



PUBLIC SERVICE SCRABBLE COMPETITION 2026

EVENT INFORMATION

Date / Time:	:	Saturday, 11 April 2026 9.00am to 5.00pm
Venue	:	Galaxy Ballroom, Level 4 Club CSC @ Tessensohn 60 Tessensohn Road, Singapore 217664
Registration Fee	:	\$18 per team (excluding GST)
Closing date for entries	:	Monday, 30 March 2026

RULES & REGULATIONS

1 **ELIGIBILITY**

- 1.1 The Competition is open to all civil servants and officers serving in Statutory Boards, Restructured Hospitals, Government-Aided Schools, and registered former Statutory Boards.

2 **ENTRY & REGISTRATION OF TEAMS**

- 2.1 Each team shall comprise **3** players.
- 2.2 Sports Liaison Officer of government agencies can register their teams online at www.csc.sg/stargames/.
- 2.3 Registration must be accompanied by **online payment of registration fee** otherwise it will be void. There shall be no refund of registration fees.

3 TOURNAMENT SCHEDULE

3.1 The tournament schedule is as follow:

TIME	ACTIVITY
9.00am to 9.30am	All Team Captains to report attendance, registration, submit team line up and Table Draw
9.30am to 10.00am	Briefing By Tournament Director.
10.00am to 11.00am	Game # 1
11.00am to 11.15am	Submission of results/ Team line up for Game # 2.
11.15am to 12.15pm	Game # 2
12.15pm to 12.30pm	Submission of results/ Team line up for Game # 3
12.15pm to 1.45pm	Lunch Break
1.45pm to 2.45pm	Game # 3
3.00pm to 3.15pm	Submission of results/ Team line up for Game # 4
3.00pm to 4.00pm	Game # 4
4.15pm to 4.30pm	Tabulation of Results
4.30pm to 5.00pm	Prize Presentation

4 TECHNICAL RULES OF GAMES

4.1 Teams must adhere to the technical rules given in the Annex.

5 PERSONAL DATA PROTECTION

5.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

6 PHOTOGRAPHY

6.1 The Civil Service Club reserves the right to use any photographs (including those of Participants), motion pictures, recordings, or any other media records of any STAR Games, for any legitimate purpose, including commercial advertising and distribution to sponsors and partners.

6.2 Photography and/or videography will be taken during the event for news and publicity purposes by the official photographer and/or videographer, and may be used for print and on online/electronic platforms of the Civil Service Club. The Organiser owns all rights to the photographs and video recordings. Any participants who do not wish to have their photographs or video recordings taken can notify inform the Organiser at the event site.

7 COVID-19 SAFE MANAGEMENT MEASURES

- 7.1 All participating agencies and teams must comply with prevailing COVID-19 Safe Management Measures (SMMs) by Ministry of Health and Sport Singapore.
- 7.2 Team members must exercise social responsibility. They must not show up at the event venue if they are not feeling well or exhibit any symptoms of Covid-19 infections.

DISCLAIMER

The Civil Service Club reserves the right to cancel, postpone or change the venue, date and/or time of the competition at its discretion due to inclement weather, facility problem or any other situation deemed as appropriate.

The Civil Service Club and its servants and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this competition, and this includes all costs and expenses incurred as a result of such claims.

TECHNICAL RULES OF GAME

The following rules are additional to and take precedence over the standard Scrabble Rules issued with the British version of the game produced by J.W. Spear and Sons PLC:

1. It is the responsibility of each player to check his opponent's plays and scores. A player should keep score and running total for both himself and his opponent.
2. **Time allotted:** Each player is permitted a total of 25 minutes on the clock in which to complete all his moves.
3. **Overtime Penalties:** Each player who exceeds his time will at the end of his game deduct from his total score ten points for each minute or part thereof by which he has exceeded his allotted 25 minutes, subject to a maximum of 5 minutes of overtime play, though game continues with both players till it ends or when announced by the Tournament Director.
4. **Equipment:** To be provided by Organiser, though players are encouraged to bring their own Scrabble sets and clocks. Tournament Director has the final arbitration over which type to use in the course of the event.
5. **Starts:** If not otherwise specified by the organisers, the players shall draw tiles to determine the start as described in the standard Rules.
6. **End of turn:** A player must not remove any tile or shift the tiles on the board once he has activated his opponent's clock. A player's turn is deemed to have ended when he starts his opponent's clock. (If a player forgets to activate his opponent's clock, he is deemed to have ended his turn when he replenishes his rack.)
 - i **Tile drawing:** The player whose turn has ended may then replenish his rack by drawing the required number of tiles from the bag and first placing them face down on the table until they have all required tiles on the table then the tiles can be placed on his rack. The rim of the bag should be held at eye level while drawing tiles. A player who has inadvertently drawn tiles out of turn need not return the new tiles to the bag except where overdrawn (see rules on overdrawing tiles).
7. **Blank tiles:** Blank tiles may be nominated as any letter. The player must state what letter each blank tile represents after which that tile will represent the specified letter for the duration of the game (unless successfully challenged off). Both players must note on their score sheets the letter the blanks represent and ensure that these records are in agreement before play proceeds further.
8. **Tile exchange:** Instead of playing words on the board, a player may choose to use his turn to exchange one or more tiles provided there are at least 7 tiles in the bag. The player will score zero for that turn. Opponent to ensure there are at least 7 tiles in the bag, failing which the exchange will be allowed if completed.

