



**DIRECTORATE OF INSPECTION AND REGISTRATION OF
PRIVATE INSTITUTIONS IN SINDH,
MINISTRY OF EDUCATION, GOVERNMENT OF SINDH**
IN COLLABORATION WITH
ZIAUDDIN COLLEGE – INTERMEDIATE AND A – LEVELS



Friday, October 31, 2025

**SINDH YOUTH WORDMASTERS SCRABBLE CHAMPIONSHIP
SEASON 01**

REVISED - OFFICIAL RULES, REGULATIONS, AND PARTICIPANT GUIDELINES

1. Introduction:

Following the success of the *All Sindh Youth Spelling Bee Competition (Season 03)* and under the direction of the **Minister for Education, Mr. Syed Sardar Ali Shah**, and **Secretary, School Education & Literacy Department, Mr. Zahid Ali Abbasi**, the **Directorate of Inspections & Registration of Private Institutions, Sindh**, in collaboration with **Ziauddin College – Intermediate and A Levels**, is pleased to announce the launch of the **Sindh Youth WordMasters Scrabble Championship (SYWSC)**. This initiative aims to promote linguistic confidence, analytical thinking, and teamwork among students through the classic game of Scrabble reimagined for Sindh's youth. The championship is open to **students from Grades 8 to 10** across all private and public educational systems, including **Matriculation and O Levels**, providing an inclusive and enriching learning experience.

2. Objectives:

- a. To develop students' command over English vocabulary and spelling.
- b. To foster teamwork, patience, and strategic reasoning.
- c. To provide a competitive yet educational platform for language-based engagement.
- d. To connect students from diverse backgrounds through healthy academic competition.

3. Eligibility and Team Composition:

- a. Each institution may register **only one team** to ensure fair representation.
- b. Each team shall consist of two students enrolled in Grades 6 to 10. The age of the participants must be above 12 and below 16 years, as this is an Under-16 Championship.
- c. Both team members will play **together throughout the competition**; substitutions are not permitted after registration.
- d. Both players must belong to the same institution.
- e. Each team must be accompanied by an authorized teacher or institutional representative, preferably someone who can later serve as a Master Trainer at their respective institution.

4. Training Session:

- a. All **registered teams** shall be provided a **training session** for both the participating students and the nominated institutional representative, who may subsequently serve as a **guide or Master Trainer** at their respective institution.
- b. Attendance at the training session shall be **mandatory for all registered teams**. Teams failing to attend the training session, **for any reason whatsoever**, shall **not be permitted to participate** in the competition.
- c. Training sessions shall be conducted within the respective region and detailed schedules shall be **communicated at a later date**.

5. Competition Structure:

- a. The Championship shall comprise **three (03) rounds**, each of **fifty (50) minutes** duration.
- b. For each round, participating teams shall compete against a **different opponent team**.
- c. The **winning teams** shall be determined based on the **highest cumulative score** obtained across all three rounds.
- d. All rounds shall be conducted **on the same day** within each respective region.
- e. The **top-performing teams** from each region shall be declared as the **regional winners**.



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Awards and Recognitions: *The following awards shall be conferred at the regional level:*

- a. Champion
- b. 1st Runner-Up
- c. 2nd Runner-Up
- d. Best Word of the Tournament
- e. Spirit of the Game Award

A detailed schedule for registration, regional centers, and focal persons will be shared in the **last week of December 2025**.

6. **Game Setup and Equipment:** Each official match will be played using:

- a. 1 Scrabble board
- b. 100 letter tiles
- c. 4 racks
- d. 1 tile bag
- e. 1 official score sheet and pen

All game materials will be provided by the organizers. No personal boards or equipment are allowed.

7. **Objective of the Game:**

- a. The objective of Scrabble is to form valid English words on the board to achieve the highest possible score. Words must be placed either **horizontally (left to right)** or **vertically (top to bottom)**, connecting to existing words.

8. **Reference Word List:**

- a. For ease and uniformity, the **Colins Dictionary** will serve as the **official reference** for acceptable words.
- b. Colins Dictionary's access will be provided to only the registered teams.

The following are **not permitted**:

- a. Proper nouns (names of people, cities, countries, brands, etc.)
- b. Abbreviations or acronyms
- c. Foreign, slang, or vulgar words
- d. Words requiring hyphens, apostrophes, or capital letters

The **referee's decision** on word validity shall be **final and binding**.



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9. Starting the Game:

- a. Each team draws one tile from the bag to decide who plays first.
- b. The team drawing the letter **closest to “A”** begins.
- c. Blank tiles count as the lowest.
- d. Tiles are returned to the bag before play begins.
- e. Each team then draws **seven (7)** tiles.
- f. The first word must start from the **center star square** on the board.

