

Annex A - **SSSG** 2020 Complete Rules and Regulations

FORMAT

1. SSSg 2020 is a single-elimination knockout tournament. Unlike traditional Scrabble tournaments, where players face off against many different opponents in a group and are ranked within that group, participants will be paired off against just one other player to play a match comprising multiple games. Winners from each match will proceed to the next round to play against another match winner from the current round.
2. Losers will be eliminated from the tournament and strongly encouraged to try again next year.
3. Players will be ranked by SA rating; those ranked in the top half will be seeded. Seeds will be placed in brackets such that players in the top half will meet, at the earliest, in the second round, players in the top quarter will meet, at the earliest, in the third round, and so forth. Unseeded players will be placed into the brackets at random.
4. Where it becomes necessary, byes may be introduced. When ranking for the purposes of seeding, byes will be ranked below all players. If byes are introduced in order to bring the number of players to a power of 2, they will automatically be assigned to players in seeding order from the top seed until there are no more byes. If a bye is introduced for other reasons, they will be assigned by the organisers based on the circumstances that led to the introduction of the bye. For more information, please read the section titled "Treatment of Game and Match Byes".
5. The venue and time for games will be determined by mutual agreement between opponents. In accordance with the SA's requirements, players must play at least 3 games in a single session¹ unless the match concludes in 2 or fewer games. 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.

¹ A 'session' is defined as lasting for 24 hours from the beginning of the first game in that session. Therefore, breaks for meals, etc. are allowed.

6. The duration of each round shall be as in the main flier. The organisers 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 if all players involved have finished their matches.

PRIZES

7. The prize structure is dependent on the exact number of participants, with a sample distribution provided in the flier.
8. Additional prizes may be announced at the discretion of the organiser after registration closes and before the pairings are drawn, depending on the eventual number of entrants. The quantum of the prizes announced as part of the flier (e.g. “Equivalent to or greater than 40% of the prize pool”), however, are guaranteed beforehand.
9. The organisers reserve the right to change the prize structure at any time without prior notice. In the event that such changes are made, all participants shall be promptly informed of the revised prize structure.

ELIGIBILITY

10. All SA members are eligible to take part. Non-SA members are more than welcome to sign up as SA-members before registering for SSSg.²
11. A player must at the commencement of a round be a fully paid-up member for the entire length of the round.

GENERAL MATCH AND GAME RULES

12. Players are not allowed to concede any games in a match.

² <https://www.toucanet.com/membership.html>

13. 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).
14. 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*).
15. 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.
16. 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.
17. Players are to secure their own venues and playing equipment, including approved word checkers.
18. The Tournament Director for SSSg 2020 is 2014 SSSg winner Tony Sim (tulsjsim@singnet.com.sg), who will not necessarily be present during play. Should a dispute arise in his absence, players are expected to resolve it amicably and non-violently by consulting WESPA Rules Version 4,³ or contact the Tournament Director if necessary. Where the Tournament Director himself is a player in the match, a neutral third party will be designated to adjudicate any disputes.
19. 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).
20. Every match will be rated together by SA after the conclusion of the round. While it is the normal policy of the organisers to bring forward the conclusion of the round if every scheduled match

³ <https://www.wespa.org/wesparulesv4.pdf>

within the round has concluded, the organisers 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.

21. Except where stipulated otherwise in any part of this Annex, WESPA Version 4 rules with the SA-specific addenda⁴ shall apply.

CHEATING

22. The SSSg Organising Committee takes a strictly zero-tolerance approach towards dishonest play and has imposed clear prohibitions and controls on cheating.
23. Further to each participant's obligation to comply with the general anti-cheating rules laid out in WESPA Version 4 (see point 18), it is also their duty to acquaint themselves with said rules and cultivate good etiquette and playing habits.
24. It is also each player's duty to ensure that they do not ingest prohibited substances unless pursuant to a therapeutic use exemption granted in accordance with prevailing WADA guidelines.⁵
25. Any participant found guilty of cheating, or attempting to cheat, by doping, palming, or any other -ing, shall be immediately frogmarched out of the tournament and have further disciplinary actions levied against them by the SA Committee.

RESULT AND PHOTO SUBMISSION

26. 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

⁴ <https://www.toucanet.com/rules16a.pdf>

⁵ <https://wada-ama.org>

registration.) It is recommended that players enter results immediately after the conclusion of each game.

27. 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.
28. 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 the SA Ratings Officer, Tony Sim. 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. Confirmed participants will be given the instruction for photo submission before the commencement of the tournament.

PAYMENT OF FEES

29. The entry fee for each person is SGD20 per round, with an SGD5 discount for all youth players.⁶ If a player is not paid-up by the commencement of a round, they will immediately be expelled from the tournament, unless a satisfactory explanation for their non-payment can be provided to the SSSg Organising Committee.

TREATMENT OF GAME AND MATCH BYES

30. Match byes will automatically allow advancement to the next round. 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.
31. Game byes will be awarded as a win with +100 spread. If a match was thought completed after n 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 fewer than n games being accounted for, then the games beyond that, up to and including the n^{th} game, shall be voided and considered unplayed.

⁶ Born before 1st January 2002.

EXPULSION OF PLAYERS

32. Even if not found guilty of cheating or attempting to cheat, players found to be nonetheless in violation of any of the other rules may be expelled from the tournament. If a player is so expelled, their slot in the tournament may, at the organisers' discretion, be offered to their opponent from the previous round, or the best-performing loser from the previous round. If multiple players are simultaneously so expelled, a scenario which the organisers hope will forever remain hypothetical only, their slots in the tournament may, at the organisers' discretion, be offered to an expelled player's opponent from the previous round, or the best-performing loser(s)⁷ from the previous round, or any combination thereof.
33. It is the organisers' sincerest hope that no players will be expelled from the tournament.

ANY OTHER EVENTUALITIES

34. The organisers reserve the right to make any determination they deem appropriate in any circumstance not covered in this Annex or the event flyer.

⁷ Ranked by wins then spread.