

WSSA Sport Stacking Rule Book

World Sport Stacking Association®

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.



Motto: We build only POSITIVE PYRAMIDS! Lots of encouragement, No putdowns, only humble winners and gracious losers!

Overview: 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 Coordinators, 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 <http://www.positivecoach.org/>.

At WSSA Sanctioned Tournaments, the officials and organizers are required to video record Finals competition for placement and record purposes. Only Finals competition will be video recorded. The WSSA does not accept, consider or review any third party video related or unrelated to our events and competitions. During our events, it is acceptable for spectators, parents and competitors to record videos for their own purposes but these videos will not be considered official and therefore cannot be used for judging or review purposes. We ask that spectators, parents and stackers refrain from asking judges or officials to review any third party video.

Definition of Terms

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 Recreational or Sanctioned Event cannot be tampered with or altered in any way. (e.g. punch additional holes, remove logos, apply a foreign substance, etc.) All cups used at WSSA events must have original printing that is clearly visible and in good condition. This rule applies to all cups in a set. Attempts using non-allowed cups will be scratched during video review, regardless of whether or not the cups were flagged as a problem at the event. 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 disability that would put them at a disadvantage in the standard division. A Special Stacker must be identified by a school, licensed psychologist or medical professional as having one of the following diagnoses:

- a) **Cognitive Disability:** A person with any condition that significantly limits cognition.
- b) **Orthopedic Impairment:** A permanent, severe musculoskeletal disability that adversely affects a Stacker's performance.
- c) **Visual Impairment:** Legal blindness.
- d) **Other:** Any other category of disability not previously mentioned that would also significantly impact a Stacker's performance.

Special Stackers compete in one of two "levels" in their age division based on their average 3-6-3 time. The average time for Level 1 is 7.999 seconds or below. The average time for Level 2 is 8.000 seconds or above. Stackers who qualify for the Special Stacker division are not required to participate in the Special Stacker division. Special Stackers who have competed in the Special Stacker division but achieve success equal to their standard division peers are encouraged to compete in the standard division.

Special Stackers may have a designated individual at the competition table to assist them as needed. Examples include, but are not limited to, picking up dropped cups if the stacker is physically unable to, and providing coaching to remind the stacker or team about procedures and rules.

Up Stacking - Term used for stacking the cups "up" into pyramids. The "up stacking phase" begins once the Stacker starts up stacking the first stack in the sequence, regardless of whether or not the Stacker starts the timer.

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. Common examples of fumbles include:

1. Cup(s) fall off a stack and onto the table or floor.
2. Cup(s) slide down onto cup(s) lower in the stack.
3. A down stacked column of cups falls over on its side.
4. 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 or
 - c) 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® (Mat and Timer) and Tournament Display - The Official Timing System of the WSSA.

1. The Timer must be attached to the Mat with both buttons and in the correct orientation.
2. Starting and Stopping Hand Positions* – A single hand cannot be used to activate more than two pads. When starting the timer, both hands must be used to activate the four pads, with the left thumb activating the left thumb pad, the right thumb activating the right thumb pad, and any other part of the hand activating each top pad. To stop the timer, both hands must be used to

activate the pads again. When starting and stopping the timer, the hands cannot hold a cup(s), but may be in contact with a cup(s). These rules apply to all events.

3. Only official Speed Stacks equipment is allowed at WSSA tournaments. At sanctioned tournaments, the most recent Tournament Display and StackMat® must be used, currently, the G5 timer and mat. The timer must be used in 4-pad mode at all WSSA sanctioned tournaments for the standard divisions. Stackers in the Special Stacker divisions will use 2-pad mode in WSSA sanctioned tournaments. Special Stackers may choose to use 4-pad mode.

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

Stacking Surface - The stacking surface is defined as the top surface of the mat only (not including the timer). Cups are considered on the stacking surface if any part is resting upon the mat only. Stacking must take place on the stacking surface and all cups must be on the stacking surface when the stacking sequence is complete – if any part of a cup is also on top of the timer, an infraction will occur. Cups that are off the stacking surface or on top of the timer due to a fumble can be recovered with no penalty.

Hiccup - An accidental slight movement of a hand or hands on the touch pads of the timer causing the timer to start seemingly on its own then stop shortly after it starts. A Hiccup is not considered a “try”. Simply reset the timer.

Tournament Equipment - Any sport stacking equipment provided by the WSSA, including the mat and timer, Tournament Display, table, etc.

Equipment Failure - If Tournament Equipment failure prevents a stacker from completing an attempt, the Judge must allow a redo. Failing to arm the timer before up stacking or failing to deactivate (stop) the timer after completing the stacking sequence do not constitute equipment failure.

Sport Stacking Court - The competition area. (See Sport Stacking Court diagram)

Official Competition Tables (also “On Deck” Tables -- optional)

1. The standard size of the sport stacking table has the following dimensions: Width= 72.5-77.5 cm (29-31 in.), Length= 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).
2. 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 smaller than the standard length listed above, two tables butted up side by side are required for Head-to-Head Relay Competitions.
3. Optional: A Tournament Director may choose to supply a shorter height table with the following dimensions to Stackers whose height is under 102 cm (40 in.) – Width = 72.5-77.5 cm (29-31 in.), Length = 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 timer before the command of “Go” by the Judge.

