

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, Relay Team 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

New clarifications noted in red.

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. (e.g. 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, Mini Speed Stacks®, Super Minis and Jumbo 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 stacker that has a diagnosed physical and/or mental disability that would impede with the normal functioning necessary to perform a variety of sequential physical skills, **specifically sport stacking**. A Special Stacker must be identified by a school or licensed psychologist or medical professional as having one of the following diagnoses:

- Intellectual Disability** (formally known as mental retardation): A person with a significantly below average mental ability or intelligence and has limited ability to function in independent daily activities.
- Traumatic Brain Injury**: Someone who has acquired a brain injury that has resulted in total or partial functional disability affecting cognition, memory, problem solving and motor abilities.
- Orthopedic Impairment**: Physical problem or disorder a person has had since birth that may include cerebral palsy, bone tuberculosis and amputations.
- Health Impairment**: Having limited strength or alertness caused by chronic health problem including spinal bifida and Tourettes syndrome.
- Visual Impairment**: Legal blindness.
- Specific Learning Disability**: Significant difficulty in processing information and sequencing in one or more learning areas.
- Multiple Disabilities**: Having 2 or more of the identified disabilities.

Special Stackers competing in **SS18 and younger divisions** are students who require specially designed instruction and are served in a self-contained classroom for 80-100% of their school day. Special Stackers competing in the **SS19+ Division** are adults who require assistance and/or support to access the workplace and employment. **Special Stackers compete in one of two "levels" in their age division** based on their average 3-6-3 time (except for Doubles and the Timed 3-6-3 Relay as noted). The average time for **Level 1 is 7.99 seconds or below**. The average time for **Level 2 is 8.00 seconds or above**. **Special Stackers in the 15-18 Age Division** may 'play up' to the SS19+ Division for the Doubles and Timed 3-6-3 Relay events. **Special Stackers may compete in SS Child/Parent Doubles at any age.**

Up Stacking Term used for stacking the cups "up" into pyramids. The "up stacking phase" **begins** once the Stacker starts the Timer or starts up stacking the first stack in the sequence.

Down Stacking Term used for "un-stacking" or putting cups "down" into "nested" columns. The "down stacking phase" begins once the Stacker starts down stacking the first stack in the sequence. **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.***

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" column of cups falls over on its side.
- 4) **SLANTER**— a) 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. b) 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® Timer is activated when **both hands** are placed on the touch pads that will illuminate the red and green lights indicating 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 and Stopping Hand Positions** - A Stacker may use any part of the hand(s) (from finger tips to the start of the wrist) on the touch pads to start and stop the Timer. Neither the wrist nor forearm may be used to start or stop the Timer. When **starting** the Timer, a Stacker's hand(s) may not be in contact with any cup(s). 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). 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.
- 3) 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.

StackMat (Competition Mat & Timer) - Gen. 2



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 on page 11)

Official Competition Tables (also "On Deck" Tables--optional)

- 1) a. The standard size of the sport stacking table has the following dimensions: Depth= 72.5-77.5 cm (29-31 in.), Width= 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. When tables are shorter than the standard width listed above, two tables butted up sided by side are required for Head-to-Head Relay Competitions (see more on page 9).
- 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.)—Depth= 72.5-77.5 cm (29-31 in.), Width= 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 In Head-to-Head Relay Competition the Lead Stacker's hand(s) leave the touch pad(s) of the StackMat® before the command of "Go" by the Judge.

False Stop

The StackMat® Timer is stopped a) **before the stacking sequence is complete** (not to be confused with a "hiccup"—see definition above) and/or in **Relay Competition b) prior to the fourth and final Stacker completing his/her stacking sequence.** (Note: All cups must be down stacked and up right before the Timer is stopped. If a stack(s) 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; otherwise an infraction will occur. Furthermore, once the Timer has been stopped and the cups have come to rest on their own (no matter the order of occurrence) the run/try is deemed finished and an infraction cannot then occur.

