. Racks and Boards	3.6, 3.2	Reorg / Simplified	Firmer language
	III.A.5. Tile Bags	3.4	Reorg / Clarified	Firmer language
	III.A.6. Papers	3.7	Simplified	Bulleted list
	III.A.7. Other Objects	3.8	Simplified / Clarified	Added headphones, streaming equipment

	III.A.8. Choice of Equipment	3.9	Simplified / Clarified	Clearer direction
III. Beginning the Game cont'd	III.B. Confirming the Number of Tiles	3.10	Minor updates (other than format)	Added best practice of squaring tiles (3.11 adds Blank Slip)
	III.C Arriving Late	2.6	Moved, Clarified	Fair Play and Conduct
	II.D. Who Plays First?	4.1	Clarified	Under Gameplay Essentials
	III.E. Who Draws Tiles First?	4.3	Simplified	Renamed: Starting Play
	III.F. Starting Play	4.2	Updated	Renamed: Shuffling Tiles, 10sec limit added
III.G. Positioning Tiles	III.G.1. Missing the Center Square	4.7	Expanded	Renamed: Placing Tiles
	III.G.2. Establishing Orientation	4.7	Simplified / Collapsed under subheadings in 4.7 (not numbered)	Didn't feel necessary to number (or letter) these simple sections
	III.G.3. Misoriented Tiles			
	III.G.4. Poorly Positioned Tiles			
	III.G.5. Illegal Plays	4.8	Simplified / Clarified	Added 'playing from overdrawn rack'; 20s to 15s for consistency; Moved 6-zero bullet out
	III.G.6. Irregularity Following a Successful Challenge	6.3	Moved / Simplified	Moved under Challenges
IV. Playing the Game	IV.A. Basic Rules	Appendix D	New	Includes Tile Distribution / Values
IV.B. Tile Drawing	V.B.1. How to Draw Tiles	4.15	Reorg/Clarified	Moved shuffling out, Added Counting
	IV.B.2. Erroneously Returning Tiles to the Bag	5.5	Moved / Clarified / Simplified / Reorg	Defining "Drawn Tile" in Counting and Drawing Tiles; Changed variable x to r, Spilled Tiles While Drawing
	IV.B.3. Loose Tiles	5.4	Moved / Clarified / Consolidate	Special Situations - Loose or Spilled Tiles
	IV.B.4. Played Tiles Gone Missing		Omitted	Edge case - Leave to Director Discretion

IV.B.5. Overdraws	IV.B.5.a. Racks with More than Seven Tiles	5.2 5.2(c)	Expanded, Clarified	Overdraw Definition added / Playing from an Overdrawn Rack added
	IV.B.5.b. Overdraw Procedure	5.2(a)	Simplified	Standard definition for x
V.B.5.c. Unusual Overdraw Situations	IV.B.5.c.1. Overdrawing While Applying Overdraw Procedure	5.2(d) 0	Clarified	Reworded to "Revealing too many"
	IV.B.5.c.2. Exchanging from a Rack with More Than Seven Tiles	4.11(b)	Moved / Simplified	Standard Definition for x
IV. Playing the Game	IV.B.6. Drawing Out of Order	5.6	Simplified	New subheading >7 case
	IV.B.7. End of Game Underdrawing	5.3	Clarified / Simplified	Added Underdraws section incl. Playing from Underdrawn Rack
	IV.B.8. Overdrawing Tiles when Fewer than Seven in the Bag	5.2(b)	Moved / Simplified	Under Overdraws Removed x+1 case, would also like to remove 'combined' distinction
	IV.B.9. Exposing Tiles when Fewer than Seven in the Bag	5.4	Moved / Simplified	Under Loose / Spilled Tiles (no more 'exposed') / Would love to harmonize and simplify with Overdraw procedures
IV.C. Managing Tiles	IV.C.1. Keeping Tiles on the Rack	4.14	Moved / Clarified	Handling Tiles
	IV.C.2. Counting Tiles	4.15	Simplified	Removed requirement to hold bag above eye level
	IV.C.3. Tiles from an Adjacent Game	5.4	Moved / Simplified / Clarified	Under Loose / Spilled Tiles
	IV.C.4. Tile Bag Access	4.15	Moved / Simplified	Under Counting and Drawing Tiles
	IV.D. Board Etiquette	4.13	Simplified	
IV.E. Passing and Exchanging	IV.E.1. Passing	4.12	Simplified	Moved accidental clock hit to Completing a Turn
IV.E.2. Exchanging	IV.E.2.a. Tile Exchange Procedure	4.11	Simplified / Clarified	Exchanging

