

COMPETITION REGULATIONS & RULES

Please note these Regulations & Rules apply for the following competitions;

- National Championships
- World Rummikub Championship

COMPETITION REGULATIONS:

1. The nominated national champion must be a full citizen of the country s/he is sent by.
2. To compete in the finals the competitor has to be past his/her 18th birthday on the day of the competition.
3. A national champion can not represent his country twice in a row.
4. Each competitor must wear an identification name badge and a sash during the WRC indicating the name of his/her country (provided by the organizers).
5. Competition seating (table number and seat) will be determined by raffle, prior to entering the competition.
6. Official referees will settle any disputes or questions, which arise during the course of play. The referee's decision is final and binding upon all participants.
7. The organisers supply all game elements and parts used during the tournament. It is forbidden for players to use their own equipment.
8. Each player has one minute (40 seconds at the WRC) to complete a turn; monitored by a timing device located on the table, supplied by the organisers.
9. The NZ National Competition is played in three rounds:

1 st round	2 rounds of 4 games South Island National Champs
2 nd round	2 rounds of 4 games North Island National Champs
3 rd Round	Semi Finals and Finals (top 12 players)

The WRC tournament is played in three rounds:

1 st round	4 games
2 nd round	4 games (semi finals)
Finals	4 games
10. The player who wins the most games is the winner of the round. In the event of more than one person with the same number of wins, the player with the highest score will be deemed the winner.
11. The organisers reserve the right to make any changes in these regulations.

COMPETITON RULES:

The aim of the game is to be the first player to get rid of all of one's tiles, by placing them on the table, and thus scoring all the points for the remaining on the opponent's racks.

At the start of the game, each player takes 14 tiles from the pool (two face down stacks of 7 tiles each).

During a turn, a player may either draw a tile from the pool or lay one or more tiles from the rack onto the table.

To enter the game, the first set or sets, which are placed on the table, must add up to a minimum of 30 points.

A player may choose to delay entry by continuing to pick one tile from the pool, each turn.

Note: a player may not build upon or manipulate any sets on the table prior to entry or during his/her initial meld.

Sets can be manipulated in many ways, as long as at the end of the turn only legitimate sets remain, and no loose tiles are left over.

There is a one-minute time limit to complete a manipulation. If time runs out before completing a manipulation all tiles return to their original positions and 3 penalty tiles are taken from the pool. The other participants at the same table will help to retain the former position.

If there are some leftover tiles and players do not remember where they came from, they should be returned to the bottom of the pool and the player takes the same number of tiles from the pool.

The number "1" tile may only be used before the number "2" tile and not after the number "13" tile.

The Joker can be used to represent any tile. During a turn, a player may retrieve a joker from the table by replacing it with the tile it represents (from his/her rack or from the table), and must use the joker immediately to form a new set (or sets).

A set containing a joker may have tiles added to it, or it can be split apart in the usual manipulative way. If thereby freeing the joker, it must be used in the same turn as a substitute for any number in a new set.

At least **one** tile from the player's rack must be used on the same turn.

A Joker remaining on the rack at the end of the game has a penalty value of 100 points.

Should one not perform an initial meld when game ends, he is charged with 100 points, provided he/she could **not** meld 30 points face value. Had he/she the possibility and chose not to, he/she will be charged 200 points.

Should one get 3 "doubles" (2 of the same number and colour) before the game starts, he can request a fresh start for all champions sited at his table. The organizer's reserve the right to make any changes in these rules.