

WSSA Sport Stacking Rule Book



World Sport Stacking Association® (WSSA)

VISION STATEMENT: A WORLD THAT STACKS!

MISSION STATEMENT:

The World Sport Stacking Association (WSSA) promotes the standardization and advancement of sport stacking worldwide. This association serves as the governing body for sport stacking rules and regulations, provides a uniform framework for sport stacking events and sanctions sport stacking competitions and records.

We build only POSITIVE PYRAMIDS!

**Lots of encouragement, No putdowns,
Only humble winners and gracious losers!**

Sport stacking not only develops important physical skills, such as hand-eye coordination, quickness and focus; it also promotes self-confidence, teamwork and good sportsmanship. Our intent is to uphold these qualities and provide a positive experience for all. Please understand that most everyone involved in sport stacking competitive events is a volunteer working hard to do the best job they can do. Like any athletic competition, decisions and judgments will be made—most will be correct, some may be questionable—all will be sincere. We ask that all those taking part in a competition, including Stackers, Coaches, Officials and Spectators, do their best to work together, be good sports and positive role models, and have a terrific time! The WSSA follows the principles and guidelines as outlined by the Positive Coaching Alliance. We encourage you to follow these points and visit their website at www.postivecoach.org

Definition of Terms

Cup

A specially designed cup made specifically for sport stacking, approved by the WSSA and used in a sport stacking competition or event. The “lip” of the cup is at the open end, while the “rim” of the cup is at the opposite closed end. The “step” (or ledge) of the cup is near the rim. Cup(s) used for competition at a WSSA Recognized or Sanctioned Event cannot be tampered with or altered in any way. (i.e. punch additional holes, remove logos, apply a foreign substance, etc.) Note: Speed Stacks Inc. is the primary sponsor of the WSSA and Speed Stacks® brand sport stacking cups are “The Official Cups of the WSSA”, and the only brand approved for use at WSSA competitions. (Note: Speed Stacks brand Super Stacks® (metal) training cups and Mini Speed Stacks are not recognized as “official” WSSA sport stacking cups for use in WSSA competitions.)

Stack

- 1) An individual group of cups either up stacked or down stacked such as a 3 stack, 6 stack or 10 stack; or
- 2) A specific stacking sequence, or pattern, involving a combination of individual stacks (e.g. 3-3-3 stack, 3-6-3 stack, and Cycle stack).

Stacker

A competitor participating in a sport stacking competition or event.

Special Stacker

A “Special Stacker” is one that has a diagnosed physical and/or intellectual disability that would impede with the “normal” functioning necessary to perform a variety of physical skills. A Special Stacker with an intellectual disability must be identified by an agency or professional as having one of the following conditions: cognitive delays as measured by formal assessment or significant learning or vocational problems due to cognitive delay that require or have required specially designed instruction.

Up Stacking

Term used for stacking the cups “up.”

Down Stacking

Term used for “unstacking” or putting cups “down.”

3-3-3 Stack

Cups are “up stacked” and “down stacked” from left to right or right to left (individual preference) in three stacks made up of three cups in each stack (3-3-3).

3-6-3 Stack

Cups are “up stacked” and “down stacked” from left to right or right to left (individual preference) in three stacks made up of three cups on the left, six cups in the center, and three cups on the right (3-6-3).

Cycle Stack

A sequence of stacks combining a 3-6-3 stack, a 6-6 stack, and a 1-10-1 stack, in that order. Stackers conclude the Cycle stack with cups in a 3-6-3 “down stacked” position.

Fumble

The term used when cups fall during the process of up stacking or down stacking. There are four types of fumbles:

- 1) **TIPPER**—cup(s) fall off a stack and onto the table or floor.
- 2) **SLIDER**—cup(s) slide down onto cup(s) lower in the stack.
- 3) **TOPPLER**— “down stacked” group of cups falls over on its side.
- 4) **SLANTER**— 1) During the **up stacking phase** a) the “lip” of one cup rests on the “step” of another cup or b) the top cup of a stack comes to rest in a “slanted” position on one of the cups below it. 2) During the **down stacking phase**, the top cup(s) of a stack that should have completely nested on the cup(s) below it, comes to rest in only a partially nested or “slanted” position.

StackMat®

The Official Timing Device of the WSSA.

1) The StackMat® is activated when **both** hands are placed on the touch pads which will illuminate the red and green lights indicating that the Timer is ready. The Timer starts when the Stacker lifts **one** or **both** hands from the touch pads and stops when the Stacker places **both** hands back on the touch pads.

2) **Starting & Stopping Hand Positions**-A Stacker may use any part of the hand(s) (from below the wrist of the hand to the finger tips) on the touch pads but may not be in contact with any cup(s) when starting or stopping the Timer. The cups may not touch the stackers' hands after the clock is stopped, whether intentional or unintentional (i.e. “running into” hands).

3) When stopping the Timer, a Stacker **may** have one hand on the touch pad of the Timer while the other hand continues to complete the down stacking phase prior to stopping the clock.

4) All styles of the Generation 2 Speed Stacks StackMat® will be permitted at Sanctioned & Recognized WSSA tournaments as provided by the Tournament Director. The Generation 1 model will only be allowed at “Recognized” tournaments.



Generation 2 StackMat

Stacking Surface

The stacking surface is defined as the **top** surface of the StackMat® including both the Mat and Timer. Cups are considered **on the stacking surface** if any part is resting upon the mat or timer.

Hiccup

An accidental slight movement of a hand or hands on the touch pads of the StackMat® causing the Timer to start seemingly on its own. Most often when this occurs the Timer will stop shortly after it starts. A Hiccup is not considered a “try”. Simply reset Timer.

Sport Stacking Court The competition area. (See Sport Stacking Court diagram-page 12)

Official Competition Tables (also “On Deck” Tables-optional)

1) a. The standard size of the sport stacking table has the following dimensions: Width: 72.5-77.5 cm (29-31 in.), Length: 180-187.5 cm (72-75 in.), Height: 72.5-77.5 cm (29-31 in.). (Note: In the USA this is the equivalent of a “standard” 2 ½ ft. x 6 ft. folding table) b. Due to many international differences, tables of different dimensions are acceptable, but Tournament Directors will need to have these approved for WSSA events.

