



Campus Recreation: Intramural Scrabble Rules

Rule 1: League Format

I. Scheduling Matches

- a. Opponents will be allowed to schedule their own matches
- b. All games **MUST** be played at the Ray Meyer Fitness and Recreation Center.
- c. Scrabble boards and a dictionary are available for check out at the Ray Meyer front desk with your ID.
- d. Another dictionary or game board (brought by a player) may be used if both participants agree to it before the game.
- e. If you are having difficulty reaching your opponent by email or phone, please let the Intramural Office know. If it is apparent that repeated efforts have been made, a decision will be made regarding that week's match.

II. Reporting Results

- a. In order to win a match, results must be emailed to jwasho@depaul.edu
- b. It is the responsibility of the winner to get this completed
- c. Any game not reported will be recorded as a double forfeit.

III. Any discrepancy that cannot be resolved should be brought to the attention of the Intramural Director. Mark the point of the discrepancy, then finish the game contacting the Intramural Director after the match is completed.

Rule 2: Scrabble Rules

I. In Scrabble players form interlocking words crossword fashion on the board using letter tiles of different values. Each player competes for high score by taking advantage of the letter values as well as the premium squares on the board.

II. Set-up

- a. Turn all letter tiles facedown at the side of the board or pour them into the pouch or another container and shuffle.
- b. Draw for first play.
- c. The player drawing the letter nearest the beginning of the alphabet plays first.
- d. A blank tile supercedes all other tiles.
- e. Return the exposed letters to the pool and reshuffle.
- f. Each player then draws seven new letters and places them in his/her rack.

III. Game Play

- a. The first player combines two or more of his/her letters to form a word and places it on the board to read across or down with one letter on the center {star} square.
- b. Diagonal words are not permitted.
- c. A player completes a turn by counting and announcing the score for the turn. The player then draws as many letters as played thus always keeping seven letters in his/her rack.
- d. Play passes to the left.
- e. The second player, and then each in turn, adds one or more letters to those already played to form new words.

- f. All letters played on a turn must be placed in one row across or down the board to form one complete word.
- g. If they touch other letters in adjacent rows they must form complete words (crossword fashion) with all such letters. The player gets full credit for all words formed or modified on his/her turn.
- h. New words may be formed by...
 - i. Adding one or more letters to a word or letters already on the board.
 - ii. Placing a word at right angle to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
 - iii. Placing a complete word parallel to a word already played so that adjacent letters form complete words.
- i. No letter may be shifted after it has been played.
- j. The two blank tiles may be used as any letters. When playing a blank the player must state which letter it represents. It remains that letter for the remainder of the game.
- k. Exchanging tiles
 - i. A player may use a turn to exchange any or all or none of his/her letters.
 - ii. To do this place your discarded letters facedown.
 - iii. Draw the same number of letters from the pool and then mix the discarded letters with those in the pool.
 - iv. This ends your turn.

IV. Legal Words

- a. An official dictionary will be provided by Campus Recreation.
- b. If the word is not in that dictionary, it is not a word.
- c. All words labeled as part of speech, including those listed of foreign origin, archaic, obsolete, colloquial, slang, etc., are permitted with the following exceptions:
 - i. Words always capitalized
 - ii. Abbreviations
 - iii. Prefixes and suffixes standing alone
 - iv. Words requiring a hyphen or apostrophe}.
- d. Challenges
 - i. Any word may be challenged before the next player starts a turn.
 - ii. If the word challenged is unacceptable the challenged player takes back his/her tiles and loses that turn. If the word challenged is acceptable the challenger loses his/her next turn.
 - iii. Consult the dictionary for challenges only.

V. Ending the Game

- a. The game ends when all letters have been drawn and one player uses his/her last letter or when all possible plays have been made.

VI. Scoring

- a. Keep a tally of each player's score, recording it after each turn.
- b. The score value of each letter is indicated by a number at the bottom of the tile.
- c. The score value of a blank is zero.
- d. The score for each turn is the sum of the letter values in each word formed or modified on that turn plus the additional points obtained from placing letters on premium squares.

VII. Premium Squares

- a. Premium Letter Squares

- i. A light blue square doubles the score of a letter placed on it.
 - ii. A dark blue square triples the letter score.
- b. Premium Word Squares
 - i. The score for an entire word is doubled when one of its letters is placed on a pink square. *NOTE: As the center square is pink the first word score is doubled.*
 - ii. The score for an entire word tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score.
- c. If a word covers two premium word squares the score is doubled and then redoubled or tripled and then re-tripled.
- d. Letter and word premiums count only on the turn in which they're played. On later turns letters already played on premium squares count at face value.
- e. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled even though the blank itself has no score value.
- f. When two or more words are formed in the same play each is scored. The common letter is counted {with full premium value if any} for each word.
- g. Any player who plays seven tiles on a turn scores a premium of 50 points after totaling his/her score for the turn.

VIII. Unplayed Letters

- a. When the game ends each player's score is reduced by the sum of his/her unplayed letters.
- b. Also, if a player used all letters, the sum of the other player's unplayed letters is added to that player's score.

IX. Winning

- a. The player with the highest final score wins the game.
- b. In case of a tie the player with the highest score before adding or deducting unplayed letters wins.