

Match Play consists of 5 events.

Event 1-Individual 3-6-3 HTH // First team to win 3 rounds earns 1 point.

- Each team sends a team member to the competition table.
- The judge says Ready, Set, Go and they race by completing a 3-6-3.
- Fastest time wins the race and stackers compete again.
- Each race is best 2 out of 3 to win the round.
- The next two stackers on the team go up to the table and they race.
- Each team must have all the team members compete once before sending stackers up to compete again.
- First team to win 3 rounds wins the event.
- If a team wins the first 3 rounds, the fourth stacker on the team will not compete in this event. However, they and other players that did not participate in Event 1 must be the first stackers in Event 2.
- The 3-6-3 may be replaced with the 3-3-3 in this event for players who need this modification.

Event 2-Individual Cycle HTH // First team to win 3 rounds earns 1 point.

- Each team sends a team member to the competition table.
- The judge says Ready, Set, Go and they race by completing a Cycle.
- Fastest time wins the race and stackers compete again.
- Each race is best 2 out of 3 to win the round.
- The next two stackers on the team go up to the table and they race.
- Each team must have all the team members compete once before sending stackers up to compete again.
- First team to win 3 rounds wins the event.
- If a team wins the first 3 rounds, the fourth stacker on the team will not compete in this event.
- If the 3-3-3 was used in the first event, then the 3-6-3 will be the stack in this event.

Event 3-Doubles Cycle HTH // First team to win 2 rounds earns 2 points.

- Each team sends a doubles team to the competition table.
- The judge says Ready, Set, Go and they race by completing Doubles Cycle.
- Fastest time wins the race and stackers compete again.
- Each race is best 2 out of 3 to win the round.
- The next doubles teams go up to the table and they race.
- Each team must have all the team members compete once before sending stackers up to compete again.
- First team to win 2 rounds wins the event.
- Doubles Cycle may be replaced with the 3-6-3 for players who need this modification.

Event 4-Timed 3-6-3 Raise the Bar // Team with the fastest time after 3 attempts earns 3 points.

- The team with fewer points after the first 3 events starts this event.
- If the teams have the same number of points (2-2), then the team with the fastest cycle time in Event 2 goes second.
- The first team completes a Timed 3-6-3 Relay. This is their first attempt.
- The second team completes an attempt to beat their time. If they do, then the first team will use their second attempt to try to beat that new time.
- Play continues until each team has used all their attempts (if needed). The team with the fastest time after all the attempts have been used wins this event.
- Crossing the center line will not cause a scratch for a team during this event.
- All players must be subbed in during relay events so that each player on a team completes at least one attempt.

Event 5-HTH Cycle Relay // First team to win 2 races earns 3 points.

- The two teams come to the table for a HTH Cycle Relay.
- There are no penalty points. Any infraction by a team member will cause a scratch and the other team will win the race. This includes any cups or feet crossing the center line. If both teams scratch, then the race is a tie and must be run again.
- First team to win 2 races wins the event.
- All players must be subbed in during relay events so that each player on a team completes at least one attempt.
- A HTH 3-6-3 Relay may be used for Event 5 for players who need this modification.

Additional Rules

1. If Event 5 ends the match in a tie, an additional Cycle HTH is run to determine the winner. This is a single race and the winner earns a point. If a team has more than 4 players, they can choose which 4 will compete in this race.
2. If Event 5 will not change the results of the match, it is still run.
3. Any interference on one team to another during any race, such as fumbled cups knocking over the other teams cups, will result in a loss of that race.