2) Optional: A Tournament Director may choose to supply a shorter table with the following dimensions to Stackers whose height is under 102 cm (40 in.)--Width: 72.5-77.5 cm (29-31 in.), Length: 180-187.5 cm (72-75 in.), Height: 61 cm (24 in.). The WSSA recommends this lower height table for younger and/or shorter stackers who cannot reasonably stack on the “standard” height table. If a shorter table is not available, the WSSA recommends only use of OSHA approved riser/platforms for elevating a stacker.

False Start

There are five types of false starts:

- 1) Improper starting hand position on the touch pad(s) of the StackMat®
Only in Head to Head relays:
- 2) A lead Stacker's hand(s) leaves the touch pad(s) of the StackMat® before the command of "Go" by the Judge
- 3) A subsequent Stacker's foot loses contact with the floor before the hand tag.
- 4) A missed hand tag.
- 5) A hand tag made while the Stacker's hand is in contact with a cup(s).

False Stop

1) In timed events, a Stacker accidentally or intentionally stops the StackMat® before the sequence is complete. (Not to be confused with a "hiccup"—see definition.) All cups must be down stacked and up right before the Timer is stopped.

(Note: If a stack or stacks of cups are still in motion once the Timer has been stopped, they must come to a rest on their own, in a down stacked and upright position on the stacking surface, and otherwise an infraction will occur. Also, a Stacker's hand(s) may not be in contact with any cup(s) when stopping the StackMat®.)

2) In all Relay Competitions, the StackMat® is stopped prior to the fourth and final Stacker completing his or her sequence.

Scratch An infraction that occurs during the **timed events** resulting in no time recorded. (See "Scratches" on page 6.)

Foot Fault A Stacker's foot is on or over the centerline during Relay Competition.

Penalty Points

Penalty points are assessed to a team for infractions made in the Head-To-Head Relay Competition, such as false starts, false stops, fumbles not properly corrected, etc.

Forfeit

A loss of a race and/or a match in a Head-To-Head Relay Competition for interference and/or unsportsmanlike conduct.

Division A Stacker's division is based on his/her age. See WSSA Tournament Age Divisions and Events (p. 13-14).

Coach

The head of a team. An individual who volunteers to be in charge of the team making sure they are in the right place at the right time doing the right thing.

Prelims

All timed events begin with preliminary competition aimed at determining the fastest stackers in each division who then qualify for the Finals.

Finals

Qualifying stackers from the Prelims who compete for place rankings in each division. Note: The number of Finalists may vary depending on the number of stackers participating in a given tournament.

Records

The fastest times established in the timed events at a WSSA Sanctioned Tournament. Records are established in Finals Competition per Event & Age Division and categorized by State/Provincial, National and World records which can be found on the WSSA web site at www.WorldsportStackingAssociation.org.

Proper Stacking Sequences

Note: All stacking sequences can be performed with one hand or two hands. This includes the first and last 3 stack in both a 3-3-3 and 3-6-3.

3-3-3 Stack and 3-6-3 Stack

-Stack from left to right or right to left (individual preference). The stacking sequence is intended to be performed from side-to-side rather than from front-to-back or back-to-front.

-Hands may not be on two stacks simultaneously either in the up stacking or down stacking phases with exceptions as noted under "Clarification regarding both hands on cups at the same time:" on p. 4.

-The down stacking phase must follow the same direction as the up stacking phase (e.g. if you "up stack" from left to right, you must also "down stack" from left to right).

Cycle Stack

- The Cycle Stack is a pattern consisting of a 3-6-3 stack, a 6-6 stack, and a 1-10-1 stack performed in a continuous sequence and ending in a "down stacked" 3-6-3.
- Stack from left to right or right to left (individual preference).
- Hands may not be on two stacks simultaneously either in the up stacking or down stacking phases except for exceptions as noted under "Clarification regarding both hands on cups at the same time:" on p. 4.
- The up stacking and down stacking phases of both the 3-6-3 and 6-6 stacks must always start on the same side and follow the same direction.
- In the down stacking phase of the 3-6-3, the last 3 stack may be down stacked with one hand and this 3 stack can merely be in "column form" to complete the down stacking phase. (The cups do not need to be completely "nested" when transitioning to the 6-6.)
- If a toppler occurs with the 6 stack in the transition from the 3-6-3 to the 6-6, the stacker may up stack the first 6 stack, before up stacking the second 6 stack which toppled.
- Placement of the two up stacked 6 stacks during the Cycle must be in a "side-by-side" manner as opposed to a "front-to-back" manner.
- When down stacking the 6-6, once an attempt has been made to down stack the first 6 cups, the second 6 may be down stacked as well. **Tip: Rather than down stacking each stack of 6 separately, then placing one 6 stack on the other, it is preferable and faster to use the first stack of 6 (3 cups in each hand, or 4 in one hand and 2 in the other) to down stack the second stack of 6 thereby ending in a stack of 12.** All 12 cups must be involved in the down stack (leaving none behind) and come together in either a) one down stacked column of 12 or b) when forming this down stacked column one or two of the 12 cups may remain behind in the Stacker's hand(s).
- The top two cups from the column of 12 (or the one(s) remaining in the Stacker's hand(s)) must then be placed on either side of the now column of nested 10 (forming the 1-10-1), one cup to the right side of the column and one cup to the left side. One of these cups must be placed facing "down" and the other one must be placed facing "up" (stacker's choice). The single cups may not cross the true center of the up stacked 10 stack. The center of the 10 stack is determined by the middle of the bottom row of 4 cups that are in contact with the StackMat.®
- Once the 1-10-1 has been up stacked, each single cup on either side of the 10 stack must be turned over 180 degrees and "tapped" once, on the stacking surface before using these cups to down stack the 10 stack into a 3-6-3. **Note:** These single cups may be tapped on the "rim" of the top and the "lip" of the bottom of each of these cups but not simply on the "sides" of the cups. The 1-10-1 down stack must end in a 3-6-3.