False Stop - The timer is stopped:

- a) before the stacking sequence is complete (not to be confused with a “hiccup”—see definition above) and/or
- b) in Relay Competition prior to the fourth and final Stacker completing his/her stacking sequence. Note: All cups must be down stacked and upright before the timer is stopped. If a stack(s) of cups is 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.

Foot Fault

1. All Relay Races: Waiting Stacker
 - a) foot on/over the start line
 - b) both feet not in contact with the ground when returning stacker touches ground on/over the start line
2. Timed 3-6-3 Relay only: Centerline is ignored.
3. 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 and in some events gender. See Events & Age Divisions section.

Relay Team Coordinator - An individual who is in charge of a relay 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/Gender Divisions 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 the up stacking phase, the handling of individual stacks must be performed with two hands. There are also certain cases with specified requirements you should be aware of (see "Clarification regarding both hands on stacks at the same time").

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.

1. 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.
2. 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.*
3. 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.

1. Stack from left to right or right to left (individual preference).

2. 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")
3. 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.*
4. 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.
5. 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.)
6. If during the transition from the 3-6-3 to the 6-6 the 6 stack falls over on its side, the stacker may up stack the first 6 stack, before up stacking the second 6 stack which fell over.
7. 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.
8. Down stacking the 6-6 - 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). Once a hand places a single cup on the side, that hand can no longer be used to finish down stacking the 6-6.
9. The top two cups from the column of 12 (or the one(s) remaining in the Stacker's hand(s)) must be placed on either side of the column of 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 mat and/or timer. The down stacking phase of the 6-6 is complete once cups are in the formation of a 1-10-1 with the 10 stack in column form.
10. Once the 1-10-1 has been up stacked, each single cup on either side of the 10 stack must first be "picked up" (the down stacking phase of the 1-10-1 begins when one hand touches a single cup after the 10 stack is up stacked) and then used to down stack into a 3-6-3, thus ending the Cycle stack.

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, except in the following cases:

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. 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.*
- 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.
- d) When transitioning from the 6-6 into the 1-10-1, a Stacker's hands may be on a single cup and the 10 stack at the same time, however the up stack of the 10 stack cannot begin until both hands have released from the single cups.

*Allowances may 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 with the exception of a down stacked column of cups that fall over on its side, 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 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. If a fumble occurs during an attempt, stackers cannot abuse fixing their fumbles to get extra warm ups. Starting over during an attempt will count as an additional attempt. In this case, that attempt will get the final time assigned to it, and the next attempt will be scratched. Repeating a stacking sequence with no fumbles during an attempt will yield the same penalty. (Note: Judges may use their discretion as to whether or not a fixed fumble is being used to gain extra warm ups. This also applies to WSSA Video Review.)

Types of Competition

NOTE: All timed events in WSSA sanctioned tournaments involve preliminary competition (Prelims) and final competition (Finals). See Definition of Terms. The WSSA reserves the right to allow alternate tournament formats.

Individual Timed Competition

1. A Stacker must compete in their Age/Gender (if applicable) 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. “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. The On Deck Tables include two StackMats® and a start line 2.13 m (7 ft.) back. 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. Once a Stacker starts warming up at the On Deck Table, they must compete by taking their turn at the Competition Table next.
4. 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. Each Stacker may choose to forego one or both of their warm ups. 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. Testing the Tournament Equipment before and in-between warm ups or attempts is allowed.) 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.
5. 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 may begin stacking any time after the green light of the timer comes on. (Note: If a "hiccup" (see definition) occurs the Judge will allow the Stacker to go again.)
 6. When the stacker has finished their attempt, the Judge shall record the Stacker's time, provided the Stacker did not "scratch" (See "Scratches").
 7. The Judge will then say, "Reset timer and start when ready" indicating the Stacker may do their next try.
 8. Times:
 - 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 1/1000th 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. In Prelims, Tournament Director(s) and Division Manager(s) can overturn a call made by a Judge if they were an eyewitness to the stacking that took place. Watching on a screen does not constitute an eyewitness.
 10. During the Individual Timed Competition all Spectators and other Stackers shall remain outside the Sport Stacking Court.

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. Age Divisions
 - a. A Doubles Team (DT) must compete within their age division which coincides with their age on the last day of the tournament. In Divisions 6U to 18U, teams compete in the division of the oldest Stacker on the team. In Divisions 19+ to 75+, teams compete in the division of the youngest Stacker on the team. A Stacker 18 years of age and younger may compete with a Stacker 19 years of age and older in the "Open" division, which in tournaments is combined with the 19+ division.
 - b. For the Doubles event, if both members on a DT are designated as 'Special Stackers,' the team may compete in the Special Stackers Age Division. If at least one Stacker competes in the Standard Age Division, the team must compete in the Standard Age Division.
 - c. DTs may be coed.
 - d. Stackers can compete on only one DT within their Age Division.
 - e. Stackers may however, also compete on one Child/Parent team. ("Child" 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. Use of Hands
 - 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. 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. Testing the Tournament Equipment before and in-between warm ups or attempts is allowed.) 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.)

