



# Head-To-Head Relays

## Tips for Judges

### Penalty Points

Team with fewest penalty points wins the race.

Infractions assessed in H-T-H Relays:

1. **Improper starting/stopping hand position** on the StackMat® by the first and last stackers. (Reminder: when stopping the timer, a Stacker's hand(s) may be in contact with a cup(s) as long as the stacker does not hold, or appear to hold, any cup(s)).
2. Cup(s) stacked completely **off the surface** of the StackMat®.
3. **Proper stacking sequence** not followed.
4. **Fumbles** not corrected properly.
5. **Illegal use of hands on 2 stacks** - A stacker's hands may not be on two stacks at the same time in the up stacking phase, nor can a stacker simultaneously "up stack" one stack while "down stacking" another stack. (Reminder: Two stacks may be down stacked at the same time. **All stackers must use both hands to begin down stacking the first stack in any sequence before beginning to down stack the second stack, and must use both hands to begin down stacking the second stack before beginning to down stack the third stack. The third stack may be down stacked with one hand.**
6. **False Stop**  
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.)
7. **Foot Fault - All Stackers:** foot on/over the centerline in both the frontcourt and backcourt. **Waiting Stacker:** a) foot on/over the start line. b) foot not in contact with the ground when Returning Stacker touches ground on/over the start line.
8. **False Start:** Lead Stacker - **hand(s) leaves the yellow touch pad(s)** of the StackMat® before the command of "Go" by the Judge.
9. **Cup(s) either "stacked" or "fumbled on or over the centerline of the tabletop and/or the floor.**
10. **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.)
11. The **Coach** must remain in their backcourt during each race. If not, a penalty point is assessed to that team.

**\*Note:** If **someone other than the stacker touches a fumbled cup(s)**, the stacker simply retrieves the cup(s) and continues.

### Forfeits (*Race Stops Immediately*)

- Stacker(s) or cup(s) **interferes** with other team's **Stacker(s)** and/or **cup(s)** intentionally or unintentionally.
- H-T-H Cycle Relay, Stackers must complete each part of the **Cycle stack** in its entirety or forfeit that race.
- Unsportsmanlike conduct** (Stacker or Coach); physical or verbal disrespect  
1<sup>st</sup> = forfeit "race" 2<sup>nd</sup> = forfeit "match" 3<sup>rd</sup> = forfeit "tournament"
- Spectator** unsportsmanlike conduct  
1<sup>st</sup> time = polite warning  
2<sup>nd</sup> = ask them to leave competition area

### Appeals:

1. Judges
2. Division Manager
3. Tournament Director