10. Gameplay and Duration:

- a. Each match will have a **total duration of 50 minutes**.
- b. Both teams will play alternately within this time limit.
- c. The referee will announce **5-minute** and **1-minute** warnings before the end of the round.
- d. When time is called, play will stop immediately, and the board will be counted **as it stands**.

During Each Turn:

- a. The team discusses and decides on a word.
- b. The word is placed correctly on the board.
- c. The team announces the word aloud and states its score.
- d. The **Score Recorder** confirms and notes it down.
- e. The team draws new tiles to maintain seven tiles.
- f. Play passes to the next team.

If no valid move can be made, the team may **pass** or **exchange tiles**. The game ends when:

- a. Time expires, or
- b. No further valid words can be formed.

11. Scoring:

- a. Each letter tile has a printed point value.
- b. Special board squares provide score bonuses:
 - a. **Double Letter (DL):** letter value × 2
 - b. **Triple Letter (TL):** letter value × 3
 - c. **Double Word (DW):** total word score × 2
 - d. **Triple Word (TW):** total word score × 3
- c. Using all seven tiles in one turn earns a **50-point “Bingo” bonus**.
- d. When the game ends:
 - a. Points for unused tiles are **deducted** from that team’s total.
 - b. The opponent **adds** those deducted points.

The team with the **highest final score** wins.



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12. Score Recording Protocol:

To ensure accuracy and fairness:

- a. Each match will have an **Official Score Recorder** (appointed by the organizers).
- b. The Score Recorder:
 - a. Records all words, scores, and cumulative totals.
 - b. Announces scores after each word.
 - c. Confirms totals with both teams at the end.
- c. Each team will also maintain its own **duplicate score sheet** for transparency.
- d. At the end of the match:
 - a. The final totals are verified by both team captains.
 - b. The **official score sheet** is signed by:
 - i. Both team captains
 - ii. The Score Recorder
 - iii. The Referee
- e. The signed sheet is submitted to the **Scoring Table** for official record entry.

Sample Columns on Score Sheet:

Turn	Team	Word Played	Word Score	Cumulative Total	Verified By
1	Team A	TABLE	14	14	SR
1	Team B	DOOR	8	8	SR

12. Challenges (Questioning a Word):

- a. A team may immediately challenge an opponent's word if it seems invalid.
- b. The referee checks the word using the official word list.
- c. If the word is valid → The challenger loses its next turn.
- d. If invalid → The word is removed, and the team that played it loses its turn.

The referee's decision is **final and binding**.

13. Conduct and Discipline:

All participants are expected to:

- a. Show **respect** to teammates, opponents, and officials.
- b. Maintain **silence and focus** during play.
- c. Handle tiles and boards with care.
- d. Follow referee instructions promptly.
- e. Avoid arguments, distractions, or misconduct.



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Penalties for Misconduct:

Type of Violation	Consequence
Minor disruption or noise	Verbal Warning
Repeated misconduct	Loss of Turn
Cheating, external help, or use of devices	Disqualification
Disrespect to officials	Immediate Disqualification

14. Do's and Don'ts:

Do's

- Read and understand the rules before the event.
- Discuss every move with your teammate.
- Announce each word clearly before recording.
- Keep the score sheet accurate and legible.
- Respect time limits and referee calls.
- Appreciate and congratulate opponents after each match.

Don'ts

- Do not use phones, dictionaries, or notes.
- Do not touch your opponent's tiles or rack.
- Do not change the board after confirming a move.
- Do not argue about word meanings only referees decide.
- Do not waste time intentionally.

15. Winning and Tie-Break Rules:

- The team with the **highest total score** wins.
- In case of a tie:
 - The team with the **highest single-word score** wins.
 - If still tied, the team with **fewer unused tiles** wins.

16. General Guidelines:

- Teams must report at least **30 minutes before** the scheduled match.
- Bring **school ID cards** or authorization letters.
- Attend the orientation session before the start of the round.
- Late arrivals beyond 10 minutes may be **disqualified**.
- All official announcements will be made through school focal persons.



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17. Spirit of the Game:

The **Sindh Youth WordMasters Scrabble Championship** is more than a competition it is a celebration of language, intellect, and unity.

Participants are encouraged to:

- Compete with integrity,
- Support and cheer for one another, and
- Learn through every move they make.

Winning is rewarding, but **playing with honesty and respect defines true champions.**

Sincerely,

Rafia Javed Mallah
Additional Director
DIRPS

Arsalaan Iqbal Leghari
Principal
ZCIA