6. 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 may begin stacking any time after the green light of the timer comes on. (Note: If a "hiccup" (see definition) occurs the Judge will allow the DT to go again.)
7. Once the DT has finished their attempt, 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.
8. Times:
 - 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 1/1000th 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.
9. In Prelims, Tournament Director(s) and Division Manager(s) can overturn a call made by a Judge if they were an eyewitness to the stacking that took place. Watching on a screen does not constitute an eyewitness.
10. During the Doubles Timed Competition all Spectators and other Stackers shall remain outside the Sport Stacking Court.

Timed 3-6-3 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."

1. This event requires that the mat and timer be positioned as illustrated, never in the middle of the table. Although it requires the regulation length start line (see Sport Stacking Court), there are no foot faults on the centerline. Foot faults only occur at the start line. 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.



2. A Relay Team must consist of at least four Stackers, but no more than six. Teams with more than 4 Stackers may substitute in one or more Stackers at their discretion between "tries."
3. Age Divisions
 - a) A Relay Team must compete within their age division which coincides with their age on the last day of the tournament. In Divisions 6U to 18U, teams compete in the division of the oldest Stacker on the team. In Divisions 19+ to 75+, teams compete in the division of the youngest Stacker on the team. A Stacker(s) 18 years of age and younger may compete with a Stacker(s) 19 years of age and older in the "Open" division, which in tournaments is combined with the 19+ division.
 - b) For the Timed 3-6-3 Relay event, if all team members on a relay team are designated as 'Special Stackers,' the team may compete in the Special Stackers Age Division. If at least one Stacker competes in the Standard Age Division, the team must compete in the Standard Age Division.
 - c) Relay Teams may be coed.
 - d) A Stacker may only compete on one team per event.
4. A Relay Team may only compete once in the Timed 3-6-3 Relay Prelims.
5. 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 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:
 - 1) Improper starting and stopping hand positions on the timer

- 2) Cup(s) stacked entirely off the stacking surface or on the timer
 - 3) Proper stacking sequence not followed
 - 4) Fumbles not fixed properly
 - 5) Illegal use of hands on 2 stacks – see “Clarification regarding both hands on stacks at the same time”
 - 6) False Stop
 - 7) Foot Fault:
 - Waiting Stacker
 - a) foot on/over the start line
 - b) both feet not in contact with the ground when Returning Stacker touches ground on/over the start line
6. There are NO warm up runs in this event, neither before the tries nor in-between subsequent tries. 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.) Testing the Tournament Equipment before and in-between attempts is allowed.
7. Order:
- a) The Lead Stacker on the team starts at the timer on the competition table. The other three Stackers on the team line up single file behind the start line, and facing the back of the Lead Stacker. The back edge of the line is 2.13 m (7 ft.) from the back edge of the table.
 - 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 timer and return to the backcourt.
8. Times:
- a. A Relay Team’s “time” is first established in the Prelims by three timed “tries”. The team’s “Best Time” of the three tries is their fastest time. Each timed “try” shall be recorded to the 1/1000th of a second.
 - b. A Relay Team’s time is first established in the Relay Prelims. If a Relay Team advances to the Relay Finals, their time in the Finals supersedes their Prelim time. (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. During Finals, there will be 2 judges: the Head Judge and the Line Judge.)
9. In Prelims, Tournament Director(s) and Division Manager(s) can overturn a call made by a Judge if they were an eyewitness to the stacking that took place. Watching on a screen does not constitute an eyewitness.

Scratches - (Timed Events only)

1. Improper starting and stopping hand positions on the timer
2. Cup(s) stacked completely off the stacking surface or on the timer
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”
6. False Stop (Not to be confused with a “Hiccup.”)
7. Foot Fault (Timed 3-6-3 Relay only):
 - Waiting Stacker:
 - a) foot on/over the start line
 - b) both feet not in contact with the ground when Returning Stacker touches ground on/over the start line.

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 - (Timed Events only)

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 qualify for the Finals if there is a tie for the last qualifying spot.

Head-to-Head Relay Competition

1. A Relay Team must consist of at least four Stackers, but no more than six.
 - a) Divisions 6U to 18U, teams compete in the division of the oldest stacker on the team. In Divisions 19+ to 75+, teams compete in the division of the youngest stacker on the team. A stacker(s) 18 years of age and younger may compete with a stacker(s) 19 years of age and older in the "Open" division, which in tournaments is combined with the 19+ division.
 - b) A Stacker may only compete on one team per event.
 - c) Teams with six 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. On a standard sized table, each mat and timer shall be centered on its half of the table.
4. A WSSA court must be clearly marked on the competition floor with a centerline on the table. 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 mat on their half of the table. (A piece of highly visible tape (recommendation: 2.5 cm or 1 in. wide) divides the table and represents the "plane," which extends above and below the table that divides the two teams.)
7. Order:
 - a) The Lead Stacker on each team starts at the table. The other Stackers on each team line up single file behind the start line, and facing the back of their Lead Stacker. The back edge of the line is 2.13 m (7 ft.) from the back edge of the table.
 - 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 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, however, permitted at the On Deck Table prior to the start of a match. Testing the Tournament Equipment before and in-between races is allowed.
11. 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."

Head-to-Head Relay Competition - 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 positions on the timer by the first and last stackers.