Scratch An infraction that occurs during the **timed events** resulting in no time recorded. (See "Scratches" on page 5)

Foot Fault

All Relay Races: *Waiting Stacker*

- a) foot on/over the start line
- b) foot on/over the backcourt centerline
- c) foot **not** in contact with the ground **when** returning stacker touches ground on/over the start line

Timed 3-6-3 Relay only: *Returning Stacker*-- steps into adjacent backcourt (Note: Stackers **may** touch/cross frontcourt centerline)

Head-to-Head Relay only: *All Stackers*--foot on/over the centerline in both frontcourt and backcourt.

Penalty Point

A penalty point is assessed to a team for an infraction made in the H-T-H Relay Competition, such as a false start, false stop, fumble not properly corrected, etc.

Forfeit A loss of a race and/or a match in a H-T-H Relay Competition for interference and/or unsportsmanlike conduct.

Division A Stacker's division is based on age. See WSSA Tournament Age Divisions and Events (page 13).

Relay Team Coach

The leader of a 4 (or 5) stacker 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 Event and number of Stackers participating in a given tournament.

Records

The fastest times established in the timed events at WSSA Sanctioned Tournaments. 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 theWSSA.com.

Proper Stacking Sequences

Note: In most cases, the handling of separate stacks can be performed with either one or two hands, however there are certain cases with specified requirements you should be aware of. (**Note** "Clarification regarding both hands on stacks" on page 4.)

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.

-A Stacker's hands may not be on two stacks at the same time in the up stacking phase, nor can they simultaneously "up stack" one stack while "down stacking" another stack.

-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.***

-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).

- A stacker's hands may not be on two stacks simultaneously in the up stacking phase, nor can they simultaneously "up stack" one stack while "down stacking" another stack. Note "Clarification regarding both hands on stacks..." below.

- **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.*

-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.

-Down stacking the 6-6 - **Tip: Rather than down stack each stack of 6 separately, then place one 6 stack on the other, it is 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 column of 12.** All 12 cups must be involved in the down stack (leaving none behind) and come together in one down stacked column of at least 10 cups allowing either one or two of the 12 cups to 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 first be "picked up" and then used to down stack into a 3-6-3, thus ending the Cycle stack. (**Note:** The single cups are no longer required to be "turned and tapped," on the stacking surface before using them to down stack the 10 stack into a 3-6-3, and doing so does not cause an infraction.)

Clarification regarding both hands on stacks at the same time:

A Stacker's hands cannot be touching two stacks simultaneously either in the up stacking or down stacking phases, but for the following **EXCEPTIONS** :

1. 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.***
2. 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).
3. During the **down stacking phase**, so long as the Stacker attempts the down stack of each stack in proper sequence, the Stacker may correct a fumble(s) **at any time and in any order** but it must be prior to stopping the Timer (in timed events) **and should be made prior to making foot exchange (in relay events)**. Fixing the fumble may be done with one hand on the fumbled stack while the other hand continues to down stack the remaining stack(s). **If in a relay event a fumble is discovered after the foot exchange, the returning stacker may go back and fix the fumble so long as the waiting stacker has not touched any cup(s) on the table. The proper foot exchange must then be made after the fumble has been fixed.**
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 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 and may simply be in "column form." (In other words, stacks cannot be up stacked and down stacked simultaneously). The last stack of 3 must be brought over to the first stack of 3. (**Note:** A Stacker may re-position the first stack of 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 stack of 3 has been down stacked, a Stacker may then begin up stacking the first 6 stack.) The last stack of 3 does not have to be placed "on" the first stack of 3 before up stacking into the first 6 stack, but can simply be stacked up using the 3-2-1 method.
 - b) When transitioning **from the 6-6 into the 1-10-1**, all Stackers must use both hands to begin down stacking the first six stack and may begin down stacking the second 6 stack anytime thereafter.* (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 transitioning **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.

