

## 1. Arriving Late

If a player is late for a round with an announced starting time, the Director may start his/her clock no earlier than 5 minutes after the start of the round. After 25 minutes (or when a digital clock reads -0:01), the game is over and is forfeited. If the missing player arrives before then, the director or the opponent may stop the clock. Otherwise, the arriving player stops it. If the late player does not opt to forfeit, s/he is allowed to become situated, count/bag the tiles, and draw for first (if necessary) before the game is begun with whatever time remains.

For games without an announced starting time, players should generally be allowed 10 minute breaks between games. However, the Director, with proper notification, may limit any break to 5 minutes to maintain an overall schedule.

*Changes from Rule 1.F and Guideline 19:*

*Director may start clock at 5 minutes (not 3)*

*Anyone can stop the clock when the player arrives, not the director.*

*The director can maintain overall schedule for games without an announced starting time.*

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## 2. Returning from Challenges

Players return to their table with the appropriate player losing his/her turn. If the player losing the challenge had already drawn tiles, those are shown to the opponent and returned to the bag. All remaining tiles are reracked, including tiles challenged off the board. If the play is unacceptable, the clock is then restarted. If the play is acceptable, the clock is restarted after the player sees his/her first replenishment tile. Exception: If the challenge winner delays the process of reracking and replenishing, the clock may be restarted immediately.

*New rule*

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## 3. Changing Tally Slip Results

Once a tally sheet has been signed and submitted, the only adjustment that can be made to the scores is when the slip does not reflect what had been agreed upon by the players as the final score. This can be substantiated by the players' score sheets and/or score cards. Any recount must be done and any discrepancy resolved before the results are submitted.

Directors must use their discretion for extenuating circumstances, e.g. unethical behavior discovered and proven or acknowledged by wrongdoer after the fact.

*New rule*

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## 4. Forfeits

A player who forfeits a game before it has begun will be considered to have gone first for that game, second for the next forfeited game, first for the third, etc. The opponents of such games, and all players who receive byes, are assigned neither firsts nor seconds for those unplayed games.

*Clarification of Guideline 19; New rule*

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## 5. Passing

You may pass your turn at any time during the game, scoring zero. To pass, announce that you are passing and start your opponent's clock.

*Simplification of Passing Rule (Rule 2.I)*

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## 6. Tile Exchange Procedure

You may use your turn to trade one or more tiles for new tiles, providing the bag contains seven or more tiles. The exchange constitutes your turn and scores zero. The procedure:

1. You must announce the number of tiles you are exchanging.
2. Place those tiles face down on the table. Exception: If changing all seven tiles, you may leave them on your rack while drawing new tiles.
3. Start your opponent's clock.
4. Draw new tiles from the bag, either placing them face down on the table to verify the count or directly onto your rack.
5. Place the old tiles into the bag and mix.
6. Put any face down tiles onto your rack.

*Cleanup of Rule 2.G (Item 6, newly drawn changed to face down)*

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## 7. How To Complete A Turn

1. After your opponent's last play, record the cumulative score. (May be waived if bag is empty.)
2. Position your tiles on the board. You may remove or reposition tiles before hitting your clock.
3. If playing a blank, designate it appropriately.
4. Declare the score.
5. Start your opponent's clock, ending your turn.
6. Record your cumulative score. (May be waived if bag is empty.) You may NOT prerecord this score.
7. Record your play, if desired.
8. Draw tiles to replenish your rack.
9. Track tiles, if desired.

*Changes from Rule 2.K (Designate the blank appropriately and (new) record your play, if desired)*

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## 8. Fast-bagging

Fast-bagging is the act of drawing tiles before your opponent has time to observe your play. Your opponent should be allowed 5 seconds to consider challenging. The Director should be petitioned to determine whether to allow the challenge.

*Guideline 26 changed from 2-3 seconds to 5.*

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## 9. Neutralizing the Clock on the Out Play

After the final play, neutralize the clock. Once the clock is neutralized, the game is over unless your opponent holds or challenges within 15 seconds. If the play is held, start your opponent's clock. It will run until he/she releases the hold (ending the game) or challenges.

*Rule 3.B changed from 5 seconds to 15.*