



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® Pro 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® Pro.
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® Pro **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® Pro. (**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® Pro 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® Pro Timer and Tournament Display Pro 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® Pro second will be deemed second in that race and be assessed a penalty point.)
11. The **Relay Team Coordinator** 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 Relay Team Coordinator); 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:

1. Judges
2. Division Manager
3. Tournament Director