Clarification regarding both hands on cups at the same time:

A Stacker cannot up stack or down stack two stacks of cups at the same time, nor can they "up stack" one stack while at the same time "down stack" another. Hands cannot be on two stacks simultaneously, either in the up stacking or down stacking phases **EXCEPT:**

1. In the down stacking phase, once a stack has been down stacked, the Stacker may leave one hand on the down stacked stack while their other hand continues to down stack the remaining stack(s).
2. During the down stacking phase the Stacker may correct a fumble **at any time**, but it must be prior to stopping the Timer (in timed events) or making the hand tag (in relay events). This may be done with one hand on the fumbled stack while the other hand continues to down stack the remaining stack(s).
3. If a stacker has inadvertently down stacked two stacks at the same time, and has NOT yet stopped the timer, they are permitted to "go back" and up stack the 2 stacks in question, and then down stack correctly.
4. During the Cycle "transitions" from one of the three main stacks (3-6-3, 6-6, 1-10-1) to another, a Stacker may have hands on two stacks of cups at the same time:
 - a) When going **from the 3-6-3 into the 6-6**, a Stacker's hands may be on each stack of 3 at the same time, however the up stack of the first six cannot be attempted until the down stack of the last three has been completed. (In other words, stacks cannot be up stacked and down stacked simultaneously). The last 3 must be brought over to the first 3. (Note: A Stacker may re-position the first 3 by sliding the cups along the surface of the StackMat. The entire lip of the bottom cup must be in contact with the surface of the StackMat during this re-position. After the last 3 have been down stacked a Stacker may begin up stacking the 6-6.) The last 3 do not have to be placed "on" the first 3 before up stacking into the first 6, but can simply be stacked up using the 3-2-1 method.
 - b) When going **from the 6-6 into the 1-10-1**, once an attempt has been made to down stack the first 6 cups, the second 6 may be down stacked. (Remember, all 12 cups must be "involved" in the down stack and must come together in one of two ways as previously mentioned.)
 - c) When going **from the 6-6 into the 1-10-1 and from the 1-10-1 into the 3-6-3** to finish, single cups on the left and right may be handled at the same time.

Fumbles

If a fumble should occur during the up stacking phase, it must be fixed immediately unless however it is a toppler, in which case it need not be fixed until it is up stacked in sequence. To “fix” a fumble properly without incurring an infraction, the Stacker must fix the fallen cup(s) **BEFORE** up stacking the next stack. If a Stacker should begin up stacking the next stack of cups before, during or after a fumble of the previous stack(s), the Stacker must return those cups to their original down stacked position and go back to correct the fumble before continuing on. Once the up stacking phase has been completed, if any cups are fumbled in the down stacking phase, the pyramid(s) **NEED NOT** be rebuilt –and the Stacker should simply continue to put the cups into their original down stacked position and follow the same order as was performed in the up stacking phase. Fumbles that occur during down stacking phase may be fixed at any time and not necessarily in order but must be fixed prior to stopping the Timer (in timed events) or making the hand tag (in relay events). If a Stacker fumbles a cup(s) only the Stacker can retrieve the cup(s).

NOTE: *All timed events in WSSA sanctioned tournaments involve preliminary competition (Prelims) and final competition (Finals). See Definition of Terms.*

Individual Timed Competition

1. A Stacker must compete in their age division. A Stacker's age division coincides with their age on the day of the tournament. (Note: Multiple day tournaments—the division of the Stacker is their age on the final day of the tournament.)
2. Stackers may only compete once in the Individual Timed Prelims. **These Prelims involve the following stacks in this order: 3-3-3, 3-6-3, Cycle.**
3. A Stacker must up stack and down stack their cups on the surface of the StackMat® (See “Stacking Surface” in Definition of Terms).
4. “On Deck Table” (optional)-If space and resources allow, a Tournament Director may choose to include On Deck (“warm-up”) Tables in their tournament. If so, each Competition Table has a corresponding On Deck Table set up at least 3.7 m (12 ft.) back from the Competition Table. Two StackMats®, two Stackers and two waiting lines 1.5 m (5 ft.) back per On Deck Table. Each Stacker has the opportunity to warm-up at the On Deck Table prior to their turn at the Competition Table. (Note: They still get their 2 normal warm-ups before each particular stack at the Competition Table as well). Their time at the On Deck Table is limited to the time it takes the Stacker in front of them to complete their turn at the Competition Table. (Consider this the equivalent of an “on deck circle” in baseball.) Once a Stacker starts warming-up at the On Deck Table, they are “committed” and must compete by taking their turn at the Competition Table next.
5. Each Stacker is allowed up to 2 warm ups for, and prior to, each separate competition stack which must be done in the following order: 3-3-3, 3-6-3, Cycle. Warm ups for each competition stack must be done before the first actual timed try and may not be done in-between subsequent tries of that same competition stack. If On Deck Tables are not used in the tournament, once a Stacker has started their first warm up at the Competition Table, they are then committed to complete their competitive stacks right then. In other words, you cannot warm up, decide you are not ready, leave and come back later. **A stacker may choose to forego any/all warm ups.**
6. After the Stacker has completed their warm ups the Judge will direct the Stacker to take their first “try” of that particular stack by saying, “Reset Timer and Start When Ready.” The Stacker must start with both hands (anywhere from below the wrists of the hands to the fingertips) on the touch pads of the StackMat®. (Note: A Stacker may not use their wrist(s) or forearm(s) to start the Timer. Also, no part of the hand(s) may be in contact with any cup(s) while starting the Timer.) The Stacker may begin stacking any time after the green light of the StackMat comes on. (Note: If a “hiccup” (see definition) occurs the Judge will allow the Stacker to go again.)
7. a) Once the Stacker has completed the down stacking phase they must stop the Timer. Both hands (anywhere from below the wrists to the fingertips) must be used to stop the Timer. b) A Stacker **may** have one hand on the touch pad of the StackMat Timer while the other hand continues to complete the down stacking phase prior to stopping the clock. c) A Stacker may not use their wrist(s) or forearm(s) to stop the Timer. d) No part of the hand(s) may be in contact with any cup(s) while stopping the Timer or immediately after. e) The Judge shall record the Stacker's time, provided the Stacker did not “scratch”. (See “Scratches”) f) The Judge will then say, “Reset Timer and Start When Ready” indicating the Stacker may do their next try.
8. a) A Stacker's Individual Time shall be determined by three timed “tries”. The Stacker's “best time” of the three tries is their fastest time. A Stacker's time shall be recorded to the 1/100th of a second. b) A Stacker's time is first established in the Individual Timed Prelims. If a Stacker advances to the Individual Timed Finals, his/her time in the Finals supersedes their Prelim time.
9. During the Individual Timed Competition all Spectators and other Stackers shall remain outside the Sport Stacking Front Court.

