

CEM Rummikub Competition 2025 (School Group)

Guidelines to Participants

Category:	“School Group” (Students from Primary 1 to Form 6)
Participating teams:	Each school can send no more than 2 teams, led by a teacher. Up to 40 teams will be competing in this category. In case over registration is received, participating teams will be selected via a draw, with the first team submitted in registration form being the priority.
No. of team members:	4 students per team
Competition date:	18/10/2025 (Saturday)
Competition venue:	Macau Fisherman’s Wharf Convention and Exhibition Centre, Hall 3
Check-in Time:	08:30, students must get a name tag by presenting student card or ID card at reception and check the competition table number
Briefing on competition rules:	09:00 – 09:15, 18/10/2025 (Saturday)
Competition time:	09:30 – 11:30
Award presentation:	11:45, 18/10/2025 (Saturday)
Competition form:	Preliminary, semi-final and final rounds
Supervision:	Each team will be monitored, timed and scored by a judge
Enquiry:	Tel: 8393 1204 (Ms. Cheong); Email: trista.cheong@cem-macau.com
Language:	Cantonese, non-Cantonese speakers can arrange translator by themselves

Remarks:

1. Players are required to arrive at the competition venue on time. No waiting for late-comers. For those who **fail to arrive before briefing** will be regarded as **absence and abstention**.
2. To avoid disruption to the competition, the competition field will be cleared before the start of each round. Players who have finished playing are not allowed to watch other games or cheer in the field. They can only stay in the free zone. During the competition, all players shall not make noise or disturb others in any means.
3. Players will be disqualified if cheating is detected.
4. In terms of dress code, players are recommended to wear school sports uniform or team uniform for easy identification.
5. The competition will be cancelled under the condition of Typhoon Signal no. 8 or above, or black rainstorm warning signal. The competition will be rescheduled with dates notified in due course.

Competition Mechanism

Preliminary Round

The Organizer will divide the players into groups by a draw in advance, with 4 players in each group to compete. Group 1 consists of players no. 1-4 who will play against one another; Group 2 consists of players no. 5-8 who will play against one another, and so on. In the preliminary round, there is a time limit of **60 seconds per player, per turn**.

There are 3 games in total. At the end of each game, the judge at each table will score for each player. When the 3 games are over, the judge will tally their total scores immediately to determine who the winner is at each table. A total of 40 players will be shortlisted to enter the semi-finals first in accordance with **the number of games won** and then their **total scores**.

Semi-finals

Shortlisted players will be divided into 10 groups, with 4 players in each group to compete. Shortlisted players at table no. 1-4 will go to table no. 1 to compete; shortlisted players at table no. 5-8 will go to table no. 2 to compete, and so on, check the table below for details. In the semi-finals, there is a time limit of **40 seconds per player per turn**.

Shortlisted players' table no. in the Preliminary Round	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36	37-40
Table no. for Semi-finals	1	2	3	4	5	6	7	8	9	10

There are 3 games in total. At the end of each game, the judge at each table will score for each player. When the three games are over, the Organizer will tally their total scores immediately to shortlist 4 players to enter the finals first in accordance with **the number of games won** and then their **total scores**.

Finals

Players will play 3 games in the finals. The Organizer will tally their scores on site to determine who the winner is. In the finals, there is a time limit of **40 seconds per player per turn**.

Competition Rules

1. To start a new game, players, under the command of the judge, will need to shuffle and pick tiles by themselves for the fairness of the game.
2. At the start of each game, players will pick a number tile to decide who starts the game, and the one with the highest tile goes first. The judge will input the information of each player into the timer.
3. After the order to the play is determined, players can reshuffle the tiles and pile them up into stacks of seven. Under the judge's instructions, each player takes two stacks (14 tiles) in turns and start arranging tiles. The remaining tiles on the table form the pool for the competition. The starter starts the game by playing tiles in a clockwise direction.
4. After arranging the tiles, a player can seek the judge's permission to reshuffle the tiles and start over again if he/she has three pairs of tiles with the same number and color.
5. In case of a tie at the end of the preliminary and semi-final rounds, the judge will arrange players with the same scores to pick a number tile, the one who selects the highest number will be qualified to enter semi-finals or finals.
6. In case of a tie in the finals, players with the same scores will play one more game to determine the winning order.
7. If all tiles from the pool are finished, and no one has won the game, each player will receive one more turn and then the game will end.
8. The player can request to take another tile from the pool if his/her tile is placed face up by another player by mistake, and the face-up tile will be put back to the pool.
9. The edition used in the competition is Rummikub Original. Players shall play according to the rules of the game.
10. Timekeeping:
 - a. The "Rummikub Score Timer" app is used for timekeeping.
 - b. Players have 60 seconds to play and take tiles per turn in the preliminary around, 40 seconds in the semi-finals and final round. The judge will keep the time for each player. The App will give voice prompts at the start, at 15-second and 5-second countdowns.
 - c. For fair play, a player, having finished playing and drawing tiles and intended to end his/her turn earlier, must say "Finish", before the next player starts to play and count down.
 - d. If 60 or 40 seconds time limit runs out before a player can complete a manipulation, all tiles should be returned to their original positions and 1 penalty tiles are taken from the pool. The other players can assist returning the tiles to their original positions. If there are leftover tiles, the player of this turn must take these leftover tiles back to his/her rack besides the 1 penalty tile.
 - e. Each game ends when a player empties his/her rack and calls out "Rummikub".

- f. The competition will proceed in accordance with the aforementioned rules. The Organizer reserves the right of final decision in case of any objection.

11. Scoring:

- a. A player will be declared the winner when he/she is the first to clear the rack. The losing players add up the value of the tiles they are holding on their racks. This score is totaled as minus (negative) amount. The winner of the round receives a positive (plus) score equal to the total of all the losers' points.
 - b. At the end of each round, the winner will be determined by the number of games won in the competition. In the event of a tie, the winner will be determined by the total score, and the player with the highest score wins.
 - c. At the end of a game, the joker has a penalty value of 30 points if it remains on a player's rack.
 - d. At the end of a game, if a player's tiles are not enough to make an initial play, the total value of the whole rack would be negative 100 points.
 - e. At the end of a game, if a player has tiles with enough points to make an initial play but fails to do so, the total value of the whole rack would be negative 200 points.
 - f. If a player deliberately pushes down the rack at the end of every game so that the judge is unable to accurately tally the scores, the player will receive a penalty of negative 200 points.
 - g. In the rare case that all the tiles on the table are used before any players goes "Rummikub", the combined value of the tiles left in each player's rack will be used for scoring, and the player with the lowest negative score wins that round.
12. Players should raise their hands to get permission from the judge if they need to use the restroom. They will be accompanied by staff to the restroom, and the game will be suspended. All players must cover up the tiles with a piece of black paper, and the game will continue after all players return from the restroom.
13. If players have any enquiry about the game, they must raise their hands to get permission from the judge before asking their questions.
14. If any player refuses to obey the game rules or deliberately display negative/passive behavior, the judge can issue up to two verbal warnings. In case of a third violation, the judge will consult with the Chief Referee to determine whether or not to disqualify the offending player from winning the game or from participating in the competition.
15. Players must complete all games, otherwise they will be regarded as abstention.
16. When a game is over, all players should remain seated quietly, and only leave the venue upon receiving instructions from staff after the judge has kept record of the scores.
17. The Organizer has the right to release the result, video recordings and photos of the competition to the public.
18. No appeal will be accepted. The Chief Referee's decision on the competition results shall be final.
19. The Organizer reserves the right to amend this guideline in the future.