2. Cup(s) stacked completely off the stacking surface or on the timer.**
3. Proper stacking sequence not followed.
4. Fumbles not corrected properly.
5. Illegal use of hands on 2 stacks*
6. False Stop. A false stop (not to be confused with a “hiccup”—see definition) occurs when the 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 properly placing hands back on the timer (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
 - a) All Stackers: foot on/over the centerline in both the frontcourt and backcourt.
 - b) Waiting Stacker:
 - i. foot on/over the start line.
 - ii. both feet 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 timer before the command of “Go” by the Judge.
9. Delayed start: Lead Stacker – delays start after the command of “Go” by the Judge.
10. Cup(s) either “stacked” or “fumbled” on or over the centerline of the tabletop and/or the floor.**
11. Second Place Finish. The team with the slowest time, as displayed on the timer and Tournament Display will be assessed a penalty point.
12. The Relay Team Coordinator must remain in their backcourt during each race. If not, a penalty point is assessed to that team.

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

** 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: 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 total 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.

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 for Individual, Doubles and Timed Relay events 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.

Multiple Citizenship - In the case where a Stacker is a citizen of more than one country and where the Stacker resides in one of the “citizenship” countries, the Stacker can elect to stack for any one of these countries. It is the Stacker’s responsibility to declare this country before competing in a tournament and the declared country will remain their “Country” for the remainder of the season. If the Stacker has already competed in a tournament during that season, the country they stacked for will be their country for the remainder of the season.

Country of Residency - In the case of a Stacker living in a country where they are not a citizen but have been a resident for at least 6 months, the Stacker can choose to represent either their “citizenship” country or the country where they are a resident, but it is the Stacker’s responsibility to declare this country before competing in a tournament and the declared country will remain their “Country” for the remainder of the season. If the Stacker has already competed in a tournament during that season, the country they stacked under will be their country for the remainder of the season.

Other Circumstances - Citizenship or residency circumstances not covered in the above sections may be presented to WSSA Headquarters for further consideration.

USA Regional (State) Residency

Multiple States (Regions) - In the case of a Stacker living in multiple states during a season, the Stacker can elect to stack for any one of these states. The Stacker must live in the chosen state for at least 3 months out of the year for it to be an eligible choice. It is the Stacker’s responsibility to declare this state before competing in a tournament and the declared state will remain their “region” for the remainder of the season (unless they meet other requirements to change regions, see next section). If the Stacker has already competed in a tournament during that season, the state they stacked under will be their region for the remainder of the season (unless they meet other requirements to change regions, see next section).

Requirements to Change WSSA Region Mid-Season - If a Stacker permanently moves, they can switch their WSSA records location as soon as their residency changes.

1. For Stackers who live in multiple states during a calendar year (January through December), switching between these locations does not constitute a “move.”
2. For Stackers who attend school in a different state, returning to your home state for the summer or returning to school does not constitute a “move.”
3. Living temporarily in a different state for less than 2 months does not constitute a “move.”

Protocol - The following protocol must be followed to set records:

1. Must use WSSA approved Speed Stacks® brand sport stacking cups.
2. Must use official Speed Stacks equipment.
3. Must be videotaped for review and verification purposes. (Note camera placement for each event as well as “Video Setup Standard” below.)
4. Judge Placement for the Individual and Doubles Finals is as follows:
Judge 1 – (Head Judge) – Positioned in the adjacent side court on the opposite side of the table from the Stacker.
5. Judges Placement for the Timed 3-6-3 Relay Finals is as follows:
Judge 1 (Head Judge) – same as above
Judge 2 (Line Judge) – Positioned in the adjacent side court at the start line.
6. The Judge(s) will designate with a color-coded card the outcome of that try. (Green - Clean Run, Yellow - Try in Question (possible Video Review) and Red – Scratch).
7. A Finals Judge may not be a family member of the Stacker.

Video Setup Standard - If the video guidelines are not followed, it may result in a scratched attempt.

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 mat, timer, table top, 12 Speed Stacks® cups, Stacker's hands, Stacker's face and head, and the Tournament Display.
3. 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. (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 mat, timer, 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 and the Returning Stacker's feet as they cross the start line.
3. Remember, there are no warm ups in the Timed 3-6-3 Relay Competition.
4. The entire centerline 5.79 m (19 feet) and the start line 3.35 m (11 feet) must be marked with a highly visible line on the court, and the mat 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 at any time: a representative of the WSSA (if present), Tournament Director(s), Division Manager(s), and the Judge(s) 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. Review of one attempt may subject all 3 attempts to video review. After this review takes place, the Judge's original call may be reversed if necessary.
3. If there is not a consensus after the review, the Judge(s) must request a higher authorized Official to review the try. The higher authorized Official, after reviewing the video and conferring with the Judge(s), will then make the final judgment.

Verification/WSSA Video Review

1. All Final's videos of "potential records," and tournament results, should be submitted to the WSSA within 15 days/event.
2. 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.
3. The WSSA will notify the Tournament Director of all official verified records as well as any scratched "potential records."