Scratches (pertain to timed events only)

1. Improper stacking sequence
2. Fumbles not corrected properly
3. False Stop (Not to be confused with a Hiccup.)
4. Cup(s) stacked completely off the surface of the StackMat®
5. Illegal use of hands on 2 stacks—see “Clarification regarding both hands on cups at the same time:”....(page 4)
6. Improper starting and stopping hand positions on the StackMat®

Note to Judges: Be sure to inform the Stacker of the infraction once it has occurred so it can be corrected in the next run.

Tie Breakers: In all timed events, ties are broken in both the Finals competition of each division as well as the Top Overall standings as follows: ties produced by identical times shall be separated by the second-best performances of the tying competitors; if a tie still remains, by the third-best performances; and finally then by the best Prelims time. If a tie still remains then it shall simply be deemed a tie. (Note: Ties are not broken in Prelims, and the top number of Stackers (as determined by the Tournament Director) move into the Finals. One or more extra Stackers qualifies for the Finals if there is a tie for the last qualifying spot.

Doubles Timed Competition

The Doubles Competition involves a team of two stackers working together to complete the Cycle stack as fast as they can! The challenge of this event is that one Stacker must use only their right hand while the other must use only their left hand. In other words...TWO stack as ONE!

1. a) A Doubles Team (DT) must compete within their age division dictated by the oldest Stacker on the team. A DT's age division coincides with their age on the day of the tournament. (Note: Multiple day tournaments—the division of the DT is their age on the final day of the tournament. Stackers 18 years of age and under may not compete in the 19 & above age divisions.) b) Collegiate, Masters 1 (25-34), Masters 2 (35-44), Masters 3 (45-59) and Seniors Stackers may only **compete within their respective age divisions**. (Exception: A Special Stacker in the 15-18 age division may “play up” to the Open Division.) c) A DT can include boys only, girls only and coed. d) Stackers can compete on only one DT within their Age Division. e) Stackers may, however, also compete on one Child/Parent team. (“Parent” is defined as the child's parent, step-parent, legal guardian, grandparent or step-grandparent.) A parent may stack on more than one Child/Parent Team within his/her family.
2. DT's may only compete once in the Doubles Prelims.
3. a) On a DT the Stacker on the right side must use their right hand only, while the Stacker on the left side must use their left hand only. b) Partners can choose to switch sides between tries.
4. The same sequencing rules are followed in the Doubles Timed Competition as are used in the Individual Timed Competition with the following addition: each individual stack of cups, in both the up stacking and down stacking phases, must be handled by both Stackers. The one exception to this rule is the down stack of the last “3” in the transition from the 3-6-3 to the 6-6. That last “3” may be handled by only one of the two Stackers.
5. DT's must up stack and down stack their cups on the surface of the StackMat® (See “Stacking Surface” in Definition of Terms).
6. Each DT is allowed up to 2 warm ups **but may choose to forego one or both**. Warm ups must be done before the first actual timed try and may not be done in-between subsequent tries. Also, once a DT has started their first warm up they are then committed to complete their competitive stacks right then. In other words, you cannot warm up, decide you are not ready, leave and come back later. (Note: If the optional “On Deck Table” is used in the Individual Timed Competition it should also be used in the Doubles.)
7. After the DT has completed warm ups, the Judge will direct the DT to take their first “try” by saying, “Reset Timer and Start When Ready.” The DT must start with designated hands on the yellow touch pads of the StackMat®. (Note: Proper hand placement as previously noted in the Individual Timed Competition.) The DT may begin stacking any time after the green light of the StackMat® comes on. (Note: If a “hiccup” (see definition) occurs the Judge will allow the DT to go again.)
8. Once the DT has completed the down stacking phase they must place their designated hands on the yellow touch pads of the StackMat® to stop the Timer. (Note: Proper hand placement and timing as previously noted in the Individual Timed Competition.) The Judge shall record the DT's time, provided the DT did not “scratch”. (See “Scratches”) The Judge will then say, “Reset Timer and Start When Ready” indicating the DT may do their next try.
9. a) A DT's Time shall be determined by three timed “tries”. The DT “best time” of the three tries is their fastest time. A DT's time shall be recorded to the 1/100th of a second. b) A DT time is first established in the Doubles Prelims. If a DT advances to the Doubles Finals, their time in the Finals supersedes their Prelim time.
10. During the Doubles Timed Competition all Spectators and other Stackers shall remain outside the Sport Stacking Front Court.

Timed 3-6-3 Relay Competition

This event combines elements of both the "Head-to-Head Relay Competition" and the "Individual Timed Competition". It is a relay race against the clock (not against another team), and infractions result in "scratches" rather than "penalty points".

An Official WSSA Sport Stacking court must be used.

