

Appendix B: Key Changes Under WESPA Rules v3

While by and large practices in SA-rated tournaments are consistent with WESPA Rules v3, there are a few practices which will change. These are summarised in the table below, with reference to both the WESPA Rules v3 and the corresponding old SA Rules section numbers, for easy comparison.

The list of changes also cover SA practices which have been the norm, but not explicitly documented in the previous SA Rules. Those are identified as NA in the column "Old SA Rules No."

WESPA Rules v3 Section No.	Old SA Rules No.	New Practice
1.3.7	4	The Tournament Director can step in to resolve dispute regarding equipment if the equipment are of different standard. Where the equipment are of the same standard, refer to Appendix A.
1.4.5	NA	The non-starting player may choose the position of the timer.
2.2	NA	The timer of the player going first may be started once that player has removed a tile from the bag. See also Appendix A.
2.3.6	NA	Byes and forfeited games are now recorded with a margin of 100 (instead of 50).
3.1.1	6	There is now an additional requirement to record the score and cumulative score before drawing replacement tiles
3.1.2	NA	The rule now governs writing scores when bag is empty. Refer to WESPA Rules for details.
3.1.3	NA	The rule now specifies treatment of orientation of tiles with respect to the board. Refer to WESPA Rules for details.
3.2.1	8, 9	<ul style="list-style-type: none"> Announcing number of exchanges is now to be done before placing unwanted tiles on table (reverse of previous practice) There is new requirement to record the exchange on the score sheet before drawing replacement tiles.
3.4.1	6	<ul style="list-style-type: none"> If a player forgets to press the timer, the end of his turn is now when the player places any part of hand into the bag, instead of when the player replenishes his rack. There is provision for restarting opponent's clock if he forgets to declare the blank.
3.8	7	<ul style="list-style-type: none"> Blanks must now be declared on a neutral sheet of paper instead of the players' own score sheets. There are now specific steps on handling of improper blank declarations. Refer to WESPA Rules for details.
3.9.5	12	Overdraw penalty is now always X+2, as opposed to in the past where it was X+1 if no replacement tiles have touched the overdrawing player's rack
3.9.6	NA	The rule now specifies treatment of improperly corrected overdraws. Refer to WESPA Rules for details.
3.9.8	NA	The rule now specifies treatment of late-game underdrawing. Refer to WESPA Rules for details.
3.9.9	6.i	The rule now specifies treatment of drawing out of order, instead of simply being ignored in cases where there is no overdrawing. Refer to WESPA Rules for details.
3.10.1	11.i	A player can only call "hold" before opponent removes a replacement tile (which now can only be done after the opponent records his turn and cumulative score), instead of previous provision for calling "hold" within 15 seconds after the completion of opponent's turn.
3.10.2	NA	The rule now governs flash-drawing. Refer to WESPA Rules for details.

3.10.6	11.i	<ul style="list-style-type: none"> • Courtesy draw now allowed after 30 instead of 60 seconds. • Intermixed courtesy draw will be treated as overdraw in case of successful challenge.
3.10.7	NA	The rule now governs provision for challenging after a player plays out. Refer to WESPA Rules for details.
4.3	NA	The rule now specifies procedures for when tiles are found out of the bag. Refer to WESPA Rules for details.
4.4	NA	The rule now specifies procedures for handling spilled tiles. Refer to WESPA Rules for details.
4.5	NA	The rule now specifies procedures for handling discovery of tiles in the bag after the game has ended. Refer to WESPA Rules for details.
5.3.3	NA	Going overtime by 10 minutes now results in immediate forfeiture of the game. Refer to WESPA Rules for details on the spread determination.
5.5.1	17	Recount at the end of the game is now allowed where margin is 20 points or less (including 0, which was not the case in the past)