***Allowances will be made for Stackers with disabilities that would prohibit them from using both hands.**

Fumbles

If a fumble should occur during the "up stacking phase", it must be fixed immediately unless it is a Toppler, in which case it need not be fixed until it is up stacked in sequence. To "fix" a fumble properly in the **up stacking phase** 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 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. The "**down stacking phase**" begins once the Stacker starts down stacking the first stack in the sequence. If cups are fumbled prior to beginning the down stacking phase, they must be fixed in proper sequence before starting to down stack that first stack. This includes any cups that are "falling" during the up stacking phase but quickly "caught" as they continue to fall" during the down stacking phase. If not gone back and fixed in proper sequence an infraction will occur. Once in the down stacking phase, fumbled cups **NEED NOT** be rebuilt into pyramids but simply down stacked into nested columns. Fumbles that occur during the down stacking phase may be fixed at any time and not necessarily in order, so long as the Stacker attempts the down stack of each stack in proper sequence. All fumbles must be fixed prior to stopping the Timer (in timed events) and should be fixed before the foot exchange (in relay events). **If the fumble is discovered after the foot exchange, note the proper way to fix it as described in #3 above.** If a Stacker fumbles a cup(s) only the Stacker should retrieve the cup(s). If someone other than the stacker touches a fumbled cup(s), the stacker simply retrieves the cup(s) and continues on.

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 last day of 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 and Cycle.
3. A Stacker must 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 4.27 m (14 ft.) back from the Competition Table. Two StackMats®, two Stackers and two waiting lines 2.13 m (7 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 prior to each of the three separate competition stacks and 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 of that stack and the warm up stack sequence must be the same one as that competition sequence. Warm ups may not be done in-between subsequent tries of that same competition stack and a single up stack of any type constitutes a warm up and will be counted as the next try resulting in a scratch of that try. (**Note:** Simply separating or rearranging cups in a stack is not considered a warm up.) 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 fingertips to start of wrist) 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 fingertips to start of wrist) 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) 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). 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 three tries is their fastest time. A Stacker's time shall be recorded to 1/100th of a second. b) A Stacker's time is first established in Individual Timed Prelims. If a Stacker advances to 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 Court.

Scratches (pertain to Timed Events only)

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

Timed 3-6-3 Relay only:

7. **Foot Fault: Waiting stacker**—start line, backcourt centerline, foot off ground. **Returning stacker**—cross into opposite side backcourt.

Note to Judges: If someone other than the stacker touches a fumbled cup(s), the stacker simply retrieves the cup(s) and continues on. Also, 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 (3-6-3 stack for Special Stackers) 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. A DT's age division coincides with their age on the last day of the tournament. 7U to 18U Divisions: Teams compete in division of oldest Stacker; 19+ to 60+ Divisions: Teams compete in division of youngest Stacker.) Stackers 18 years of age and younger may not compete in the 19+ and older age divisions. (Note: A Special Stacker in the 15-18-age division may "play up" to the 19+ Division.) c) DTs may be coed. d) Stackers can compete on only one DT within their Age Division. e) Stackers, 18 or younger, may however, also compete on one Child/Parent team. ("Child" must be 18 or younger **except for Special Stackers who can be any age**. "Parent" is defined as the child's parent, stepparent, 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 (up stacked and down stacked) by both Stackers. The one exception to this rule is the down stack of the last 3 stack in the transition from the 3-6-3 to the 6-6. That last 3 stack 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. The warm-up stacks must be the Cycle stack (3-6-3 stack for Special Stackers) and a single up stack of any type constitutes a warm up and will be counted as the next try resulting in a scratch of that try. (**Note:** Simply separating or rearranging cups in a stack is not considered a warm up.) Warm ups 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 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 could be considered an "Individual Relay Team Competition" against the clock (not against another team), and infractions result in "scratches" rather than "penalty points."



Note: This event requires that the StackMat be positioned as illustrated, butted to one side of the table or the other, never in the middle. Although it requires the regulation length start line and centerline (see Sport Stacking Court page 11), there are no foot faults on the centerline in the frontcourt. Foot faults only occur at the start line and backcourt centerline. Also, infractions pertaining to the centerline on the table do not apply in the Timed 3-6-3 Relay, only in H-T-H Relays.