1. A Relay Team must consist of at least four Stackers, but no more than 5. A Relay Team's age division coincides with the age of the oldest stacker on the day of the tournament. (Note: Multiple day tournaments—the division of the Relay Team is the age of the oldest stacker on the final day of the tournament. Stackers 18 years of age and under may not compete in the Open Division (19 & above) (Exception: A Special Stacker in the 15-18 Age Division may "play up" to the Open Division) b) A Stacker may only compete on one team per event. c) Teams with five Stackers may substitute in a Stacker at their discretion between "tries".
2. A Relay Team may only compete once in the Timed 3-6-3 Relay Prelims.
3. A StackMat® must be used for this event and placement must be within 2.5 cm (1 in) of the centerline on the table no matter what size table is used (When using 2 StackMats on tables wider than 6', they should both be placed no further than 2.5 cm (1 in) from the centerline.)
4. A WSSA court must be clearly marked/taped on the competition floor with a centerline on the table (see p.12). All stackers must remain on their half of the court. At no time may stackers touch or cross the centerline. This centerline extends infinitely from the starting line into the backcourt, as well as from the starting line into the frontcourt and under the table. (Note: End lines and sidelines do NOT need to be marked/taped, but are included in WSSA Official Court diagram for spacing of multiple courts)
5. The Relay Team will turn in their time sheet for this event to the Judge at the competition table who will officiate and record the team's times.
6. In the Timed 3-6-3 Relay Competition, no rule infractions are allowed (as in the Individual Timed Competition). If a Stacker causes an infraction during this event, the judge will immediately stop the race, and the attempt or "try" will be recorded as a "scratch". (In other words, penalty points **ARE NOT** assessed in the Timed 3-6-3 Relay Competition like they are during Head-to-Head Relay Competition. The first and only infraction results in a scratch.) Infractions include the following: **False Start** (any one of the 4 types: lead Stacker, subsequent Stackers, missed hand tag, *tag made while also in contact with cups*), **Foot Fault**, **False Stop**, **Fumbles** not corrected properly, **Proper starting and stopping hand positions on the StackMat®**, **Proper stacking sequence** not followed, **Illegal use of hands on 2 stacks** – see "Clarification regarding both hands on cups at the same time" (page 4), **Cup(s) break the plane of the center yellow dividing line** when either "stacked" or "fumbled" on the tabletop **or** on the floor (including cup(s) stacked "on" the line), **Cup(s) stacked entirely off the surface of the StackMat®**, **Cup(s) retrieved by anyone other than the Stacker**. (Refer to page 9 for more detailed information.)
7. There are **NO** warm-up runs in this event.
8. a) The Lead Stacker on the team starts at the StackMat® on the competition table. The other three Stackers on the team line up single file behind the starting line, 1.5 m (5 ft.) back from the edge of the table, and facing the back of the Lead Stacker. b) The judge directs the team to take their first of three "tries" by saying to the Lead Stacker, "Reset timer and start when ready." c) The Lead Stacker will do so and once completing the 3-6-3 will return to the starting line and tag the next Stacker in line who continues the race. d) After each Stacker tags their teammate, they return to the end of the line. e) The final Stacker will stop the StackMat® Timer and return to the Back Court.
9. A Relay Team's "time" is first established in the Prelims by three timed "tries". (Remember, there are no warm-ups allowed in this event.) The teams "Best Time" of the three tries is their fastest time. Each timed "try" shall be recorded to the 1/100th of a second. (Note: During Prelims, there is only 1 judge per team. That judge is responsible for watching for all possible infractions.)
10. The top teams in each age division advance to the Finals of the Timed 3-6-3 Relay, their time in the Finals supersedes their Prelim time. (Note: During the Finals, there will be 2 judges. One judge will be the "Line Judge" placed standing in the empty front court area (see figure 2- page 8). The Line judge watches for infractions at the starting and centerlines – False Starts, Foot Faults and Hand Tags. This judge should also assist with watching for infractions at the competition table by "following" each stacker to the table. The other judge will watch for correct stacking sequences, table infractions and timer operations.)

“STACK-OFF” (optional): A Tournament Director may choose to include a “STACK-OFF” as part of his/her tournament. A STACK-OFF involves taking the top three Stackers from the Overall winners of any or all of the 5 Timed events and allowing them to compete one final time. The intent of a STACK-OFF is to showcase the fastest Stackers at your tournament in front of all the spectators and competitors in a focused manner. Competitors in a STACK-OFF can only “better” their Finals time; they cannot do worse. If their best time in the STACK-OFF does not beat their Finals time, then they are assured of keeping their Finals time. If a Tournament Director chooses to include a STACK-OFF in his/her tournament the minimum requirement would be to do the Cycle. The STACK-OFF follows the same protocol as the Finals including all procedures in place to set a record. The Stacker with the third fastest time goes first, the second fastest Stacker follows, ending with the Stacker with the fastest time. The final Overall standings will be determined by the outcome of the STACK-OFF and awards presented accordingly.

Records

Records can only be set in Finals Competition in WSSA Sanctioned Tournaments/Events.

The following protocol must be followed:

- 1) Must use WSSA approved Speed Stacks® brand sport stacking cups.
- 2) Must use a StackMat® and Tournament Display.
- 3) Must be videotaped for review and verification purposes.
- 4) Must have 2 Judges* (one is designated Head Judge) to judge each try.
After each try the 2 Judges confer. The Head Judge will then designate with a color-coded card the outcome of that try. (Green - Clean Run, Yellow - Try in Question (possible Video Review) and Red – Scratch).

- 5) Judges Placement for the Individual and Doubles Finals is as follows: (see Figure 1)

Judge 1 (Head Judge)-Positioned at opposite side of the table from the Stacker, angled from the top corner of the StackMat®.

Judge 2 (Side Judge)-Positioned at the far end of the table, angled to be able to see the Stacker’s starting and stopping hand position on the StackMat® Timer.

- 6) Judges Placement for the Timed 3-6-3 Relay Finals is as follows: (see Figure 2)

Judge 1 (Head Judge)-Same as above.

Judge 2 (Side Judge)-Positioned between starting line and table in the “open” half court.

