**COMPETITION RULES (Offline)**

Participants must carry with them their own cubes and spare cubes for the events they are participating in.

The organizers won't provide cubes to participants on the day of the competition.

All-important announcements related to the competition will be made via email and Whatsapp broadcast, please make sure you save these number +91 9326169864 & +917304195472 for competition updates. Also follow us on our Facebook and Instagram pages.

Please reach the venue 15 minutes before the competition starts for your age group.

Participants have to carry their photo and DOB ID with themselves.

Winner of High IQ will not get high IQ participation trophy and Winners of 3x3 will not get 3x3 merit medals

Participants should be accompanied by parents/guardians during the competition (maximum 2 per participant).

Participants are not allowed to talk or use the phone while solving the cube. If anyone from the audience is disturbing the participant, they are allowed to report to the judge or the super moderator.

Please keep your phones on silent before entering the competition venue. Please maintain decorum inside the competition venue.

Participant who doesn't report to the solving area at the allocated time can be disqualified at the discretion of the super moderator.

The audience should be 5 feet away from the solving area.

Please don’t use flash while recording your child’s solves.

Flow of the competition

Once you reach the venue **10 minutes** before the first event you have taken part in,

Please be seated in the **Audience area** till the start of your event.

Depending on the size of the competition, each event will have groups. So check in advance which **Group** you are in.

Be prepared with your **solved cube** for that event.

Once your group is called, place your cube in the box with your score sheet (box and score sheet will be provided to you by JCA at the venue) and wait in the **Participant waiting area**.

Once the cube is scrambled, the runner will call out your name and will accompany you to a designated **solving station** with a judge.

If you are a **first- timer**, ask the judge to explain to you the **Rules for solving** before your first solve. Once you have understood the process you can take up to a minute to calm down and only when you are ready you say “**Yes Ready**” clear to the judge.

Once the judge hears you say ready, they will proceed to lift the box and start your inspection time.

You get **15 seconds of inspection time**. During the inspection time, you are allowed to lift the cube up but not make any move on it.

The judge will give you **an 8-second warning,** post that you should **place the cube down** and place your fingers on the timer.
Wait till the **light** on the timer goes from **RED** to **GREEN**. After which the timer is ready and you can start solving.

Once you finish your solve, place the cube on the table and stop the timer with **both hands**.
After the solve **do not touch** the cube or the timer.

The judge will record your scores or will use the help of the super moderator in case of any misalignment.
Once the time is noted down, please check if the time is correct and **sign** after the does the same.
Once done wait till your cube is scrambled again and the process repeats.

# **Regulations**

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**Group 2: Solved State**

**Group 3: Scramble**

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**Group 5: Puzzles**

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**General Rules (G1):**

G1a.) Every participant must have a Junior Cube Association (Username) to be a valid participant after the first competition.

G1b.) A participant can be deemed ineligible to compete in a competition if they haven’t registered for the competition in the allocated time or haven’t paid the participation fees.

G1c.) Participants can update their personal information by going to their profile and making the necessary changes. For changes to the locked fields, they can email us at infojuniourcubeassociation@gmail.com

G1d.) All personal information of a participant is confidential, in no circumstance, you are allowed to disclose this information to any other organizations/persons without the consent of the participant’s parents.

G1e.) Participants must represent a country in which they hold citizenship.

G1f.) Participants that are absent from the competition are not eligible for a refund of the fees paid for the competition.

G1g.) All decisions taken by the Super Moderator are final and non-negotiable without clear evidence.

G1h.) Only the judge and the super moderator are allowed to grant an extra solve to a participant.

G1i.) If you cross the time limit for that event, then that solve is considered a DNF.

G1j.) All mentioned times are as per IST, so please be aware and calculate your time zone.

G1k.) If any event has less number of participants, the JCA authority is allowed to cancel that event for that age group.

G1l.) Hi IQ – Participants will have only one attempt and the cut-off time will be announced before the competition.

G1m.) Participants are not allowed to use any electrical device (like earphones, mobile phones, cameras) during the solve. You are permitted to use earmuffs and hand warmers.

## **Solved State (G2):**

G2a.) A puzzle is solved when all colors are in their respective positions.

G2b.) If the puzzle is one outer move away from being solved then that solve is considered as time +2 seconds (exception the middle layer is considered 2 outer moves so M/S/E slices are DNF).

G2c.) If a cube is misaligned less than 45 degrees then the cube is considered solved.

