



# CHALLENGE REGULATIONS



# INDEX



Page No.	Topic
1	Participant Eligibility & Registration
2	Cube Event Categories
3	Scramble Rules
5	Challenge Formats
7	Video Recording Rules
8	Disqualification Policy
9	DNF / DNS Rules
10	Round Opening & Closing
11	Time Regulations
13	Timer & Equipment Rules
14	Score Submission
15	Video Submission Rules
16	Technical Guidelines
17	Fair Play Rules
18	Tie-Breaker Rule
19	Awards & Prize Policy

# Participant Eligibility & Registration



All participants must meet the following requirements before registering for any JCA challenge:

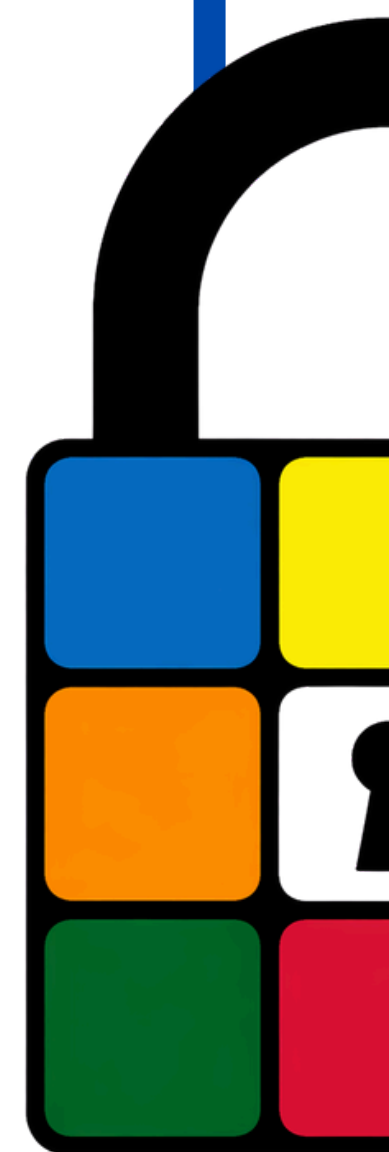
- A valid JCA Cubers Profile ID is mandatory. Participants without a verified profile will not be allowed to register or compete.
- The profile must be created and fully verified before the registration deadline – last-minute profile creation will not be accepted.
- Every registration is directly linked to the participant's verified JCA profile, ensuring accountability and accurate result processing.
- Any entry submitted without a valid Profile ID will be automatically rejected and not considered for results or prizes.
- It is the sole responsibility of the participant to ensure all personal details on their profile are accurate and up to date, including name, age, and contact information.

# Cube Event Categories



JCA challenges are conducted across the following WCA-recognized cube event categories:

- 3x3x3
- 2x2x2
- 4x4x4
- Pyraminx
- Megaminx
- Skewb
- Clock



# Scramble Rules



Scramble integrity is critical to fair competition. All participants must strictly follow these guidelines:

- All scrambles are randomly generated using JCA's official scrambling system, ensuring fairness for every participant.
- Scrambles must be followed exactly as provided – no deviation, reinterpretation, or alternative orientation is permitted.
- Scrambles are available only during the scheduled event window. Participants must be ready and present on time.
- Correct cube orientation must be maintained throughout the scramble. Incorrect orientation will be treated as an incorrect scramble, resulting in a DNF (Did Not Finish).
- Executing an incorrect scramble = automatic DNF for that attempt. There are no exceptions.

# Scramble Rules



- **Scrambles are strictly confidential. Sharing or discussing scrambles with anyone – inside or outside the competition – is a violation subject to disqualification.**
- **Parents or guardians are permitted to assist only with the physical scrambling of the cube. They may not coach, advise, or interfere with the solve.**



# Challenge Formats



## 1.1 Mean of 3 (Mo3)

- Each participant completes three separate timed attempts.
- The final result is the arithmetic mean (average) of all three solves.
- If even one attempt results in a DNF or DNS, the overall final result is recorded as DNF – no exceptions.

# Challenge Formats



## 1.2 Single Solve

- Each participant gets exactly one attempt.
- The time recorded for that single solve is the final result.
- No retries or re-attempts are granted under any circumstances.

# Video Recording Rules



All solves must be video-recorded according to these strict guidelines to ensure authenticity:

- Recording must begin from the moment the participant clicks the 'Participate' button – not after.
- The timer must be clearly visible throughout the entire video. Obscured or partially visible timers are not acceptable.
- Both the participant's hands and the cube must remain fully visible at all times during the solve.
- The video must be continuous and unedited – no cuts, jumps, pauses, or post-processing of any kind is permitted.
- The camera must remain fixed throughout. Moving, rotating, pausing, or adjusting the camera during the solve will render the video invalid.

# Disqualification Policy



A participant may be disqualified for any of the following violations:

- Failing to follow any of the official JCA challenge rules as outlined in this document.
- Seeking or receiving external help, hints, or assistance during a solve.
- Switching browser tabs, minimizing the window, or leaving the event screen during an attempt.

Sharing scrambles with any other participant or third party before, during, or after the event.