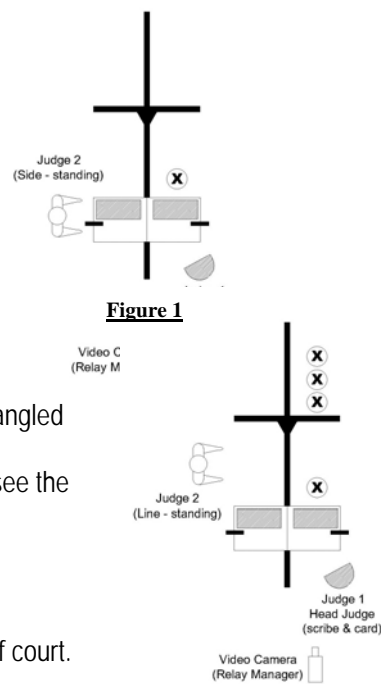


Figure 2

Video Setup Standard

- 1) The camera must be centered on the Stacker, with a straight on view, on a tripod (encouraged but optional) and Judges positioned as to not obstruct the camera’s view of the Stacker. (See “Judges Placement” listed above.)
- 2) The picture frame must include the front view of the following: the Stacking Surface, 12 cups, Stacker’s hands, Stacker’s face and the Tournament Display
- 3) For identification purposes the Head Judge will say the first and last name of the Stacker and Division to the video camera before the Stacker’s first attempt.
- 4) All warm ups must be video taped too.

Video Review Procedure

- 1) The following Officials have the authority to request a Video Review: a representative of the WSSA (if present), Tournament Director(s), Division Manager(s), and the 2 Judges who are judging the division finals.
- 2) If one of the authorized officials questions the outcome of a try, a review will take place at the conclusion of the Stacker's 3 tries if the try in question is the fastest of the 3 tries. If not, there is no need to review it.
- 3) If there is not a consensus after the review, the 2 Judges must request a higher authorized Official to review the try. The higher authorized Official, after reviewing the video and conferring with the 2 Judges, will then make the final judgment.

Verification/WSSA Video Review

- 1) Final's videos and tournament results must be submitted to the WSSA within 15 days after the event.
- 2) For identification purposes each video *must* be labeled with the name of the event, date of the event, division, tournament director's name, telephone number and email address.
- 3) An official WSSA 'Records Verification Form' must be completed and attached to each video submitted.

*A Finals Judge may not be a family member or the Sport Stacking Instructor of the Stacker.

Head-to-Head Relay Competition

SPORTSMANSHIP NOTE FOR HEAD-TO-HEAD RELAYS: In order to exemplify good sportsmanship, before and after each match, both teams--win or lose--should acknowledge and honor each other by shaking hands or giving "high fives".

1. A Relay Team must consist of at least four Stackers, but no more than five, in the correct Age Division. a) A Relay Team's age division coincides with the age of the oldest stacker on the team on the day of the tournament. (Note: Multiple day tournaments—the division of the Relay Team is the age of the oldest stacker on the final day of the tournament. Also Note: Stackers 18 years of age and under may not compete in the Open Division (19 & above)) b) A Stacker may only compete on one team per event. c) Teams with five Stackers may substitute at their discretion between "tries".
2. Four Stackers on a team compete in "**head-to-head**" competition against another team. A "match" consists of a series of "races." A **relay match** (no matter if it's a 3-3-3, 3-6-3, or Cycle) is made up of the best "**2 out of 3 races.**"
3. Two StackMats® must be used for this event *and placement of each must be within 2.5 cm (1 in) of the centerline on the table no matter what size table is used.* **NOTE:** In the Relay Competition, the StackMat® not only provides a standardized stacking surface, it also provides a "tool for measurement" to determine which team finishes each race first.
4. A WSSA court must be clearly marked/taped on the competition floor with a centerline on the table (see p.12). All stackers must remain on their half of the court. At no time may stackers touch or cross the centerline. This centerline extends infinitely from the starting line into the backcourt, as well as from the starting line into the frontcourt and under the table. (Note: End lines and sidelines do NOT need to be marked/taped, but are included in WSSA Official Court diagram for spacing of multiple courts.)
5. This can be run as either a **Double Elimination format** (teams must lose **two "matches"** before being eliminated) or a **Single Elimination format** (teams are eliminated after losing **one "match"**).
6. On the Competition Table each of the two teams sets up their cups in a down stacked position on the StackMat® on their half of the table. (A 2.5 cm (1 in.) wide piece of yellow tape divides the table and represents the "plane", which extends above and below the table that divides the two teams.) Each Stacker on the relay team must stack on the stacking surface of the StackMat®.
7. a) The Lead Stacker on each team starts at the table with both hands on the yellow touch pads of the StackMat®. The other Stackers on each team line up single file behind the starting line, 1.5 m (5 ft.) back from the edge of the table, and facing the back of their Lead Stacker. An orange cone at the starting line separates the two teams. b) The starting command of the Judge is: "Ready, Get Set, GO!" On the word "GO," the Lead Stacker from each team begins stacking. Once their sequence has been completed, the Lead Stacker returns to the starting line and tags the next Stacker in line who continues the race. c) After each Stacker tags their teammate, they return to the end of the line. d) A team has finished once the fourth and final Stacker completes his or her stack and stops the StackMat® e) This Stacker is required to immediately return to the Back Court.
8. **After each race, teams will switch sides to run the next race.**
9. During the Head-To-Head Relay Competition all **Spectators and non-competing Stackers** shall remain outside the Sport Stacking Court.
10. Warm ups are not permitted in the Head-To-Head Relay Competition.

Penalty Points

When a Stacker causes an infraction in the **Head-To-Head Relay Competition** his or her team is assessed a "penalty point". Penalty points are factored into the race results to determine the final outcome. Penalty points are assessed as follows:

1. False Start

- by the **lead Stacker** (Proper starting hand position on the StackMat® or hand(s) leaves the yellow touch pad(s) of the StackMat® before the command of "Go" by the Judge);
- by a **subsequent Stacker** whose foot is on or over the starting line.
- by a **subsequent Stacker** whose feet are not in contact with the floor when the hand tag is made. (Note: The head, torso, hand(s) and arm(s) may extend beyond the starting line, but both feet must be on the ground when the tag is made.)
- a **missed hand tag**.
- A *hand tag made while still in contact with cups*.

2. Foot Fault

A Stacker's foot is on or over the centerline.

