

It's Back! Now with Two Divisions!

SSSg - the Scrabble Shootout, Singapore - returns for its third edition, bigger than ever.

Timeframe: August 2016 - March 2017 (approx. one round per month)

Format: Double elimination (main event), single elimination (plate division)

Eligibility: Open only to members of the Scrabble Association, Singapore (SA).

Fees: \$15 per round

All SSSg games will be rated by the SA.

For registration, please make payment of \$15 to Ricky Purnomo via bank transfer to:

Account no.: 116185938

Bank: POSB

Bank Route Code (if needed): 7171-081

and then submit your registration at <http://goo.gl/forms/UV16P7b6Z8sNKdlU2> . Registration will be accepted until 29 July 2016.

Schedule and Details

Upper Bracket	Lower Bracket	Plate Division	Tentative Month
Qual Rd, BO9	-	-	AUGUST
Ro16, BO11	-	Plate RO16, BO9	SEPTEMBER
QF, BO13	Minor QF, BO13	Plate QF, BO11	OCTOBER
SF, BO15	Major QF, BO13	Plate SF, BO13	NOVEMBER
Winner's Final, BO17	Minor SF, BO15	Plate F, BO15	DECEMBER
-	Major SF, BO15 Minor F, BO17	-	JANUARY
Grand Final, BO18	Loser's Final, BO17	-	FEBRUARY/ MARCH

The top 16 players after the Qualifying Round will proceed to play a double elimination tournament with one-game winner's advantage in the Grand Final (i.e. a BO18 final where the winner of the Upper Bracket starts with a one-game advantage). The winner's advantage is to account for the fact that the winner of the Upper Bracket would arrive at the Grand Final unbeaten, whereas the winner of the Lower Bracket would have lost once along the way.

The remaining players will proceed to play a standard single elimination tournament in the Plate Division.

The qualifying round will involve the lowest-rated $2x$ players, where x = the total number of registrants less 16, assuming 32 or less players in total sign up. If more than 32 players sign up, a round of 32 will be accommodated. If 16 or fewer players sign up, we will proceed straight to the round of 16.

If all matches in a round have concluded, the organizers may allow players to begin matches in the next round earlier.

The top x players in the qualifying round will be seeded only for the qualifying round. The top 8 players will be seeded for the round of 16. Seeds will not play each other in the qualifying round or the round of 16.

The two Tournament Directors are Ricky Purnomo (HP: 83336301) and Jeremy Khoo (HP: 84636160). The TDs will not necessarily be present at every match. Should any disputes arise, players should contact either TD by phone.

As in previous editions, players will be required to submit board photos for every game played. Submission will be to the Ratings Officer of the SA, Tony Sim, either over email or by WhatsApp. (The details of how photos are to be submitted will be confirmed later.) The winner of a game, or the starting player in the case of a tie, will be responsible for submitting the photo of that game board.

Prizes

While the exact prize structure is dependent on the number of sign-ups, we will guarantee the following prizes:

Prize	Quantum	Sample prize distribution (based on 24 players)
First	Equivalent to or greater than 2.5x the total entry fees paid by the player	\$350
Second	Equivalent to or greater than 2x the total entry fees paid by the player	\$265
Third	Equivalent to or greater than 1.5x the total entry fees paid by the player	\$185
Fourth	Greater than the total entry fees paid by the player	\$160
Plate First	Equivalent to or greater than 1.5x the total entry fees paid by the player	\$110
Other prizes in Plate Div (Second, Third, etc.) <i>The total number of placing prizes in Plate will be equivalent to the number of Plate players / 4 rounded down.</i>	Greater than the total entry fees paid by the player	\$65

Given that format and prize details are dependent on the number of sign-ups, we will only be able to confirm the exact periods of play and numbers after registration closes. For more details on any aspect of the tournament, please refer to Annexes A and B, which are appended below. If after reading everything you still have questions, feel free to contact Ricky (sonicrick78@gmail.com) or Jeremy (jeremy.khoo96@gmail.com).

Annex A - Full Rules

Format

1. SSSg 2016 will consist of two divisions¹. Players will be sorted into divisions during the Qualifying Round, which will be a single round of best-of-9 matches with sufficient byes to bring the number of competitors up to the nearest power of 2. The top half of the field by SA rating will be seeded and will not play each other during this round. Byes, if any, will be awarded to the top x players by rating, where x = the number of byes. Aside from these restrictions, fixtures will be determined by random draw.
2. The top 16 players² after the Qualifying Round will proceed to play a double-elimination tournament with the winner of the Upper Bracket Winner's Final having a one-game advantage in the Grand Finals (the *top division*)³, while those outside the top 16 will play a single elimination tournament with sufficient byes in the first round to bring the total number of competitors up to the nearest power of 2 (the *plate division*). Byes, if any, will be awarded to the top x players in the division by rating, where x = the number of byes.
3. After the Qualifying Round, the top half of the field by SA rating in each division will be seeded. Seeds will be placed in brackets such that the top half will meet, at the earliest, in the second round; the top quarter will meet, at the earliest, in the third round; and so on up till the top 2, who will meet, at the earliest, in the first final round (specifically, in the Minor Finals of the Lower Bracket). Minor and major rounds in the Lower Bracket count as the same round (along with their counterpart in the Upper Bracket) for the purposes of determining when seeds may first meet. Aside from these restrictions, fixtures and bracket positions will be determined by random draw.
4. In the top division, there will be 11 games per match in the Round of 16, and a 2-game increase in games per match for each subsequent round. Minor and major rounds in the Lower Bracket count as the same round for the purposes of determining the number of games per match.

