



Rules & Regulation

Each contestant must be familiar and understand the ICA Regulations before the Championship.

A Championship must include an ICA Board Member and an Organizing team with the following officials:

Scramblers and Scorers.

The Organizing team of a Championship is responsible for logistics before, during, and after the Championship.

The ICA members may delegate responsibilities to other members of the Organizing team, but is ultimately accountable for how these responsibilities is carried out. The report must be mailed to the Organizing team within two days of the end of the Championship.

Any person may compete in an ICA Championship if they:

Comply with ICA Regulations.

Meet the Championship requirements, which must be clearly announced before the Championship.

A contestant's name, country, gender, and Championship results are considered public information. All other personal information is considered confidential, and must not be disclosed to outside organization/people without the consent of the contestant.

Contestants must obey venue rules and conduct themselves in a considerate manner.

Contestants must remain quiet when inside the designated Championship area. Talking is permitted, but must be kept at a reasonable level, and away from contestants who are actively competing.

Contestants in the Contestant Area must not communicate with each other about the scrambled states of the puzzles of the round in progress. Penalty: disqualification of the contestant from the event, at the discretion of the ICA Member.

While competing, contestants must not use electronics equipment/gadgets

The ICA Member may disqualify a contestant from a specific event for misbehavior.

If a contestant is disqualified from an event for any reason, they are not eligible for any more attempts in the event.

If a contestant is disqualified during the course of an event, their earlier results remain valid.

A disqualified contestant is not eligible for the refund of any expenses due to participating in the Championship.

Contestants must be present and ready to compete when they are called to compete for an attempt. If not they can be disqualified from the event by ICA member.

Contestants are not allowed to carry their own puzzles for the Championship.

A scrambler applies scramble sequences to the puzzles.

Puzzles must be scrambled using computer-generated random scramble sequences provided by the ICA Board Members.

Scramble sequences for a round must be available only to the ICA member and the scramblers for the event, until the end of the round.

If a contestant chooses to repair the puzzle, they must repair only the defective parts. Tools and/or parts of other puzzles must no

Any repair to a puzzle must not give the contestant any advantage in solving the puzzle. Penalty: disqualification of the attempt (DNF).

Did Not Finish (DNF) is applicable in the following situations:

- If the contestant's cube has any side of the cube turned at an angle of 45° or more.
- If during the period of solving the cube, the pieces of the cube pop-out of the puzzle.
- If the contestant deliberately pulls out the pieces of the cube.
- If the contestant takes more time that the cut off time stipulated for the particular round.
- If the contestant uses any forged technique to solve the cube.
- If the contestant rotates/twists any corner of the cube.
- If the contestant applies moves during inspection.
- If the contestant does not starts solving the cube within 12 seconds of the start of the inspection.
- If the contestant resets the timer before the scorer notes down the time.

Permitted repairs:

If any parts have fallen out or moved out of place, the contestant may place them back.

If, after repairing the puzzle but before the end of the attempt, the contestant finds that the puzzle is unsolvable, they may disassemble and reassemble a maximum of 4 pieces to make the puzzle solvable.

If the puzzle is unsolvable, and can be made solvable by rotating a single corner piece, the contestant may correct the corner piece by twisting it in place without disassembling the puzzle.

If one or more parts without colored faces is affected, the puzzle is considered solved.

If one part with one colored face is affected, the puzzle is considered solved.

Viewer must remain at least 1.5 meters away from the solving stations when they are in use.

Lighting of the Championship area must be given special attention. Lighting should be neutral, such that contestants can easily differentiate among the colors on the puzzles.

The Championship area must be smoke-free.

The flat surface on which the Stack-mat has been placed. The mat is considered a part of the surface. The timer is not considered a part of the surface.

The Stack-mat timer must be attached to the mat and placed on the surface, with the timer on the side of the mat nearest to the contestant.

The Championship area must have a Contestants Area.

The Organizing team may require that a contestant who has been called to compete must remain within the Contestants Area until the contestant has finished all attempts for the round.

Only the resting state of the puzzle, after the timer has been stopped, is considered.

The puzzle may be in any orientation at the end of the attempt.

All parts of a puzzle must be fully attached to the puzzle in their required positions.

If no further moves are required to bring the puzzle to its solved state, the puzzle is considered solved without penalty.

If one move is required, the puzzle is be considered solved with a time penalty (+2 seconds).

If a contestant is granted an extra attempt, the extra attempt must be scrambled using a different scramble sequence.

If a contestant is granted an extra attempt, the extra attempt should be done right after the attempt that caused it, and must replace the original regularly numbered attempt.

The Organizing team must enforce time limits for attempts and/or rounds.

The default time limit per solve is 5 minutes, though the Organizing team may announce a higher or lower time limit.