3. False Stop

a) A false stop (not to be confused with a "hiccup"—see definition) occurs when the StackMat® Timer is stopped prior to the fourth and final Stacker completing his/her sequence. One penalty point is assessed to the team with the false stop. The race continues as normal with the fourth and final Stacker on the team completing the race by placing both hands back on the yellow touch pads of the StackMat®. (Note: Once a false stop has occurred the Judges must make a visual determination of the order in which the two teams finish the race.)

b) A false stop can also occur with the final Stacker using improper stopping hand position. (See "StackMat®" page 2)

4. Fumbles not corrected properly.

5. Proper stacking sequence not followed.

6. Illegal use of hands on 2 stacks—see "Clarification regarding both hands on cups at the same time:" (page 4)

7. Cup(s) break the plane of the center yellow dividing line when either "stacked" or "fumbled" on the tabletop or on the floor. This includes cup(s) that are stacked "on" the line.*

8. Cup(s) stacked completely off the surface of the StackMat®. *

9. If a cup(s) falls, **only the Stacker can retrieve the cup(s)**. (Officials, Spectators, Coaches, Teammates or Stackers from the opposing team should not retrieve fumbled cup(s).) If this occurs, penalty points will be assessed as follows:*

<u>Interferes with Cup(s)</u>	<u>Penalty Points</u>
Teammate or your Coach	2
Spectator, Official	1
Stacker or Coach from opposing team	0 (for your team) 1 (for team whose Stacker or Coach touched your cup(s))

10. If the Final Stacker does not return to the backcourt immediately after finishing the race a penalty point shall be assessed.

11. The **Coach** must stay behind the starting line at all times during a relay race. On the first infraction an Official shall issue one warning to the Coach. Each infraction thereafter shall result in a penalty point being assessed to the Team.

12. Second Place Finish

The team with the slowest time, as displayed on the StackMat® Timer and Tournament Display will be assessed a penalty point. (Note: In the case of a False Stop, the team that in the opinion of the Judges, places both hands back to the yellow touch pads of the StackMat® second will be deemed second in that race and be assessed a penalty point.)

Relay Finishes: *Who wins when there are penalty points?*

At the end of each race, each Judge will display by a show of fingers their team's penalty points. **The team with the fewest penalty points wins that race.** If each team has an equal number of penalty points, it is considered a tie, and the race is rerun.

*Note: One penalty point per occurrence no matter how many cups are involved.

Forfeits/Unsportsmanlike Conduct

-If your team arrives late for a match, it will result in an automatic forfeit of that match. Teams will receive a "first call" and a "last call" from the Division Manager.

-A forfeit of a "race" automatically occurs when a Stacker or Stacker's cup(s) in the opinion of either Judge interferes with a Stacker or Stacker's cup(s) from the opposing team. This includes "unintentional" interference.

- In the Cycle Head-To-Head Relay Competition, when a Stacker does not complete each phase of the Cycle stack in its entirety (3-6-3, 6-6, 1-10-1, ending in a 3-6-3) his/her relay team forfeits that particular race.

-Unsportsmanlike conduct of a Stacker, Coach, or Spectator associated with either an individual stacker or a team, including but not limited to intentional interference of either a Stacker or Stacker's cup(s) on the opposing team (e.g. disrespectful treatment of any equipment or persons involved in a race or match) constitutes a forfeit of that "try" or "race" on the first offense. A second incident constitutes a forfeit of that "event" or "match" and a third instance disqualifies the individual and/or team from the remaining tournament events.

-**Unsportsmanlike conduct of spectators will not be tolerated as well.** If, in the opinion of a Judge, Division Manager or the Tournament Director, a Spectator is physically or verbally disrespectful of any equipment or person, they will be asked politely to stop. If the unsportsmanlike conduct continues, the Spectator will be required to leave the competition area.

-The Tournament Director has the right to determine whether or not a Stacker may participate in a WSSA event. If a Stacker has previously demonstrated unsportsmanlike conduct or has publicly shown disrespect for the WSSA (and/or their affiliated sponsors), he/she will be notified in writing by the Tournament Director, upon receipt of the Stacker's Registration Form, that he/she may not participate in the WSSA event.

Apparel

-- A Stacker may not compete wearing any added clothing, accessories or equipment that is a distraction to the Judges or other Stackers as deemed by the Tournament Director and/or the WSSA. This would include, but not limited to: headphones, ear buds, ear plugs, sunglasses, blindfolds, gloves, tape, etc. (In the same regard, Stackers may not gain an advantage or distract fellow Stackers by purposefully blocking out sight, sound or touch.)

-- Stackers may not wear apparel or accessories advertising competing brands to Speed Stacks, Inc., the Official Equipment Supplier of the WSSA.