Stack of Champions - A Tournament Director may choose to include a "Stack of Champions" as part of their tournament. A "Stack of Champions" involves taking up to 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 of Champions" is to showcase the fastest Stackers at the tournament in front of all the spectators and competitors in a focused manner. Competitors in a "Stack of Champions" can only "better" their Finals time; they cannot do worse. If their best time in the "Stack of Champions" does not beat their Finals time, then they are assured of keeping their Finals time. If a Tournament Director chooses to include a "Stack of Champions" in his/her tournament the minimum requirement would be to do the Cycle. The "Stack of Champions" 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 of Champions" and awards presented accordingly.

Marquee Tournaments - The following events qualify as Marquee Tournaments: World Championships, Asian Open, European Open, and Junior Olympics. Marquee Tournaments have additional video verification requirements. All Timed 3-6-3 Relay finals attempts must be video reviewed during the tournament before awards are given. If an attempt is scratched, review the next best time. All SOC qualifiers must have their qualifying finals attempts reviewed during the tournament before SOC begins. If a run is scratched, review the next best qualifying time for eligibility. Live video review must take place during SOC. Only attempts that beat the Stacker's fastest finals time in that event are reviewed. Verification at the event does not necessarily qualify a run for a new record. All records will still need to be reviewed by the WSSA Headquarters' Video Verification Committee before becoming official.

