Time Slots and Zoom Meeting credentials will be shared **by email or visible on the website** to all participants. Please note that in case of an emergency the time schedule may be shifted slightly which will be informed to all participants via email and social media- Instagram & Facebook.

All-important announcements related to the competition will be sent via email or Whatsapp broadcast, please make sure you save these numbers +91 93261 69864 & +917304195472 for competition updates. Also follow our FB and Insta pages.

Make sure you download and keep Chrome and the zoom app on your laptop.

Mandatory 2 devices to join the competition (one of which should be a laptop/tablet).

Participants have to make sure they log in at their time slot on the timer website. **The zoom meeting will be locked after 05 minutes.**

Failure to join the zoom meeting at the **designated time** will lead the participant to be marked as **absent**(DNS).

Participants have to keep their respective cubes as per the event **completely solved before the start of the event** i.e.  Event 1 - 3x3 solved cube before they join the zoom meeting.

Make sure that the name displayed in your Zoom ID and the photo are of yourself.

Please keep your photo ID with yourself, and show it when asked.

Participants in the Under7 age category should be accompanied by parents/guardians during the competition.

Participants need to make sure they have proper internet connectivity and fully charged Laptops. Any connectivity issues during the solve, that solve will be considered invalid.

Organizers will not be liable for Internet connectivity issues at the participant end.

On entering the main room in Zoom, the super Moderator will explain the basic Guidelines. After that, the participants have to make sure that they click on their screen to see the option for the breakout room and join the **Batch Number room** that they have been allocated.

Participants need to be on mute mode at all times and if required raise their hand and then ask any query. Make sure there is no background disturbance when speaking to the moderator.

Participants need to have the **cube they are solving** and the **laptop with the timer** visible at all times to the Moderators, failure of either one or both will lead to that solve being considered invalid(DNF).

Participants have to scramble their own cubes, with the scrambles shown on-screen on the day of the competition.

Kids under the age of 7 years are allowed to get their cubes scrambled by their parents/guardians on the day of the competition.

After scrambling every participant needs to **show the cube to the moderator and get it approved**.

Once scrambling is approved by the moderator, place the cube on the table and cover the cube with a non-transparent box and wait for further instructions from the moderator.

The **inspection time is of 15 seconds**. During this period the participant is not allowed to solve or make any turns on the cube.

When the Moderators says to start the participant has to press the space bar or click on the timer on the website and start solving their respective cubes.

You are allowed to fix a popped piece during a solve while the timer is running. Once the timer is stopped you are not allowed to touch the cube or fix any pop/twist/turn.

If the timer stops during the solve, **NO** extra solve will be given.

Crossing the time limit of that event will lead to that solve being considered a DNF.

Once the contestant is done solving the cube, clicking on the timer will stop the timer, revealing the complete solve time.

After stopping the time please let the moderator check the solved state of your cube and verify the time.

If any child's scores are found doubtful we as organizers have the authority to ask for a re-attempt in front of the super moderator.

If all the three scrambles are incorrect you get an extra solve (2 max), if those 2 scrambles are incorrect then scores are considered as DNF.

No adjustment of schedule is possible if you miss the competition by any chance you will be marked as absent and no certificate will be issued for the same.

3 solves will be given for Basic cubes(3x3, 2x2, mirror, skewb, pyraminx).

All Scores verified by the super moderator will be displayed on the website.

Digital participation certificates will be sent to all participants at their respective email addresses.

E-Certificates will be uploaded on our website and can be downloaded on login.

DNA Participants will not be issued participation certificates.

For winners of podium places, excellence awards physical copy of the certificates is dispatched via courier to the registered addresses.

Please remember **it is not winning but participating which is more important.**

The Moderator’s decision regarding the timer will be **final**, any kind of issues with the Moderators will result in the participant being exempted.

The recordings will not be shared to any participant.

**PLEASE NOTE: Not following these rules will get you disqualified from the competition.**

**Regulations**

**Content**

**Group 1: General Rules**

**Group 2: Solved State**

**Group 3: Scramble**

**Group 4: Moderator**

**Group 5: Puzzles**

**Group 6: Penalties**

**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 Moderator and the super moderator are allowed to grant an extra solve to a participant in case of a miss scramble.

G1i.) If you cross the time limit of 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 we as an organizer have the authority to cancel the event.

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

G1m.) If any event has less than 10 participants for that age group, then that will have only 1 podium prize.

G1n.) 3x3 Merit Medals are not given to podium winners in 3x3, upcoming star boy/girl, Legend award winners

G1o.) Absent participants won’t receive 3x3 merit medals or participation certificate.

G1p.) DNF average result in 3x3 will receive a bronze merit medal.

G1q.) High IQ podium winners won’t receive a High IQ participation trophy.

**Solved State (G2):**

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

G2b.) If the puzzle is one or more moves away from being solved then that solve is considered a 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. If the timer is stopped and it is not in the solved state, 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 (G4):**

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

G4b.) A single moderator will be overseeing multiple participants at a given time.

G4c.) Its the responsibility of the moderator to maintain decorum and order in the room.

G4d.) The moderator/judge is the official representative of the JCA and will be approving the participant's scores.

G4e.) 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.

**Puzzles (G5):**

G5a.) Participants must be ready with their own cubs 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) if they need to after a solve is complete 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.

**Penalties (G6):**

G6a.) If you start solving without the timer starting then that solve is considered a DNF.

G6b.) 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.

G6c.) 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.

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. [Point from G2h.]

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

G6d.) Participants or parents who act indecently/unlawful can be disqualified from the competition at the decision of the super moderator/organizer.

"ALL THE BEST PARTICIPANTS"