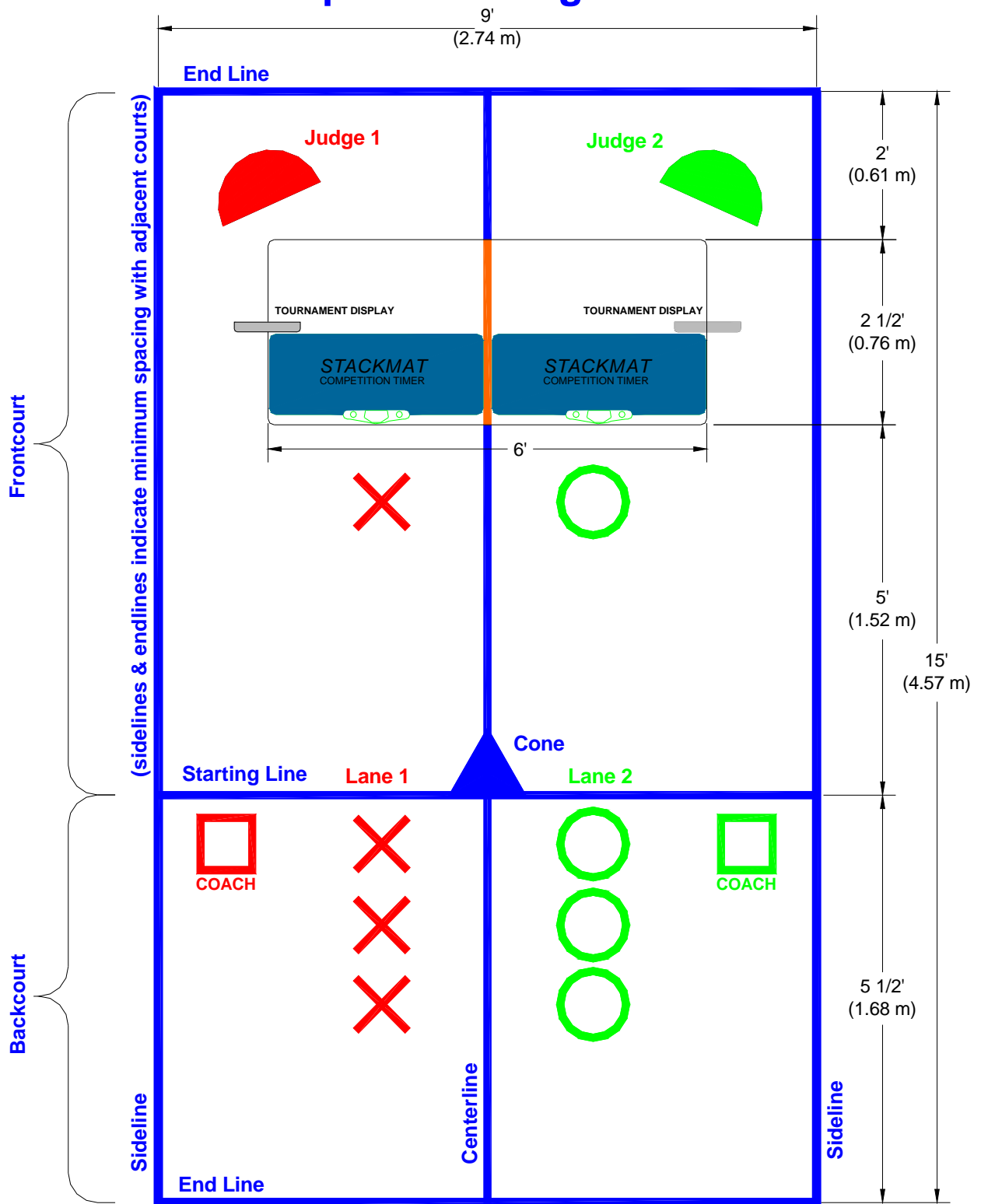
--Any offensive logos or inappropriate statements on apparel or other accessories are not allowed at WSSA events.

To all Stackers: Try your hardest, be a good sport, and have fun!



The Official
Equipment
Supplier of the
WSSA

WSSA Official Sport Stacking Court



Note: Placement of Judges, Stackers and Coaches as seen on this diagram represent a Head-to-Head Relay event.

WSSA TOURNAMENT AGE DIVISIONS & EVENTS

INDIVIDUAL TIMED COMPETITION

AGE DIVISIONS*	EVENTS
4 & under 5 6 7 8 9 10 11 12 13 14 15 16 17 18 Collegiate (19-24) Masters 1 (25-34) Masters 2 (35-44) Masters 3 (45-59) Seniors (60 & above)	<h3 style="margin: 0;">3-3-3</h3> <h3 style="margin: 0;">3-6-3</h3> <h2 style="margin: 0;">CYCLE</h2>
Special Stackers**	
6 & under (Level 1) (Level 2) 7-10 (Level 1) (Level 2) 11-14 (Level 1) (Level 2) 15-18 (Level 1) (Level 2) Open (19 & above) (Level 1) (Level 2)	

DOUBLES TIMED COMPETITION

AGE DIVISIONS*	EVENTS
7 & under 10 & under 12 & under 14 & under 18 & under Collegiate (19-24) Masters 1 (25-34) Masters 2 (35-44) Masters 3 (45-59) Seniors (60 & above) Child/Parent	<h2 style="margin: 0;">CYCLE</h2>
Special Stackers***	
(Levels 1 & 2 combined) 6 & under 10 & under 14 & under 18 & under Open (19 & above)	<h3 style="margin: 0;">3-6-3</h3>

WSSA TOURNAMENT AGE DIVISIONS & EVENTS	
TIMED 3-6-3 RELAY COMPETITION	
AGE DIVISIONS*	EVENTS
6 & under 7 & under 8 & under 9 & under 10 & under 11 & under 12 & under 14 & under 18 & under Open (19 & above)	3-6-3
Special Stackers*** (Levels 1 & 2 combined)	
6 & under 10 & under 14 & under 18 & under Open (19 & above)	
HEAD-TO-HEAD RELAY COMPETITION	
AGE DIVISIONS*	EVENTS
6 & under	3-3-3 & 3-6-3
7 & under 8 & under 9 & under 10 & under 11 & under 12 & under 14 & under 18 & under Open (19 & above)	3-6-3 CYCLE

*A Stacker's Age Division coincides with their age on the day of the tournament. (Note: Multiple day tournaments-the division of the Stacker is their age on the final day of the tournament.) WSSA reserves the right to request proof of age for any Stacker. Stackers 18 years of age and under may not compete in the 19 & above Age Divisions and Collegiate, Masters 1 (25-34), Masters 2 (35-44), Masters 3 (45-59) and Seniors stackers may only compete within their respective Age Divisions. For the Child/Parent Doubles Event the "parent" is the child's parent, step-parent, legal guardian, grandparent or step-grandparent."

**Special Stackers will qualify to compete in one of two "Levels" in their Age Division (except for Doubles and the Timed 3-6-3 Relay as noted above). Their 3-6-3 time will determine a Stacker's Level. The qualifying time for Level 1 is 15.99 or under, the qualifying time for Level 2 is 16.00 seconds or over.

***A Special Stacker in the 15 -18 Age Division may "play up" to the Open Division for the Doubles and Timed 3-6-3 Relay Competition.