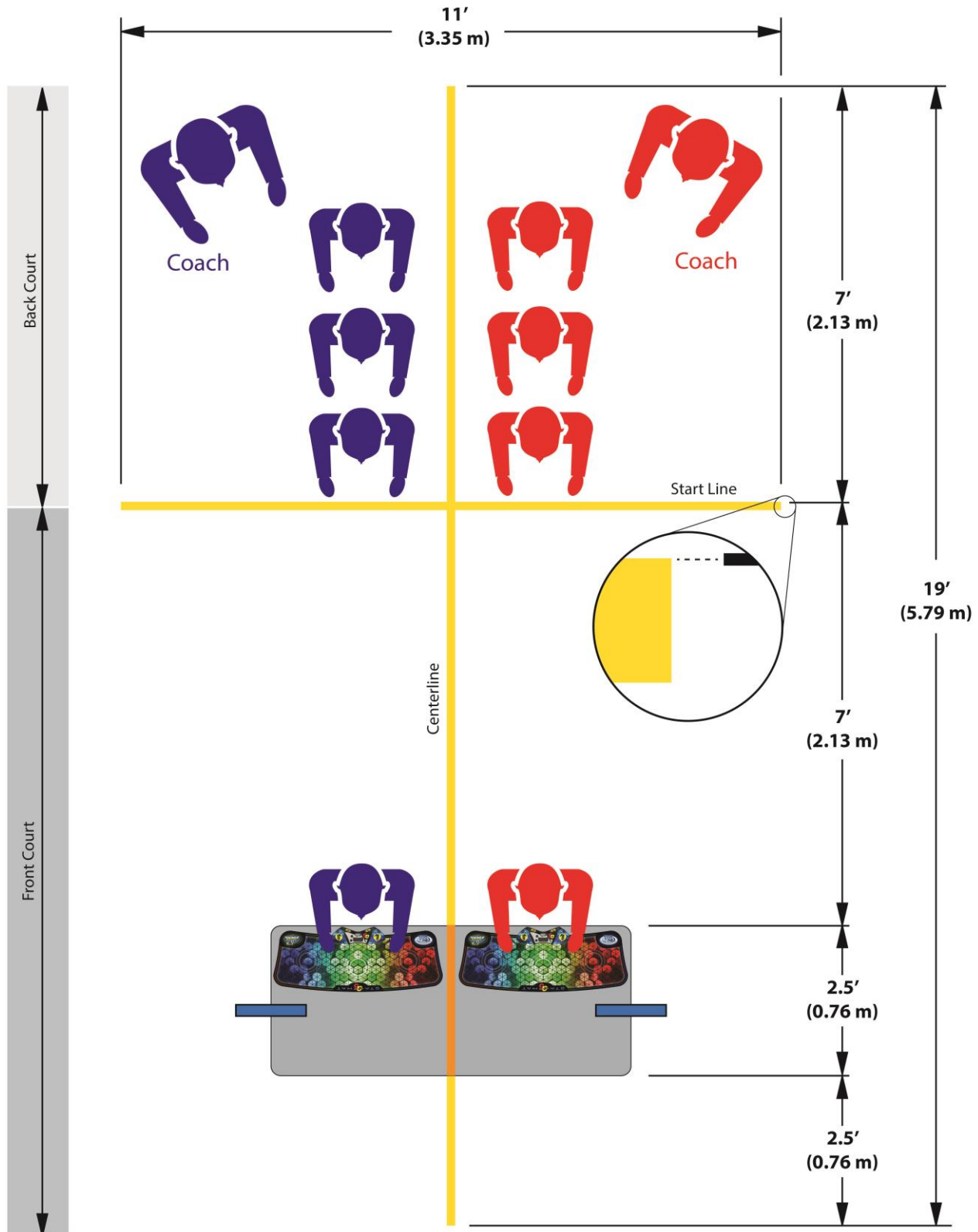
Forfeits/Unsportsmanlike Conduct

1. 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.
2. 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.
3. 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.
4. Unsportsmanlike conduct of a Stacker, Relay Team Coordinator, 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.
5. Unsportsmanlike conduct of spectators will not be tolerated. 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.
6. 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.
7. Apparel
 - a) Stackers 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 includes, but is not limited to: headphones, ear buds, ear plugs, sunglasses, blindfolds, gloves, tape, etc., unless medically necessary. Hats are allowed so long as they aren’t in conflict with other rules. (In the same regard, Stackers may not gain an advantage or distract fellow Stackers by purposefully blocking out sight, sound or touch.)
 - b) Stackers may not wear apparel or accessories advertising competing brands to Speed Stacks, Inc., the Official Equipment Supplier of the WSSA.
8. Logos and/or statements as deemed offensive or inappropriate by the Tournament Director and/or WSSA are strictly prohibited at WSSA events.
9. Sport Stacking and Sitting in a Chair

Sport stacking is intended to be done while standing, not sitting in a chair. The optimum sport stacking stance is a “ready position” standing centered in front of the mat on the competition table. Unless there are extenuating circumstances, no type of supportive device, such as a chair, stool or crutch may be used. A Special Stacker in a wheelchair or dependent on crutches would be exempt from this rule, as would a stacker immobilized by an accident or pre-existing condition. It is up to the Tournament Director to determine if there is an extenuating circumstance and assure that no unfair advantage is gained by using a supportive device. Though not recommended, if a stacker does choose to kneel or even sit on the floor while stacking on the competition table, it would be allowed as long as there is nothing to aid them in their stacking. (Note: This rule does not prevent the use of OSHA approved risers/platforms for elevating shorter stackers whose height is under 102 cm (40 in.) as recommended in #2 under “Official Competition Tables.”)