G2d.) When all eighteen inner clock faces point to 12 o'clock then the clock is considered solved.

G2e.) Even if one face isn’t pointing at 12 o’clock then that solve is considered DNF.

G2f.) During a solve, if the cube (piece/pieces pop, corner twists, the cap falls off a piece) the participant is allowed to fix it without stopping the time. When the timer is stopped and any piece pops, corner twists, or cap falls, that solve is considered as DNF.

G2g.) Internal piece pop is not considered a DNF but solved as long as the colored pieces are attached to the cube, and the cube is in a normal solved state.

**Scramble (G3):**

G3a.) A scramble is a sequence of moves generated by the software at random to avoid repetition.

G3b.) The allocated scramble in a batch is unique and random.

G3c.) All NxN cubes are scrambled with the white face on top and the green face in front of us.

G3d.) Scrambles are not allowed to be discussed during the competition. Anyone found to be discussing will be disqualified.

**Moderator/Judge (G4):**

G4a.) A Moderator/Judge is responsible for executing the procedures and rules in a competition.



G4b.) A single moderator will be overseeing one or multiple participants (in special cases) required by the super moderator.

G4c.) The moderator/judge is the official representative of the JCA and will be approving the participant's scores.

G4d.) In case of an issue, the moderator/judge is allowed to take the assistance of the super moderator to take a decision regarding a solve or the participant.

G4e.) If required a participant can help in scrambling but cannot scramble for the same group in which they are participating.

**Puzzles (G5):**

G5a.) Participants must be ready with their own cubes before the start of the event.

G5b.) Each puzzle should be fully functional and approved by the moderator. If not approved please have a backup cube in hand.

G5c.) In the case of stickered cubes, the sticker color should be clearly distinguishable on each side.

G5d.) Each side color should be uniform and must be clearly distinct from the other colors.

G5e.) Blind participants are allowed to use textured cubes but they have to be pre-approved by the organizers before the first day of the competition.

G5f.) Colorblind participants are allowed to use special cubes which have to be pre-approved by the organizers before the first day of the competition.

G5g.) All clocks must be approved by the super moderator before the competition date

G5h.) No Bluetooth cubes are allowed in competitions

G5i.) Participants are allowed to change cubes(of the same event) after that solve is completed, only with the approval of the moderator.

G5j.) A maximum of 4 pieces are allowed to be interchanged in case of a pop and reassembly.

And a maximum of 2 corner twists are permitted.

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**Penalties (G6):**

G6a.) Making a move during inspection time, you get a penalty of +2 seconds.

G6b.) +2 seconds penalty if you start the timer post 15 seconds. And DNF after 30 seconds of inspection time.

G6c.) If you start solving without the timer starting then that solve is considered a DNF.

G6d.) If the timer stops in-between the solve, then that solve can be considered as a DNF on the decision of the judge on the grounds of human interference.

G6e.) Stopping the timer in a “Karate chop” manner is not allowed and is considered a DNF.

G6f.) Participants are not allowed to touch the cube after stopping the timer, till the time is noted down on the scoresheet. For any misalignment issue the super moderator will decide on it and once the time is noted down the cube can be touched.

 The penalty for touching the cube before the time is noted down is (+2 seconds).

G6g.) If the cube falls down or onto the lap of the participant, then the participant can place it on the table without affecting the state of the cube.

 If the puzzle is one outer move away from being solved then that solve is considered as time +2 seconds (exception the middle layer is considered 2 outer moves so M/S/E slices are DNF). [Point from G2b.]

Even if one face isn’t pointing at 12 o’clock then that solve is considered DNF. [Point from G2e.]

When the timer is stopped and any piece pops, corner twists, or cap falls, that solve is considered as DNF [Point from G2f.]

If more than one move is needed to get the cube in its solved state, then that solve is considered as DNF.

If you cross the time limit for that event, then that solve is considered a DNF. [Point from G1i.]

G6h.) Participants or audience members who act indecently/unlawful/damage JCA or venue property can be disqualified from the competition at the decision of the super moderator/organizer.

G6i.) Make sure you do not hit the reset button on the timer before the time is noted down by the judge or that solve is considered as DNF.

G6j.) Please do not sign the scoresheet before you start your solve. The signature is an approval by the judge and participant that the recorded time is legitimate. You should also not sign in case of a dispute in that solve and only sign once the dispute is resolved by the super moderator.

 The penalty for the above is DNF for that solve.