

Slow Play Rules - July 2023

Definitions.....

Slow Play.... where a player has taken 3 or more 24+ hour periods to make a play.

Unfinished..... where no score for either player can be awarded.

Tiles left..... the total of tiles on each player's tray plus those still in the bag.

Rules.....

1. If the game is not finished and there are <20 tiles left (regular board) or <30 tiles (super board) but there is a clear winner, the game is awarded with the points already scored by each player.

If there is no clear winner, the game will be declared a draw. Slow play does not count here because the game is, by default, finished.

- 2. If there are too many tiles left and there is no clear winner, or it was not a draw (see No 1), the game will be regarded as unfinished and neither player will be awarded with a score unless it's been established there was slow play....
 - If both players were playing slowly, the game will be regarded as unfinished.
 - If one player was playing slowly, the other will be awarded the points earned and the slow player will not be awarded a score for that game.... so, zero.
- If Player 1 fails to start a game despite reminders and this results in an unfinished game, Player 1 scores zero and the score derived from the other game between them will be awarded to Player 2.
- 4. If a player has more than 20% of games categorised as unfinished.....
 - that player will be dropped from the tournament for one round unless we've been notified that an unfortunate situation was responsible for slow play;
 - If the player breaks the slow play requirement in the next tournament, that player will be dropped from that particular group permanently..... for FC players who struggle to finish their games, please consider joining the ZFC group where you have 4 weeks (instead of 2) to finish games.
 - Please note that the player will only be dropped from that particular group, not any other group in which they may be playing.