¹ In the case that there are insufficient numbers to sustain the plate division, it will be cancelled.

² We expect that there will be 32 participants (players + byes) in the qualifying round; in this case, winners in the Qualifying Round will proceed to the top division, and losers will proceed to the plate division. However, in the case that there are more than 32 participants, only the top 16 among the winners, ranked by number of losses then spread, will proceed to the top division.

³ Please see Annex B for a diagram showing how the top division will work.

⁴ In the plate division, there will be 9 games per match in the first round, and a 2-game increase in games per match for each subsequent round.

5. The venue and time for games will be determined by mutual agreement between opponents. While the organizers and the SA recommend that at least 3 games be played in a single session, players can schedule the games at any mutually-agreed time during the stipulated periods at their convenience (e.g. all 9 games in one session, 2 games every day over lunch, etc)⁵. However, matches may not be played outside of Singapore even if both players agree to do so. Furthermore, by registering to participate in this tournament, all players agree to undertake a good-faith effort to complete their matches within the stipulated periods. It is the equal responsibility of both players to ensure that the match is completed.

6. The duration of each round⁶ shall be as in the table below. Where multiple rounds in a bracket or division are scheduled for the same month or months, an exact determination of the period for each round shall be made by the organizers before the commencement of the round, based on the circumstances of the players involved. The organizers reserve the right to alter the schedule in order to redistribute the time allocated to the qualifying round to other rounds if qualifiers are not required or to speed up the conclusion of a round and move on to the next round in the bracket or division if all players involved have finished their matches.

Upper Bracket	Lower Bracket	Plate Division ⁷	Tentative Month
Qual Rd, BO9	-	-	AUGUST
Ro16, BO11	-	Plate RO16, BO9	SEPTEMBER
QF, BO13	Minor QF, BO13	Plate QF, BO11	OCTOBER

⁴ For more information on minor and major rounds, or indeed any aspect of the double-elimination format, please refer to https://en.wikipedia.org/wiki/Double-elimination_tournament.

⁵ Players are not allowed to play SSSg matches between the start and end time of any other SA-rated tournament they elect to play in. See paragraph 20 for more details.

⁶ A 'round' refers to the Qualifying Round, Round of 16, Plate Quarter-finals, etc. For the month of October, three rounds are scheduled, not one: the Upper Bracket Quarter-finals, the Lower Bracket Minor Quarter-finals, and the Plate Quarter-finals.

⁷ The projection for the Plate Division is based on 16 or less players. If the Plate Division has more than 16 players, then earlier rounds shall be scheduled as necessary and the rounds scheduled above pushed back to accommodate them.

SF, BO15	Major QF, BO13	Plate SF, BO13	NOVEMBER
Winner's Final, BO17	Minor SF, BO15	Plate F, BO15 ⁸	DECEMBER
-	Major SF, BO15 Minor F, BO17	-	JANUARY
Grand Final, BO18	Loser's Final, BO17	-	FEBRUARY/ MARCH

Prizes

7. The prize structure and quantum will be based on the number of participants and will be finalized after registration closes. The total prize pool will comprise approximately 90% of all fees collected after costs throughout the course of the tournament, with the remainder being contributed to the SA, where this remainder shall not be less than 10% of fees collected after costs.
8. The quantum of certain prizes shall, however, be guaranteed beforehand, as in the table below.

Prize	Quantum	Sample prize distribution (based on 24 players)
First	Equivalent to or greater than 2.5x the total entry fees paid by the player	\$350
Second	Equivalent to or greater than 2x the total entry fees paid by the player	\$265
Third	Equivalent to or greater than 1.5x the total entry fees paid by the player	\$185

⁸ See paragraph 8 and footnote 4 for additional information on a possible third-place match.

Fourth	Greater than the total entry fees paid by the player	\$160
Plate First	Equivalent to or greater than 1.5x the total entry fees paid by the player	\$110
Other prizes in Plate Div (Second, Third, etc.) <i>The total number of placing prizes in Plate will be equivalent to the number of Plate players / 4 rounded down.</i>	Greater than the total entry fees paid by the player	\$65

9. Prize pools for the two divisions will be composed solely of entry fees paid by players in that division and kept separate. Entry fees from the Qualifying Round shall go to the prize pool of the top division. Costs will be deducted from each prize pool in proportion to the fees collected from each division (fees collected from the Qualifying Round being treated as collected from the top division) relative to the overall revenue before costs.

