

Competition Rules

2018-2019

GETTING STARTED

The Tournament will consist of Team and Solo Events. Teams of eight (8) will be competing for the fastest time to collectively solve 25 Rubik's® Cubes. Solo competitors will compete to solve one cube in the fastest time. Please check with your event coordinator / You CAN Do the Rubik's Cube Ambassador for possible adjustments to the rules specific to your competition.

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AWARDS:

1. Competitors should attend the winner's ceremony to be eligible for awards, which will be held shortly after the end of the final round.
2. All participants receive a Certificate.
3. First, Second, and Third Place team members in each division receive medals and the first place Coach accepts a trophy on behalf of the winning school/organization. 1st, 2nd, and 3rd Place Solo competitors in each division receive a trophy.
4. Winners of awards should be prepared to talk to journalists or any media covering the competition.

Teams

1. Open to all public, private, religious, home schools, and other “Not for Profit” youth organizations with at least 25 students or members that are currently enrolled in school (K-12) in the state(s) or areas specified in the online registration form.
2. Home schools must be in compliance with the home school laws of their State to be eligible to participate.
3. Participants must be enrolled in a school at the time of the tournament. Thus all participants will be students.
4. Each entity may enter more than one team of eight (8) competitors per Division. The Divisions for each competition are listed in the online registration form. (Division 1: Elementary, Grades K-5; Division 2: Middle School, Grades 6-8, Division 3: High School, Grades 9-12).
5. Division 1 MAY use Solution Guide.
6. Division will be determined by the oldest team member on the team. e.g. a K-8 school entering one team only, if the oldest member is 8th grade and the youngest 4th grade, this team would compete in Division 2. Alternatively, a K-8 school could enter a team in both divisions.
7. A competitor may only be a member of one team per division.

Solo Competitors

1. The solo competition will be limited to students on registered teams who can solve one Rubik's® Cube in under two minutes.
2. Solo competitors compete in their appropriate age-based division if the competition is open to teams in their division. Example: If a 4th grade student is competing on team that is in Division 2, she is still eligible for the Division 1 soloists competition. However, if the tournament is only open to Division 2 teams, she will be competing with Division 2 soloists, not Division 1.

Any questions regarding eligibility, please contact a competition representative.

Registration:

1. Registration is free. Each entity must complete and submit a registration form for each team by deadline to be eligible to participate in Competition.
2. Registrants must provide all required information.
3. To register an entity must designate a teacher/coach. The teacher/coach must be over 21 years of age and will be the team contact.
4. If you register multiple teams in the same division, alert the Ambassador (event coordinator) so your teams aren't scheduled in the same heat, or be prepared with a co-coach or parent volunteer so someone is at the table with each team.
5. At the time of registration, it is not required to have the team members identified. However, complete information on the team members will be required prior to the event.
6. Each team may register for multiple events, such as the 2x2 and/ or 3x3 team competition (if the competition includes each event).
7. Soloists may compete in the 3x3 and 2x2 solo events (if available) even if their team is not competing in both of those events.
Example: The team may choose to compete in the 3x3 team event only, but interested students can compete in the 2x2 and 3x3 solo events.



Organization Team:

1. You CAN Do The Rubik's Cube Ambassador will be responsible for making arrangements before and during the tournament and ensuring that all participants have access to either electronic or printed versions of these regulations.
2. You CAN Do The Rubik's Cube Ambassador will be responsible for ensuring that any changes in the rules are made available to all registered competitors.
3. You CAN Do The Rubik's Cube Ambassador will be responsible for appointing all Officials and other volunteers for the tournament.
4. Teachers, Coaches and Competitors may be asked to assist with Judging, Scrambling and Scoring. Competitors will not judge or scramble their own Cubes nor record their own scores.

Officials/Volunteers:

Main Judge:

- Responsible for overseeing the entire tournament; making sure the rules are followed, making decisions on penalties and disqualification, and starting the tournament.

Table Judge(s):

- Responsible for executing the tournament procedures. These officials may be a Teacher/Coach from another team.

Solo Scrambler(s):

- Responsible for applying scrambling sequence to the Rubik's Cubes. (scrambling = mixing up the Cubes)

Scorekeeper(s):

- Responsible for recording the results. Team Judges may also act as Scorekeepers.

Teachers/Coaches:

- Responsible for teaching the team to compete and making sure the competitors are aware of the rules.

Section 4

GENERAL RULES:

1. The Competition should be a fun experience and all students, teachers and parents are expected to conduct themselves in a manner considerate of others at all times during the competition.
2. Competitors may talk among themselves, shout and encourage their teammates but should not distract other competitors.
3. Teachers/coaches are not permitted to assist team in solving the Cubes through oral instruction. Teachers/coaches may not touch the Cubes. They may offer encouragement and strategy, alert team to number of cubes remaining, or the time expired.
4. No electronic items whatsoever are allowed on the competition table(s) including cell phones, tablets, or any other electronic equipment.
5. Use of notes or any form of reference material is not permitted unless specifically stated. (Division 1 may use Solution Guide or other written notes. No electronic devices will be allowed.)
6. Competitors may sit or stand during the competition round(s).
7. Disqualification: The Competition Judge may disqualify a team and/or a single competitor or issue a warning for any of the following reasons:
 - Cheating.
 - Competitor fails to comply with School Policy, competition rules or the rules of the venue.
 - Competitor is disruptive and/or interferes with other competitors.
 - Any warning may result in a 5 second Competition penalty per incident.
 - In the event of any dispute, competitors must accept the final ruling of the Competition Judge.