1. a) This Relay Team event involves four Stackers. A Relay Team's Age Division coincides with the age of the oldest stacker on the team on the final day of the tournament. Note: Stackers 18 years of age and younger may not compete in the 19+ Division. Exception: A Special Stacker in the 15-18 Age Division may "play up" to the 19+ 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.
4. In the Timed 3-6-3 Relay Competition, no rule infractions are allowed (just like in the Individual and Doubles 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 infraction results in a scratch.) *Infractions include the following:*
 - S1) **Improper starting and stopping hand positions on the StackMat® Timer**
 - S2) **Cup(s) stacked entirely off the surface of the StackMat®**
 - S3) **Proper stacking sequence** not followed
 - S4) **Fumbles** not fixed properly
 - S5) **Illegal use of hands on 2 stacks** – see “Clarification regarding both hands on stacks at the same time” (page 4),
 - S6) **False Stop**
 - S7) **Foot Fault:**
 - Waiting Stacker**
 - a) foot on/over the start line
 - b) foot on/over the backcourt centerline
 - c) foot not in contact with the ground **when** Returning Stacker touches ground on/over the start line
 - Returning Stacker** steps into adjacent backcourt (Note: Stackers **may** touch/cross frontcourt centerline)
5. There are **NO** warm-up runs in this event.
6. 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 start line, 2.13 m (7 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 run back to the start line and touch down one foot on or over the start line thus allowing the Waiting Stacker (with both feet behind the start line and in contact with the floor) to leave the start line and run to the table. d) This continues with the second, third and fourth stackers. e) The fourth and final Stacker will stop the StackMat® Timer and return to the backcourt.
7. 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 team’s “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 stands at the side of the competition table and is responsible for watching for all possible infractions, see page 12.)
8. The top teams in each Age Division advance to the Finals of the Timed 3-6-3 Relay and their time in the Finals supersedes their Prelim time. (Note: During the **Finals**, there will be **2 judges, Head Judge and Line Judge** (see page 12).

Note: A Special Stacker may compete on a team in the Timed 3-6-3 Relay event in either the Special Stackers Age Division (in which case all team members must be designated as “Special Stackers”) or in the Standard Age Division.

Records

The WSSA verifies and keeps track of all “Divisional” and “Overall” **National** and **World** records set at WSSA Sanctioned Tournaments/Events as well as all “Divisional” and “Overall” **State/Provincial** records for the **USA** and **Canada** only. **International WSSA affiliates** keep track of their own **State/Provincial** records at their discretion. Records can only be set in “**Finals**” competition and are deemed “**potential records**” until they have been verified, one-way or the other, by the **WSSA Video Verification Committee** based in Colorado, USA.

Citizenship and Residency

Records are first attributed to the stacker’s country of official citizenship, and second, to the State/Province of residence (if applicable). For example, a citizen of the United States and resident of the state of Colorado may set Divisional and Overall Colorado “State” and US “National” records. A citizen of any country may set a Divisional and/or Overall “National” and “World” record. Doubles & Relay Teams with “same” citizenship and residency can set State, Provincial, National and World records. Those with “mixed” citizenship and residency are only eligible for records where there is commonality i.e. a Colorado resident and a California resident can’t set State records, however, they can set US National and World records. Same for a mixed Relay team. If a Doubles team or Relay Team has members from different countries, they would only be eligible for World records.

The following protocol must be followed to set records:

- 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. (Note camera placement for each event—see page 12—as well as “Video Setup Standard” below.)
- 4) Must have 2 Judges* to judge each try. (One is the “Head” Judge and the other is the “Side” or “Line” Judge.)
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 page 12)

Judge 1 (Head Judge)-Positioned in the adjacent side court on the opposite side of the table from the Stacker.

Judge 2 (Side Judge)-Positioned at the side of the table behind the Tournament Display and 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 page 12)

Judge 1 (Head Judge)—same as above

Judge 2 (Line Judge)-Positioned in the adjacent side court at the start line.