Eligibility

- 10. All SA members are eligible to take part. Non-SA members can sign up as SA-members before registering for SSSg.
- 11. A player must at the commencement of a round be a fully paid-up member for the entire length of the round.
- 12. Overseas SA members are welcome to take part. However, they must be prepared to play their matches in Singapore within the stipulated periods.

Match and Game Rules

13. Players are not allowed to concede any games in a match.
14. No further games will be counted for rating once a match has been decided (e.g. once one player wins 5 games in a best-of-9 match).
15. Players will draw tiles prior to the first game to decide the person going first. Starting player will alternate for all subsequent games in the match except the last game (the *deciding game*).
16. If the match extends to the deciding game, the following tie-breakers shall determine which player starts:
 - a. If either player is ahead on wins, he or she will start.
 - b. If both players are level on wins, the player who is ahead on spread will start.
 - c. If both players are exactly tied (i.e. the match is level on both wins and spread), the players will draw to start.
17. If, after the deciding game, a match is tied on games, the player who is ahead on spread wins the match. If a match is tied on games and spread, the player with fewer starts will be declared the winner of the match.
18. Players are to secure their own venues and playing equipment, including word checkers.
19. Neither of the Tournament Directors (Ricky or Jeremy) will necessarily be present during play. Should a dispute arise in the absence of a Tournament Director, players can call Ricky at 83336301 or Jeremy at 84636160 for adjudication. Where Ricky is a player in the match, Jeremy will be designated as the adjudicator, and vice-versa. In the event that Ricky and Jeremy are playing each other, a neutral third party will be designated as the adjudicator.
20. Games played as part of other rated events (e.g. in an SA- or WESPA-rated tourney) cannot be counted as an SSSg game. Players who are playing in another SA-rated tourney are also not allowed to play SSSg games in the period between the start and end of the other SA-rated tourney (e.g. during lunch breaks).

21. Every match will be rated together by SA after the conclusion of the round. While it is the normal policy of the organizers to bring forward the conclusion of the round if every scheduled match within the round has concluded, the organizers and the SA jointly reserve the right to delay the conclusion of the round if the last match of the round concludes shortly before another SA-rated tournament is to be played until that other tournament has concluded to foreclose on the possibility that players can manipulate the rating system by choosing when to play their SSSg matches. The SA also reserves the right to make adjustments to the rating mechanism for SSSg games should there be other SA-rated events in the period between the start and conclusion of an SSSg round.
22. Except where stipulated otherwise in any part of this Annex, WESPA version 3 rules⁹ with the SA-specific addenda¹⁰ shall apply.

Result and Photo Submission

23. The winner of a game (or the starting player in the case of a tie) is responsible for keying the result into the result slip. (A link to the result slip will be provided to all entrants upon the close of registration.) It is recommended that players enter results immediately after the conclusion of each game.
24. A copy of the submitted result slip will automatically be emailed to both players. Players have 24 hours from the timestamp on the slip to raise any discrepancies, failing which the results entered shall be taken as final.
25. The winner of a game (or the starting player in the case of a tie) is also responsible for sending a photo of the completed game to SA Rating Officer. (Confirmed participants will be given the instruction for photo submission before the commencement of the tournament.) This must be done within 24 hours of the conclusion of the game, failing which the game may be awarded as a bye to the loser.

Payment of Fees

⁹ <http://www.wespa.org/rules/rulesv3.pdf>

¹⁰ <http://www.toucanet.com/rules16a.pdf>

26. The entry fee for each person is \$15 per round. If a player is not paid-up by the commencement of a round, he will immediately be expelled from the tournament.

Treatment of Game and Match Byes

27. Match byes will automatically allow advancement to the next round (in the case of the Qualifying Round, to the top division). If a match is awarded as a bye after some of the games in the match have already been played, the games played shall be voided and considered unplayed.
28. Game byes will be awarded as a win with +100 spread. If a match was thought completed after x games, but a subsequent breach of rules results in one of the games in the match being awarded as a bye, the result of the match shall be recalculated taking the bye into consideration. If this results in the match being decided with only less than x games being accounted for, then the games beyond that, up to and including the x^{th} game, shall be voided and considered unplayed.

Expulsion of Players

29. Players found to be in violation of any of the above rules may be expelled from the tournament. If a player is so expelled, his slot in the tournament may, at the organizers' discretion, be offered to his opponent from the previous round, or the best-performing loser from the previous round. If multiple players are simultaneously so expelled, their slots in the tournament may, at the organizers' discretion, be offered to an expelled player's opponent from the previous round, or the best-performing loser(s)¹¹ from the previous round, or any combination thereof.

Any Other Eventualities

30. The organizers reserve the right to make any determination they deem appropriate in any circumstance not covered in this Annex.

¹¹ Ranked by wins then spread.

Annex B - Diagram of Top Division



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