# DNF / DNS Rules

•**DNF (Did Not Finish):** Awarded when a solve is incomplete, incorrect, or otherwise invalid (e.g., misalignment, wrong scramble, timer stopped incorrectly).

•**DNS (Did Not Start):** Awarded when a participant does not attempt a solve within the allotted time.

**In Mean of 3 format:** a single DNF or DNS in any attempt causes the entire final result to be marked as DNF.

# Round Opening & Closing



- Events open and close strictly as per the published schedule – participants must be aware of their event timings in advance.
- All attempts must be completed within the designated event time window. No attempts started outside the window will be accepted.
- Late submissions are strictly not accepted, regardless of the reason – technical or otherwise.

# Time Regulations



## Inspection Phase

- Participants are allowed up to 15 seconds of inspection time to examine the scrambled cube before starting the timer.
- Exceeding 15 seconds but stopping within 17 seconds results in a +2 second penalty added to the final time.
- Exceeding 17 seconds results in an automatic DNF.

## Start Rules

- Pre-turning (making any moves before the timer starts) is strictly prohibited.
- Both hands must be clearly visible and resting before the timer is activated.

# Time Regulations



During the Solve

- The cube must be fully solved – all faces aligned and complete – before stopping the timer.
- The cube must be fully released from the participant's hands before the timer is stopped.
- Misalignment of cube layers may result in either a +2 second penalty or a DNF, depending on severity.



# Timer & Equipment Rules



- Only the official JCA timer is permitted during competition. No other timing device is allowed.
- Use of keyboard (spacebar) to start and stop the timer is strongly recommended for accuracy.
- External timers, phones, smartwatches, or any other timing devices are strictly prohibited.

# Score Submission



- All solve times are automatically recorded by the JCA system – there is no manual entry required.
- Video recordings must be clear, complete, and comply with all recording rules to be considered valid.
- No edits or resubmissions of scores are accepted once the event window has closed.
- Each participant's results are linked to their JCA Cubers Profile ID for result processing and prize distribution.
- Participants must ensure their profile details are accurate and up to date before and during the event.

# Video Submission Rules



- Videos must be submitted promptly when requested by JCA officials – delays may affect result validation.
- Submitted videos must be continuous and completely unedited, matching the live recording of the solve
- Failure to submit a requested video, or submission of an invalid/edited video, may result in disqualification.

# Technical Guidelines



- Use of a laptop or desktop computer is strongly recommended for a smooth experience – mobile devices may cause technical issues.
- A stable and reliable internet connection is required throughout the event. Disconnections during a solve are the participant's responsibility.
- Re-attempts due to technical issues are not guaranteed – JCA reserves the right to decide on a case-by-case basis, but participants should not rely on this provision.



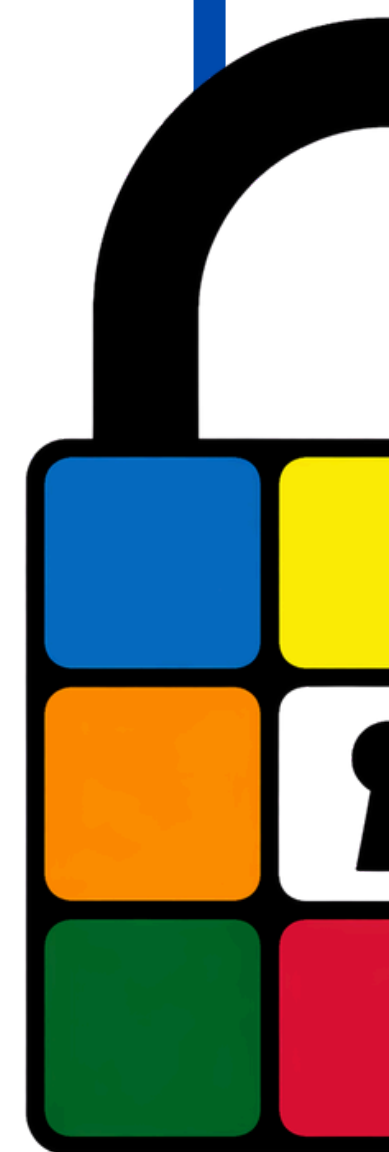
# Fair Play Rules

- No external help, coaching, or assistance is allowed from any person during a solve.
- Use of notes, guides, reference sheets, or any solving aids is strictly prohibited.
- Any suspicious, unusual, or abnormal activity detected by JCA officials may lead to disqualification or cancellation of results without prior notice.



# Tie-Breaker Rule

In the event of a tie in final results between two or more participants, the tie will be broken by comparing the best individual single solve time among all their attempts. The participant with the faster best single solve will be ranked higher.





# Awards & Prize Policy

- The complete prize structure and award details will be communicated to participants at the time of registration.

- Prizes will be delivered or dispatched to the address registered in the participant's JCA Cubers Profile, in accordance with applicable shipping and distribution guidelines.

- Participants are responsible for ensuring their registered address is accurate. JCA will not be liable for undelivered prizes due to incorrect details.



# ALL THE BEST PARTICIPANTS



 **93261 69864**

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