	IV.E.2.b. Improper Tile Exchanges	4.11	Renamed / Simplified / Clarified	Additional Guidelines
IV.F. Playing the Blank	V.F.1. How to Designate the Blank	4.10	Clarified / Expanded	Removed edge cases
	IV.F.2. Leftover Designations	3.11	Omitted	Blank/Challenge slip section added in Game Setup and Equipment
	IV.F.3. Disputes	4.10	Moved / Consolidated	Incorporated in Playing the Blank
IV.G. Completing a Turn	IV.G.1. How to Complete a Turn	4.6	Moved / Clarified	Firmer language
IV.G.2. End of Turn Irregularities	IV.G.2.a. Failing to Start Opponent's Clock	4.6	Simplified / Standardized	Under Completing a Turn; 20s changed to 15s for consistency
	IV.G.2.b. Tracking Out of Order	4.16	Moved / Generalized	Under Tracking
	IV.G.2.c. Not Allowing Sufficient Time for Holds or Challenges	4.6 6.1	Moved / Consolidated	Encoded in Completing a Turn; Fast-Bagging defined under Holding
	IV.G.2.d. Failing to Announce Score	2.7 4.6	Consolidated	Encoded in Stopping the Clock and Completing a Turn
IV.H. Scoring Issues	IV.H.1. Verifying the Play Score	2.7 5.1	Consolidated	Encoded in Stopping the Clock and Minor Infractions
	IV.H.2. Verifying Cumulative Scores	2.7 4.6	Consolidated	Encoded in Stopping the Clock and Completing a Turn
	IV.H.3. Willfully Fostering Incorrect Scores	5.1	Moved	Added as Note under Minor Infractions
IV.I. Holding and Challenging	V.I.1. When to Hold or Challenge	6.1 4.6	Consolidated	Under Holding and Completing a Turn
	IV.I.2. Holding the Play	6.1	Clarified / Simplified	Removed unenforceable elements
	IV.I.3. Challenging the Play	6.2	Modernized	Includes NWL and CSW
IV.J. Adjudicating Challenges by Computer	IV.J.1. Software Self-Lookup Procedure	6.2	Modernized	First point moved to Reporting Irregularities
	IV.J.2. Improper Self-Lookups	6.2	Simplified language	

IV.K. Adjudicating Challenges Manually	IV.K.1. Who May Utilize Manual Lookups		Omitted	Obsolete
	IV.K.2. Manual Lookup Procedure			
	IV.K.3. Appropriate Word Judge Behavior			
	IV.K.4. Requesting a Second Opinion			
	IV.K.5. Compensating Erroneous Adjudications			
IV. Playing the Game	IV.L. Leaving the Playing Area during a Game	4.4	Moved / Clarified / Simplified	Changed x to n, Renamed: Leaving the Table
	IV.M. Leaving the Playing Area at the Director's Request			
V. Ending the Game	V.A. Final Play	7.1	Expanded	Renamed: When the Game Ends
	V.B. Six-Zero Rule	7.2	Expanded / Clarified	
	V.C. Finding Missing Tiles near the End of the Game	5.4	Moved / Clarified / Simplified	Loose Tiles when the Bag is Empty; Tiles in the Bag at the End of The Game
	V.D. Forced Overtime	7.3	Omitted	Legal moves (pass, phony etc.) must remain legal regardless of opp's clock (each player's own responsibility) / Director Discretion preserved
	V.E. Neutralizing the Clock on the Out Play	7.3	Simplified / Clarified / Consolidated	Renamed: Ending the Game with Final Tiles
	V.F. Director-Shortened Games	7.4	Simplified	Firmer language: "will" vs "should"
V.G. Adjusting the Score	V.G.1. Unplayed Tiles	7.5	Clarified	Stated difference from box rules
	V.G.2. Overtime	7.6	Clarified / Expanded	Examples provided
	V.G.3. Overtime Exceeding 10 Minutes	7.6	Consolidated	Included in Overtime Penalties; Also noted in When the Game Ends
V.H. Winning the Game	V.I. Recounting the Game	7.7	Simplified / Clarified	Generalized Director intervention
	V.J. Recording the Game	7.8	Simplified / Clarified	

	V.K. Forfeits and Byes	7.9	Simplified / Clarified	
VI. Play Using the International Lexicon	VI.A. Word Reference	1.3	Generalized / Consolidated	Tournament Games and Lexicons Challenges
	VI.B. Challenges	6.2		
Appendix	Basic Rules of Play		Replaced	Appendix D - Basic Rules
Glossary			Not looked at	Not sure it's needed – but if yes, needs updating
Index			Simplified	Appendix A - Quick Reference Index
			New	Appendix B - Overdraw Flowchart
			New	Appendix C - Director Tips