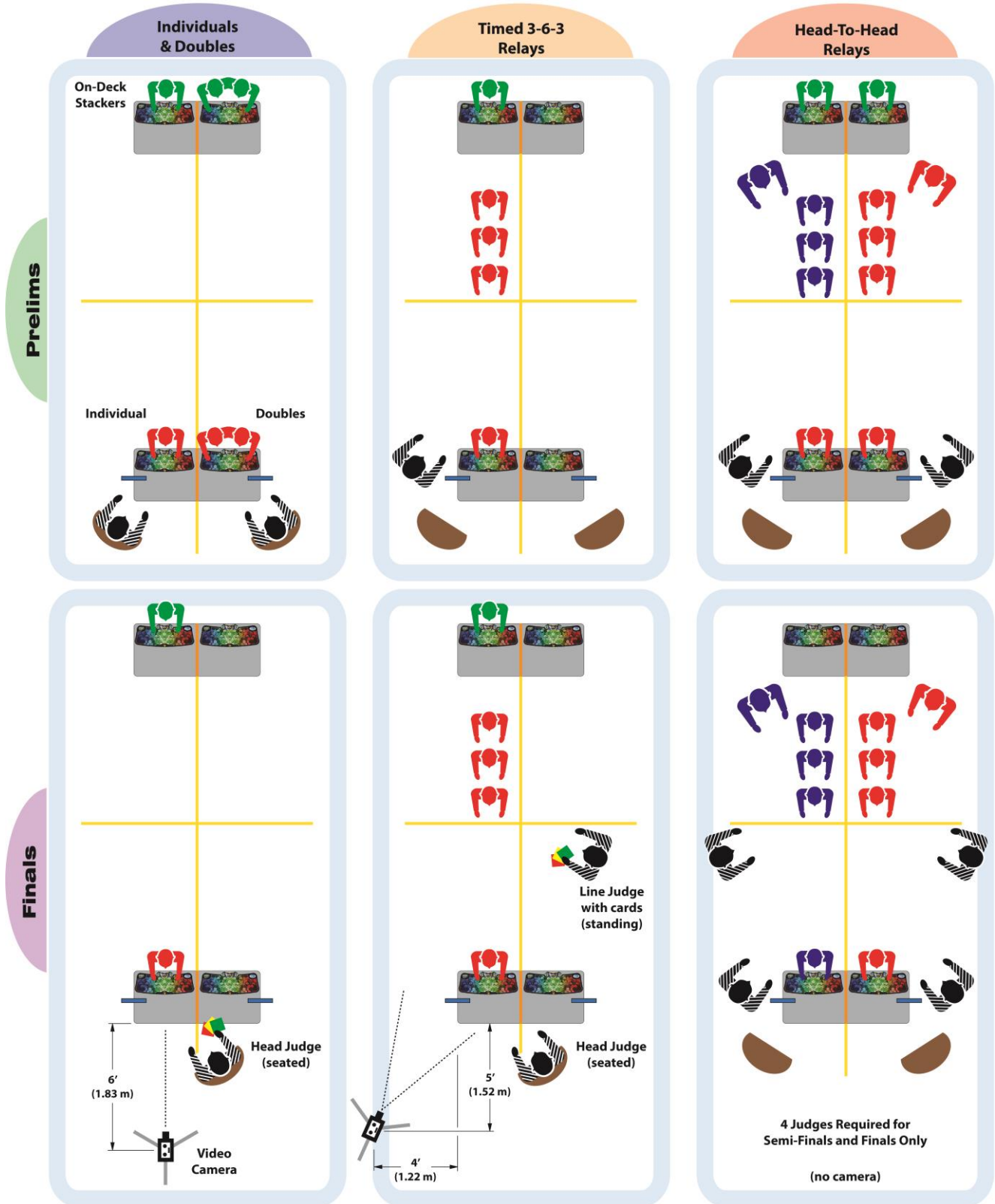


Official Sport Stacking Court





Judge and Camera Placement for Prelims and Finals



Events & Age Divisions

INDIVIDUAL TIMED COMPETITION - 3-3-3, 3-6-3, Cycle

1. 6U
2. 7-8
3. 9-10
4. 11-12
5. 13-14
6. 15-16
7. 17-18
8. 19-24 (Collegiate)
9. 25-34 (Masters 1)
10. 35-44 (Masters 2)
11. 45-54 (Masters 3)
12. 55-64 (Masters 4)
13. 65-74 (Seniors 1)
14. 75+ (Seniors 2)

Special Stackers (Level 1 & 2)

1. SS 6U
2. SS 7-10
3. SS 11-14
4. SS 15-18
5. SS 19+
6. SS All

Tournaments: Separate "Male" and "Female" divisions are mandatory for age divisions 7-8 through 17-18 and optional for 6U, Collegiate, Masters and Seniors divisions, depending on the size and scope of the tournament.

Records: Separate "Male" and "Female" divisions are maintained for ALL age divisions.

All Special Stackers divisions are Male and Female combined.

DOUBLES TIMED COMPETITION - Cycle

1. 6U
2. 8U
3. 10U
4. 12U
5. 14U
6. 16U
7. 18U
8. Open
9. 19+
10. 25+
11. 35+
12. 45+
13. 55+
14. 65+
15. 75+
16. Child/Parent 10U
17. Child/Parent 11+

Special Stackers (Level 1 & 2 Combined)

1. SS 6U
2. SS 10U
3. SS 14U
4. SS 18U
5. SS Open
6. SS 19+
7. SS All
8. SS Child/Parent

6U to 18U: Teams compete in division of oldest stacker.

Open: One stacker is 18 or younger and one stacker is 19 or older.

19+ to 75+: Teams compete in division of youngest stacker.

Child/Parent: Division based on age of child. "Child" can be any age.

TIMED 3-6-3 RELAY COMPETITION - 3-6-3

1. 6U
2. 8U
3. 10U
4. 12U
5. 14U
6. 16U
7. 18U
8. Open
9. 19+
10. 25+
11. 35+
12. 45+
13. 55+
14. 65+
15. 75+

Special Stackers (Level 1 & 2 Combined)

1. SS 6U
2. SS 10U
3. SS 14U
4. SS 18U
5. SS Open
6. SS 19+
7. SS All

6U to 18U: Teams compete in division of oldest stacker.

Open: One stacker is 18 or younger and one stacker is 19 or older.

19+ to 75+: Teams compete in division of youngest stacker.

HEAD-TO-HEAD RELAY COMPETITION 3-6-3, Cycle

1. 6U
2. 8U
3. 10U
4. 12U
5. 14U
6. 16U
7. 18U
8. Open
9. 19+
10. 25+
11. 35+
12. 45+
13. 55+
14. 65+
15. 75+

Special Stackers (Level 1 & 2 Combined)

8. SS 6U
9. SS 10U
10. SS 14U
11. SS 18U
12. SS Open
13. SS 19+
14. SS All

6U to 18U: Teams compete in division of oldest stacker.

Open: One stacker is 18 or younger and one stacker is 19 or older.

19+ to 75+: Teams compete in division of youngest stacker.

Age Division Rules

1. The WSSA reserves the right to combine, split or eliminate certain age divisions in order to create more meaningful competition depending on the size and scope of each sanctioned tournament.
2. A Stacker's Age Division coincides with their age on the final day of the tournament. (Note: The WSSA reserves the right to request proof of age for any Stacker.)
3. Tournaments: Separate "Male" and "Female" divisions are mandatory for age divisions 7-8 through 17-18 and optional for 6U, Collegiate, Masters and Seniors divisions depending on the size and scope of the tournament.
4. Doubles and Relay Teams - 6U to 18U compete in division of oldest stacker on team; 19+ to 75+ compete in division of youngest stacker on team. A stacker 18 years of age and younger may compete with a stacker 19 years of age and older in the "Open" division, which in tournaments is combined with the 19+ division.
5. Child/Parent Doubles - Division based on age of child. "Child" can be of any age and is limited to one team / Parent partner. A "Parent" is defined as a child's: parent, step-parent, legal guardian, grandparent or step-grandparent and may compete with each "child" in their immediate family.
6. Relay Teams may be made up of Stackers of multiple ages. (e.g., A Relay Team with Stackers of ages 7, 10, 11 and 12 will compete in the 12U division for the Relay events.) Stackers on Teams are limited to competing with only one Team throughout a single event.
7. Special Stackers Division - A Stacker that has a diagnosed disability that would put them at a disadvantage in the standard division. A Special Stacker must be identified by a school, licensed psychologist or medical professional as having one of the following diagnoses:
 - a) Cognitive Disability: A person with any condition that significantly limits cognition.
 - b) Orthopedic Impairment: A permanent, severe musculoskeletal disability that adversely affects a Stacker's performance.
 - c) Visual Impairment: Legal blindness.
 - d) Other: Any other category of disability not previously mentioned that would also significantly impact a Stacker's performance.

