

Annex A - **SSSG** 2025 Complete Rules and Regulations

FORMAT

1. SSSg 2025 is a standard round-based tournament whereby the matches are best-of-7 instead of best-of-1 like with traditional tournaments. Participants will be expected to play 6 rounds and will be paired against a different opponent each round which is scheduled to take place over a calendar month.
2. Pairings for the first round will be determined based on SA rating; those ranked in the top half will play against those ranked in the bottom half in order. For example, if there are 16 players, the player ranked 1 will be paired against the player ranked 9, 2 against 10 and so on.
3. For subsequent rounds, players will be paired based on their cumulative performance, i.e. based on their rankings at the end of the previous round.
4. For this tournament, rankings will first be determined based on the number of match wins. The first tiebreaker to be used will be the total number of games played whereby a smaller number is better (i.e. number of wins ahead of the opponent). The second tiebreaker after that would be spread. If the spread is the same, average score will be used as the final tiebreaker.
5. 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 an even number, 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".
6. 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.

7. The duration of each round shall be as in the main flyer. 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

8. The prizes listed in the flyer are guaranteed by the organisers.
9. 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.
10. 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.
11. The prizes will be determined in the following order at the end of the 6 Swiss Rounds
 - a. The positions are determined based on performance (match wins first, then total games, spread, average score)
 - b. If the prizes for the top 8 have been unlocked, players ranked 5 - 8 will receive the 5th to 8th place prizes.
 - c. The Overseed Prize will be given first. Overseed is defined as the player with the greatest difference between the initial rank and final rank (i.e. assuming the final rank is better)
 - d. The Best Youth Prize will be given next. Youth is defined as having been born in 2008 or later.
 - e. The Best Average Score Prize will be given last.
 - f. Players who have secured one prize will no longer be considered for further prizes.

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.

12. Following the conclusion of the 6 Swiss Rounds, the four highest ranked players will move on to the elimination phase where 1 will be paired against 4 and 2 will be paired against 3. For players ranked 5 and beyond, they will not need to play any further games.
13. The Semifinals will be best of 9. The losers of the semifinal games will receive the 3rd and 4th place prizes. The player ranked higher at the end of the 6 Swiss Rounds will be 3rd and the other will be 4th. Note that the prizes for 3rd and 4th are the same.
14. Finally, the winners of the semi finals will play in the Finals, which is Best of 11. The winner of this match will be crowned the overall winner and receive the 1st place prize while the loser will receive the 2nd place prize.

ELIGIBILITY

15. This tournament is only open to current members of the Scrabble Association, Singapore with a rating of 1400 or higher at the time of registration.²

GENERAL MATCH AND GAME RULES

16. Players are not allowed to concede any games in a match.
17. 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).
18. Players will draw tiles prior to the first game to decide the person going first. The starting player will alternate for all subsequent games in the match except the last game (the *deciding game*).
19. 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.

² See <https://www.toucanet.com/membership.html> for more details on Scrabble Association membership.

- c. If both players are exactly tied (i.e. the match is level on both wins and spread), the players will draw to start.
20. 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.
21. Players are to secure their own venues and playing equipment, including approved word checkers.
22. The Tournament Director for SSSg 2025 will be GM Goutham Jayaraman. He is a neutral third party who will not necessarily be present at play. Should a dispute arise in their absence, players are expected to resolve it amicably and non-violently by consulting WESPA Rules Version 5.1,³ or contact the Tournament Directors if necessary. (Contact details will be privately made known to players.)
23. Games played as part of other rated events (e.g. in a WESPA-rated event or another SA-rated event) 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).
24. 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 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.

³<https://wespa.org/wp-content/uploads/2024/09/Rules-V5.1.pdf>

25. Except where stipulated otherwise in any part of this Annex, WESPA Version 5.1 rules with the SA-specific addenda⁴ shall apply.

CHEATING

26. The SSSg Organising Committee takes a strictly zero-tolerance approach towards dishonest play and has imposed clear prohibitions and controls on cheating.

27. Further to each participant's obligation to comply with the general anti-cheating rules laid out in WESPA Version 5.1, it is also their duty to acquaint themselves with said rules and cultivate good etiquette and playing habits.

28. Any participant found guilty of cheating, or attempting to cheat, by doping, palming, or any other illegal -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

29. 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.

30. 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.

31. 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.

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

PAYMENT OF FEES

32. The entry fee for each person is SGD 70. Youth Players born in 2008 or later may instead pay a discounted rate of SGD 50.
33. Please make payment to SSSg Founding Chairman GM Ricky Purnomo via PayNow/PayLah! at **+65 8333 6301**.
34. If a player has not paid the entry fee before the beginning of the first round (10 March 2025), they will 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

35. Note that byes will not count when calculating average score, either for determining the rankings or the average score prize. Note that if byes are issued, the total number of games played will use the lowest number required to win the match (example: If the entire round is a bye, the winner will count as having played 4 games for a 4-0 win. If player A is leading 2-1 at the time a bye is issued, the result will be 4-1 for a total of 5 games played)
36. Game byes will be awarded as a (200 - 100) 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. Just to reiterate, the game bye score of 200-100 will not factor in for average score calculation.

EXPULSION OF PLAYERS

37. 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, 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)⁵ from the previous round, or any combination thereof.⁶

38. It is the organisers' sincerest hope that no players will be expelled from the tournament.

ANY OTHER EVENTUALITIES

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

⁵ Ranked by wins, then wins ahead of opponents, then spread, then average score if necessary.

⁶ Offering of positions relevant only for the Top 4 players who engage in the semifinals and finals. Otherwise, expulsion will only affect the rankings for all remaining players.