For each round, any time limits must be announced before the round starts, and should not be changed after it has begun. Changes must be made at the discretion of the ICA members, who must carefully consider the fairness of the change.

If the time limit for solve is greater than 5 minutes, a stopwatch must be used for timekeeping.

When called for a round, the contestant submits a puzzle, in its solved state, to the scrambler. The contestant then waits in the Contestants Area until they are called to compete.

After the scrambler starts scrambling the puzzle, the contestant must not see the puzzle until the inspection phase starts.

The scrambler places a cover over the scrambled puzzle that makes it impossible for any contestants or viewer to see any part of the puzzle. The cover remains over the puzzle until the start of the attempt.

When taking a puzzle from the scrambler, the scorer briefly inspects the puzzle to ensure thorough scrambling of the puzzle. The Scorer raises any concerns with the scrambler, who then conducts a detailed check.

The Scorer places the puzzle onto the mat in an arbitrary orientation while ensuring that it remains completely covered.

The contestant may inspect the puzzle at the start of each attempt.

The contestant is allotted a maximum of 10 seconds to inspect the puzzle and start the solve.

The Scorer prepares the timer by turning it on and resetting if necessary. Separately, the Scorer also prepares a stopwatch for timing inspection.

The contestant starts the attempt by confirming that they are ready, and the Scorer uncovers the puzzle and starts timing the inspection.

The contestant may pick up the puzzle during inspection.

The contestant may reset the timer before the start of the solve.

At the end of the inspection, the contestant places the puzzle on the mat, in any orientation. Penalty for placing it outside the mat: time penalty (+2 seconds).

When 6 seconds of inspection have elapsed, the Scorer calls "6 SECONDS".

When 8 seconds of inspection have elapsed, the Scorer calls "8 SECONDS".

The contestant must have no physical contact with the puzzle between the inspection period and the start of the solve. Penalty: time penalty (+2 seconds).

The contestant must start the solve within 10 seconds of the start of the inspection. Penalty: time penalty (+2 seconds).

The contestant must start the solve within 12 seconds of the start of the inspection.

While inspecting or solving the puzzle, the contestant must not communicate with anyone other than the Scorer. Penalty: disqualification of the attempt (DNF).

While inspecting or solving the puzzle, the contestant must not receive assistance from anyone or any object other than the surface. Penalty: disqualification of the attempt (DNF).

The contestant stops the solve by releasing the puzzle and then stopping the timer. If a stopwatch is in use, the Scorer stops the stopwatch as soon as the contestant does this.

When using a stopwatch as the only timer, the contestant's default notification signal consists of releasing the puzzle(s) from their hands and placing their hands on the surface, with palms down. The contestant and the Scorer may agree on another appropriate notification before the start of the attempt.

The contestant is responsible for stopping the Stack-mat timer correctly.

The contestant must fully release the puzzle before stopping the solve. Penalty: time penalty (+2 seconds).

The contestant must stop the timer using both hands, placed flat on the sensors with palms down. Penalty: time penalty (+2 seconds).

The contestant must not touch or move the puzzle until the Scorer has inspected the puzzle. Penalty: disqualification of the attempt (DNF). Exception: If no moves have been applied, a time penalty (+2 seconds) may be assigned instead, at the discretion of the Scorer.

The contestant must not reset the timer until the Scorer has recorded the result on the score sheet.

The Scorer determines whether the puzzle is solved. They must not make moves or align faces when examining the puzzle.

Exception: For Clock, the Scorer will usually need to pick up the puzzle to verify both faces.

The Scorer tells the contestant the result.

If the Scorer finds that the puzzle is solved, they call "OKAY".

If the Scorer assigns any penalties, they call "PENALTY".

If the result is DNF, the Scorer calls "DNF".

The Scorer records the result on a score sheet.

If penalties are assigned, the Scorer records the original recorded time displayed on the timer, along with any penalties. The format should be "A + B + C = D", where A represents the sum of time penalties before/starting the solve, B represents the time displayed on the timer (the "original recorded time"), C represents a sum of time penalties during/after the solve, and D represents the final result.

The Scorer and contestant must each check the recorded result, and sign (or initial) the score sheet to acknowledge that the result is correct, complete, properly formatted, and clearly readable. This finishes the attempt.

If the contestant or the Scorer refuses to accept and sign the score sheet, the ICA member must resolve the dispute.

When a contestant's score sheet for a round is complete, the Scorer delivers the score sheet to the ICA member.

At the discretion of the ICA member, an incident or penalty caused by a new contestant's inexperience may be replaced with an extra attempt.

The Organizing team may limit the number of contestants per event or per Championship, on either a "first come first serve" basis or based upon qualification results or rankings.

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