

School SCRABBLE® Canada Rules Quick Reference

- **CODE OF CONDUCT:** All players are beholden to the Code of Conduct, which commits us to cooperation, respect for others and fair play.
- **SCOREKEEPING:** You must keep a running score for your team and your opponents. After making your play, announce your score, press your clock button, write down the score of the play and add that to the previous total—this way you always have the current total score. Then you may draw new tiles. Verifying the score aloud several times during the game is advised, but only on your turn.
- **DRAWING/EXCHANGING TILES:** Lift the bag above eye level, looking away from it. Place your drawn tiles facedown on the table or on your rack. Do not put your hand back in the bag until your hand is empty. Be careful not to take too many tiles! But if you do, call the Director.

If you want, you can pass or exchange any tiles on your turn, but you will receive 0 points for that turn. You can only exchange if there are 7 or more tiles in the bag. If exchanging, place the unwanted tiles facedown. Announce that you are “Exchanging 4” (or however many tiles you are exchanging). Then press your clock button, draw your new tiles and place them facedown separated from the unwanted tiles. Return the unwanted tiles to the bag and place the new tiles on your rack.

- **HOLDING/CHALLENGING:** After your opponents have completed their turn and pressed the clock, if you want to think about whether to Challenge, say "Hold". Make sure it is loud enough for your opponent to hear. While you have put your opponent on Hold, your clock will continue running, but your opponent may not draw new tiles. If you decide to Challenge, stop the clock and say "Challenge". If you decide not to Challenge, say "I Accept" and your opponent may draw new tiles. After being on Hold for 15 seconds, your opponents may draw new tiles but cannot place them on the rack, and you still have the option to Challenge or Accept the play.

When a Challenge has been issued, write the word(s) on a Challenge slip and all players will go to the computer for a ruling. Ask a Director if you require assistance with the computer. If the play is ACCEPTABLE, the Challengers lose their turn. If the play is NOT ACCEPTABLE, the Challenged team removes the invalid play and loses that turn.

- **PLAYING A BLANK:** A blank can represent any letter, but is worth 0 points. When you play a blank, declare it by writing the letter down on the blank slip. It remains that letter for the whole game.
- **OVERTIME:** At the end of the game, a team whose clock time has reached -0:01 will be subject to an overtime penalty of 10 points and will lose 10 more points for every additional minute. For example, a time of -3:01 will result in a deduction of 40 points, and a time of -4:43 will result in a deduction of 50 points. If your clock reaches -10:01, the game ends and you automatically lose.
- **SIX CONSECUTIVE ZERO TURNS:** If between the two teams, there are 6 consecutive turns scoring 0 points (any combination of passes, exchanges or successful Challenges), either team can call the game to an end. Points of leftover tiles on each team’s rack are subtracted from their scores.
- **TALKING/PHONES:** If you wish to have a conversation after the game, please exit the playing room, or if you stay in the playing room, whisper softly. Keep your voices low when you are finished playing if other games are still being played. During the game, your opponent will be trying to concentrate, so it is better to stay silent. Do not make comments about your plays. Saying a word out loud or making comments about it may influence your opponents’ strategies during the game. Be sure to turn off and put away any electronic devices.
- **QUESTIONS/CONCERNS:** Never hesitate to stop the clock and call "Director!" to ask for help with a rule. Directors are always willing to explain things. Your opponents will expect you to play exactly within the rules and you should expect the same of them. Alert the Director of any irregularities.

Be a good sport and have fun!