

WESPA Rules V2 - Summary of Changes

1. Key changes

a. Overdraws

The penalty for overdrawing no longer depends on who first notices/discloses the overdraw. All overdraws are now dealt with by an X+2 rule (Rule 3.9.5). Thus, the update treats normal overdraws more harshly, but undisclosed overdraws far less harshly. Both changes reflect the majority of opinions received in response to the old rule.

Improper attempts to correct overdraws are now dealt with (Rule 3.9.6).

b. Acceptance of turn

A player's turn is now accepted if the opponent neither calls hold nor challenges before the player removes a replacement tile from the bag (Rule 3.10.1(b)). Writing by the opponent explicitly **does not affect** acceptance of the turn (Rule 3.10.1(d)).

In support of this major change, the new rules also:

- strengthen provisions against flash-drawing and permit challenges to proceed if flash-drawing takes place (Rule 3.10.2)
- simplify the procedure for challenging improperly ordered turns (Rule 3.10.4)

These new rules are very similar to the NASPA acceptance of turn rule, whereas the old hybrid rules satisfied few people by combining aspects of practice from what might be crudely called the North American and British styles of rule on this issue.

Acceptance rules now form part of Rule 3.10 so that the challenge rules follow them immediately.

c. Writing when the bag is empty

If no tiles remain to be drawn, players now need not write any further scores and cumulative scores until the end of the game (Rules 3.1.2 and 3.5).

This change came about partially, though not wholly, in response to an incident at this year's BMSC tournament in England.

d. Amending signed result sheets

A signed result sheet now binds both the players and the TD, unless (1) the players both agree to correct an error before submission, or (2) after submission, but before the start of the next game, the players both petition the TD to correct an error (Rule 5.4.1).

This change came about mainly in response to an incident at last year's Baguio City tournament in the Philippines.

e. Conduct section

Part 6 of the Rules, relating to player conduct, has been redesigned. Poor conduct has been split into three distinct levels: (1) cheating and abusive behaviour, (2) unethical behaviour, (3) poor etiquette. An extended survey of cheating is now included, likewise some clarification on observational etiquette.

The new section is modelled upon the fairly new NASPA code of conduct.

2. Other significant changes

a. Courtesy draws

Tiles drawn in courtesy draws are now seen by the opponent if a challenge succeeds (Rule 3.10.6).

b. Recounts

The margin limit for a recountable game is now 20, up from 10 (Rule 5.5.1).

c. Orientation

Provisions for establishing and regulating board orientation have been added (see especially Rule 3.1.3).

d. Timer position

The choice of timer position is now given to the non-starter (Rule 1.4.5). This was previously unspecified.

e. Materials at the table

The rules now define precisely what materials may be brought to the table. Records of previously played games must be taped or clipped together (Rule 1.5.3). The old rules' procedure regarding this issue is superseded.

f. Tile spills

Surplus tiles spilled from the bag are now treated as overdraws (Rule 4.4).

g. Non-reflective boards

Non-reflectiveness is now a preferred board attribute (Rule 1.3.3).

h. Forfeits

The margin in games forfeited due to lateness is now 75, down from 150, unless strategic lateness is suspected (Rule 2.3.6).

i. Cosmetic changes

Many rules have been reworked to remove superfluous material and increase readability and concision.