Special Stackers compete in one of two "levels" in their age division based on their average 3-6-3 time. The average time for Level 1 is 7.999 seconds or below. The average time for Level 2 is 8.000 seconds or above. Stackers who qualify for the Special Stacker division are not required to participate in the Special Stacker division. Special Stackers who have competed in the Special Stacker division but achieve success equal to their standard division peers are encouraged to compete in the standard division.

Special Stackers may have a designated individual at the competition table to assist them as needed. Examples include, but are not limited to, picking up dropped cups if the stacker is physically unable to, and providing coaching to remind the stacker or team about procedures and rules.

Questions and Answers

This Rule Book is also available online at www.theWSSA.com. Familiarity with the WSSA Sport Stacking Rule Book is prerequisite to becoming an official judge in a WSSA sanctioned tournament and should be the first point of reference for Tournament Directors when questions arise. Below are some of the more common scenarios that a judge might face in a competition.

1. What constitutes a warm up?

A single up stack of any type constitutes a warm up. If a fumble occurs during a warm up, the stacker cannot start over. No more than two warm ups are allowed, and they must be completed before the first try (cannot be done in between tries). Simply separating or rearranging cups in a stack is not considered a warm up. Testing the Tournament Equipment before and in-between warm ups is allowed.

2. What happens when a stacker starts over during an attempt (while the timer is still running)?

If a fumble occurs during an attempt, stackers cannot abuse fixing their fumbles to get extra warm ups. Starting over during an attempt will count as an additional attempt. In this case, that attempt will get the final time assigned to it, and the next attempt will be scratched. Repeating a stacking sequence with no fumbles during an attempt will yield the same penalty. (Note: Judges may use their discretion as to whether or not a fixed fumble is being used to gain extra warm ups. This also applies to WSSA Video Review.) Testing the Tournament Equipment before and in-between attempts is allowed.

3. Can cups touch the timer during a stack or be touching the timer at the completion of a stack when the timer is stopped?

Cups can touch the timer, but they cannot be on top of the timer at any point during the stacking sequence. Cups that land on top of the timer due to a fumble can be recovered with no penalty so long as the fumble is fixed before the timer is stopped.

4. What happens when one of the single cups (to the right or left of 10 stack) falls during the up stack of 1-10-1? Do you have to down stack the 10-stack, correct the fumble and start the 10-stack again?

Yes. This fumble must be fixed just as any other in the up stacking phase (see "Fumbles").

5. If during Prelims, there is potential interference (i.e. a disruption from an adjacent stacker on the table) when a stacker's hands are on the timer, may that stacker take hands off the timer and wait until disruption is over?

Yes. The judge should use common sense to gauge the interference and allow the stacker to remove their hands until the disruption is over.

6. If a stacker has hands in place to activate timer then notices his/her cups are configured incorrectly (i.e. 2-7-3), can the stacker reset the timer, correct the stack and start over?

Yes. This is the responsibility of both the stacker and the judge to confirm cups are in correct configuration before a particular stack.

7. How do you judge a fumble "between" up stacking and down stacking?

If cups are fumbled prior to beginning the down stacking phase, they must be fixed in the proper sequence before starting to down stack that first stack. If, during the 3-6-3, a stacker hits the upper cup of a 6-stack with hand and it falls down, before beginning to down stack the first 3, stacker must go back and down stack the last 3, up stack the 6, then up stack the last 3. Once in the down stacking phase, fumbled cups need not be rebuilt, but simply down stacked into nested columns.

8. In Doubles, if one or more cups fall from table to the floor and one stacker runs to get these cups, may the other stacker continue down stacking in the meantime?

No. Each individual stack of cups, in both the up stacking and down stacking phases, must be handled by both stackers. One stacker can only continue to down stack until the time the other stacker must also handle that stack.

9. May a stacker (whether in an Individual or Doubles timed event or the last stacker in a relay) retrieve a cup that has fallen to the floor and put it in the correct position from the other side of the table and stop the timer from there to save time?

Yes. There is nothing in the Rule Book that states a stacker must return to their original stacking position to fix a fumble or stop the timer. As long as the stacker stops the timer properly according to the "Starting and Stopping Hand Positions" under the "StackMat®" definition, this would be allowed. This would also apply to a stacker in a relay who has to leave the table to retrieve a cup and fix a fumble. They may do that from the opposite side of the table then run to the Start Line without having to return to the original stacking position given the stack was fixed and finished properly.

10. May a stacker down stack any two stacks of the 3-3-3 or 3-6-3 stack simultaneously, or only the last two stacks, as long as he/she uses both hands to down stack the first two stacks?

Yes. Any two stacks may be down stacked at the same time as long as the "Down Stacking" rule is followed.

11. In the Cycle stack, may a stacker down stack two stacks simultaneously in all down stacking phases.

Yes, the same rule applies to all three stacks and all three phases of the Cycle stack. Here's the rule: 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. As far as the 6-6 in the Cycle, when going from the 6-6 to 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.