Video Setup Standard

Individual and Doubles Timed Competition

- 1) The camera must be centered on the Stacker, approximately 1.82 m (6 ft.) from the table with a straight on view, on a tripod (encouraged but optional) with 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 StackMat® surface and table top, 12 Speed Stacks® cups, Stacker's hands, Stacker's face and head, and the Tournament Display.
- 3) For identification purposes the Head Judge will say the first and last name of the Stacker, the Division, and the event to the video camera before the Stacker's first warm-up.
- 4) All warm ups and tries must be videotaped.

Timed 3-6-3 Relay Competition

- 1) The camera must be placed at an angle off the corner of the table as pictured on page 12. (Note approximate measurements.)
- 2) The view of the camera must capture a full view of the Stacker from the top of their head to the top of the table, including the Stacker's face and hands, the surface of the StackMat, 12 Speed Stacks cups, tabletop and Tournament Display. The camera view must also capture a full view of the Waiting Stacker with both feet in contact with the ground. It must also capture the start line, the backcourt centerline, and the **Returning Stacker's feet** as they cross the start line.
- 3) For identification purposes, the Head Judge will say the name of the team, the division and the event to the video camera before the team's first try.
- 4) Remember, there are no warm ups in the Timed 3-6-3 Relay Competition.
- 5) The entire centerline 5.79 m (19 feet) and the start line 3.35 m (11 feet) must be marked with tape on court, and the StackMat must be butted up to the side edge of the table. (This is important for the camera to capture all things described in #2.)

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) All Final's videos of "potential records," and tournament results, must be submitted to the WSSA within 15 days/event.
- 2) For identification purposes each video *must* be labeled with the name and date of tournament, tournament director's name, telephone number and email address, as well as all Age Divisions and Events included on the video.
- 3) An official WSSA 'Records Verification Form' must be completed and attached to each video submitted as well.
- 4) The WSSA Video Verification Committee reviews each "potential record" in a slow-motion video review process and confirms the record as "official," or denies it as a record. A decision will be reversed only when the Committee has indisputable visual evidence to warrant the reversal.
- 5) The WSSA will notify the Tournament Director of all official verified records as well as any scratched "potential records".

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

"STACK-OFF" (optional): A Tournament Director may choose to include a "STACK-OFF" as part of their 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.

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 final day of the tournament. (Note: Stackers 18 years of age and younger may not compete in the 19+ Division) b) A Stacker may only compete on one team per event. c) Teams with five Stackers may substitute at their discretion between races.
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 if the table is the standard width, or if it is wider (longer). If tables are shorter than the standard width (listed on page 2), then two are required and must be butted up side-by-side with the centerline formed by the joined edges of the tables.* **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 page 11). All stackers must remain on their side of the court. At no time may stackers touch or cross the centerline. This centerline extends infinitely from the start line into the backcourt, as well as from the start line into the frontcourt and under the table.
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 start line, 2.13 m (7 ft.) back from the edge of the table, and facing the back of their Lead Stacker. 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 will run back to the start line and touch down one foot on or over the start line, thus allowing the Waiting Stacker (with both feet behind the start line and in contact with the floor) to leave the start line and run to the table. c) This continues with the second, third and fourth stackers. d) A team has finished once the fourth and final Stacker completes his or her stack and stops the StackMat® Timer. e) This Stacker is expected 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 at the competition table in the Head-To-Head Relay Competition. They are permitted at the On Deck Table prior to the start of a match.

Note: A Special Stacker may compete in H-T-H Relays on a Special Stackers team or on a Standard team. In both cases, teams compete in a Standard Age Division.

Penalty Points

When a Stacker causes an infraction in the **Head-To-Head Relay Competition** his/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. **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.**** (Note "Clarification regarding both hands on stacks..." on page 4.)
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: One penalty point per occurrence no matter how many cups are involved.

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

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.

****Allowances will be made for Stackers with disabilities that would prohibit them from using both hands.**

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 venue.

-**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 Tournament Director, upon receipt of 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.

-- Logos and/or statements on apparel and/or other accessories, as deemed offensive or inappropriate by the Tournament Director and/or WSSA are strictly prohibited at WSSA events.

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



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