9. **Procedure for exchange:** On deciding to exchange tiles, place face down on the table as many tiles from your rack as you wish to exchange. State the number of tiles you wish to exchange. You may then start your opponent's clock. Draw a like number of tiles from the bag and place them face down on the table. Put the discarded tiles into the bag and shuffle the bag.
10. **Passing:** A player may opt to pass his turn and score zero for that turn. In this case the player should state "PASS" and activate his opponent's clock without playing any tiles onto the board.
11. **Challenges:** A player may challenge any of the word(s) played by the opponent during the turn itself when the opponent plays the word(s) . No word challenge is permitted after the turn is over. The player will only signal his intent to challenge the word(s) when his opponent has activated his clock to indicate confirmation of the play. Otherwise the word challenge could be rendered void.
 - i **Hold procedure:** A player considering a challenge may call "HOLD" any time during his turn. If HOLD is called before the held player's rack is fully replenished, that player may continue to replenish his rack after the play is accepted from the end of his turn. A player replenishing his rack while a hold is still in effect should keep fresh tiles separate from leftover tiles so that they may be returned to the bag in the event of a successful challenge. Acceptance of a play after a hold is called should be signified clearly by announcing "ACCEPTED" and depressing the clock to resume play and is irrevocable. "HOLD" period is for only estimated 15 seconds and a decision has to be made. However, in doing so, the Challenger's clock shall be activated, while the freshly-drawn tiles are only to be face down on the table until they have all required tiles on the table. Challenge or Hold ceases after the first tile is placed on the rack.
 - ii **Challenge procedure:** On taking the decision to challenge, the challenger should call "CHALLENGE" and neutralise the clock at which point the challenge becomes irrevocable.
 - iii Word(s) not accepted will be removed from the board and the player who has formed such word(s) leading to the challenge thus misses a turn. If the word is accepted, the challenger does not miss a turn but a penalty of 5 points for every word challenged is added to the turn score of the challenged player for each word verified to be legitimate.
 - iv After the challenge is concluded and scores have been recorded, the challenger's clock is started.
12. **Overdrawing:** If a player draws too many replacement tiles (overdraw), the timer must be neutralised and the overdraw corrected as follows:
 - (a) if NONE of the newly drawn tiles have touched the overdrawing player's rack, then:
 - (i) the overdrawing player places ONLY the newly drawn tiles face down on the table and shuffles them randomly;

- (ii) if the overdrawing player has 6 tiles on the rack, then the opponent turns all the newly drawn tiles face up and proceeds to step (a)(iv) below
 - (iii) if the overdrawing player has 5 tiles or fewer on the rack, then the opponent turns face up $X + 2$ of the newly drawn tiles where X is the number of overdrawn tiles;
 - (iv) from the face up tiles, the opponent chooses X tiles and returns them to the bag;
 - (v) all remaining tiles are returned to the overdrawing player, leaving that player with the correct number of newly drawn tiles to add to his rack.
- (b) if AT LEAST ONE newly drawn tile has touched the overdrawing player's rack then;
- (i) the overdrawing player must place the newly drawn tiles AND all his other tiles face down on the table and intermix them;
 - (ii) where X is the number of overdrawn tiles, the opponent turns face up $X + 2$ tiles;
 - (iii) from the face up tiles, the opponent chooses X tiles and returns them to the bag.
 - (iv) the remaining tiles are returned to the overdrawing player leaving that player with a total of seven tiles to place on his rack.
13. Players must not consult any word list, dictionary or any other forms of reference during the game except where specifically permitted by the rules of the tournament.
14. The word authority is **Collins Scrabble Words 2024 (CSW 2024)**.
15. A game ends when
- i One of the players has played all his tiles AND the bag is empty, he reports score and neutralises the clock and asks if the opponent wants to challenge. If no challenge, the game ends. If the opponent wants to challenge, proceed as per normal. However, the opponent may decide to HOLD thus activating his clock again and uses 15 seconds of his time to consider whether to challenge. OR
 - ii There have been 6 successive passed turns, ie 3 passes from each player; OR
 - iii The Tournament Director has declared an end to the round.
16. **Tile penalty:** After the game has ended, the player who has finished all his tiles adds to his score TWICE the total tile value of his opponent's remaining tiles. If both players have tiles left on their racks, each player should deduct from his score the total tile value of his residual tiles.
17. **Checking scores and recounts:** During the game and immediately after the game has ended, if the players find that their records of scores do not match, they may neutralise the clocks and resolve the discrepancy. If both players' records match, a recount may be allowed only at the discretion of the Tournament Director.
18. **Complete set of tiles:** A game result will still be valid even if it is discovered after commencement that the number and distribution of tiles was incorrect. It is the

responsibility of the players to ensure that they are playing with a complete set before commencement.

19. **Emergency Breaks:** A player may leave and later return to a game in progress if emergency circumstances warrant and under the supervision of the Tournament Director. The player may leave only after he has ended his turn and activated his opponent's clock without replenishing his rack. He may replenish his rack upon returning. While the player is absent, the opponent may complete a turn, except for drawing replacement tiles.

20. These Rules cannot be expected to cover eventuality and players are expected to exercise common sense and courtesy in observance of these Rules. All matters in doubt or dispute shall be referred to the Tournament Director whose decision is **FINAL**.