



Head-To-Head Relays

Tips for Judges

Penalty Points

Infractions assessed in H-T-H Relays: Team with fewest penalty points wins the race.

1. False Start

- Lead Stacker – **Wrist** or **arms** on Timer or **hand touching** cups.
- Lead Stacker - **hand(s)** leaves Timer **before** the command of “Go” by the Judge.
- Stacker’s foot/feet on or over the **start line**.
- Stacker’s foot/feet 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 start line, but both feet must be on the ground when the tag is made.)
- Missed hand tag.**
- Hand tag made while still **in contact with cup(s)**.

2. Foot Fault

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

3. False Stop

- Occurs when the Timer is **stopped prior to the fourth and final Stacker completing his/her sequence**. One penalty point is assessed. Race continues, fourth Stacker puts hands on touchpads. (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.)
- Final Stacker **stops Timer with wrist or arm**. (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).)

4. Fumbles not corrected properly.

5. Proper stacking sequence not followed. (Reminder: “Turn and Tap” not required.)

6. 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.)

7. Cup(s) stacked **on** or fumbled **over** the yellow centerline either on **table** or **floor**.*

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

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>
Your Teammate or 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. Final Stacker does not **return to the backcourt** immediately after finishing the race.

11. The Coach must stay **behind the start line** at all times during a relay race. First infraction equals **warning**. Each thereafter equals a **penalty point**.

12. Second Place Finish

Equals a penalty point. (Note: False Stop, visual determination for second place.)

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

1st = forfeit “race” 2nd = forfeit “match” 3rd = forfeit “tournament”

—**Spectator** unsportsmanlike conduct

1st time = polite warning

2nd = ask them to leave competition area

Appeals:

- Judges
- Division Manager
- Tournament Director