Section 5

CUBES:

1. The tournament requires the use of **Rubik's® brand Cubes**. Any Rubik's brand Cube is allowed, including Rubik's brand speed Cubes. Cubes can be identified by the *Rubik's Cube* or *You CAN Do the Rubik's Cube* logo on the white center tile. Examples of logos:



2. Competitors should bring and use their own Rubik's brand Cubes. Cubes **may** be available for loan if needed or if any of your Cubes do not meet the with the competition rules.
3. If desired, team or competitor owned Cubes may be marked on the logo tile only (center white square) with identifying symbol or initials. (Ex: owner's initials) Borrowed Cubes from *You CAN Do the Rubik's Cube's* Lending Program may not be marked.
4. Cubes must be in reasonable working order with no missing tiles. If a tile pops off during the solve, the solver should finish the solve as if the tile was still in place. No penalty is assessed.
5. Lubricating and/or sanding cubes is acceptable to make the cubes twist smoothly. However, if for any reason the modified cube does not function correctly, falls apart or moves out of the solved state accidentally once the timer has stopped, the cube is considered unsolved and will not justify grounds for a "do over". Note: Borrowed Cubes from *You CAN Do the Rubik's Cube's* Lending Program may not be lubricated or sanded.
6. If an unsolvable cube is encountered during the team round, (possibly a corner has flipped during the fast scramble or solving process), it is assumed to not be the intentional fault of the scrambling team.
 - § Your team may choose to fix the cube while the timer is running or may alert the table judge and stop the timer.
 - § If the timer is stopped, the remaining scrambled cubes should be solved to be determine if any others are unsolvable.
 - § Then all 25 solved cubes should be rescrambled by the volunteers/ table judges.
 - § The timer is reset and the team has a new try.
7. If a cube falls apart ('pops') during the team round, another scrambled cube can be substituted in. No adjustment to the time will be made, competitors should continue solving while the new cube is added. (The event coordinator may have an extra scrambled cube or two ready in case this happens.)

Section 6

SCRAMBLING (team round):

1. At the start of each heat, coaches will bring 25 solved Cubes to their assigned table.
2. Competing teams will scramble the Cubes of another team as directed by the Main Judge / MC. Coaches should stay with their team set of Cubes to supervise the scramblers.
3. The number of moves to scramble a Cube (a scramble sequence) from the solved state to scrambled state must be at least 25 moves. A move is one 90° turn.
4. Scrambled Cubes must be placed back on the tray with the logo on top (white center tile) and covered with a towel/ tray cover when directed by the Table Judge.
5. If there is any doubt a Cube is sufficiently scrambled, the Table Judge may ask a scrambler to re-scramble.
6. When all teams are ready, scramblers will be directed to return to their coach.

OPTIONAL COMPETITION MODIFICATION

Tag Team Solving:

1. CHECK WITH YOUR COMPETITION ORGANIZER IF TAG TEAM SOLVING IS ALLOWED AT YOUR EVENT.
All procedure rules are the same as outlined on page 8, with the following modifications:
2. Each team may have up to ten (10) members in the solving area.
3. Only eight (8) team members, plus the coach, may be at the table solving Cubes at a time, with up to two (2) additional team members standing away from the table. (Depending on the venue set up, they may be behind or beside the coach.)
4. As long as only eight (8) team members are at the table at a time, team members can tag in and out at the coach/team's discretion.
5. It is the coach's responsibility to make sure only eight (8) team members at a time are at the table. The Table Judge will also supervise this. If more than eight (8) team members are at the table, a penalty will be noted, and the team must immediately remove extra players from the table. **Penalty for infraction: 5 seconds.**

COMPETITION PROCEDURE: TEAM

1. Coach / team brings 25 solved Rubik's brand Cubes to their assigned table.
2. Main Judge / MC directs the scrambling procedure, as outlined on Page 7.
3. Timers are tested by the Coach and the Table Judge.
4. Main Judge calls teams to "get ready". All members of the competing team must place their hands flat on the table. Team must not have any physical contact with the cubes until Teacher/Coach starts timer. **Penalty for infraction: 5 seconds.**
5. Main Judge inspects all tables to make sure everyone is ready and when satisfied, tells Teacher/Coach to start their timer when they are ready to begin.
6. As soon as the Teacher/Coach starts the timer, the team removes the towel/ tray cover and begins the solve. Simultaneously, the Table Judge should also start their stopwatch.
7. When a team has solved all Cubes and each team member has released all the Cube(s) and placed their hands flat on the table, the Teacher/Coach and Table Judge stop their respective timers. (The Cubes do not have to be back on the tray.)
8. **Note: There is a maximum of 10 minutes per team. If a team reaches 10 minutes, solving is stopped and the number of fully solved Cubes is counted. The team score is recorded as number of cubes in 10 minutes.**
9. Once the time is stopped, competitors must not touch or move the Cubes or timer until the Table Judge has inspected all the Cubes and the time is recorded together with any penalty on the score card. **Penalty for infraction: 5 seconds.**
10. The Table Judge records the score from the Teacher/Coach's timer unless there was a malfunction or user error. In that case, the Table Judge's time (stopwatch) is used.
11. The Teacher/Coach verifies and signs the score card.
12. If there is a dispute, no moves or alignments may be applied to the Cube(s) until the dispute has been settled by the Main Judge.

COMPETITION PROCEDURE: SOLO

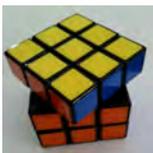
1. The solo competition will be limited to students on a registered team who can solve the Rubik's® Cube in under two minutes.
2. Solo event is 1 attempt to solve 1 scrambled Rubik's Cube. Some competitions may have time and space to allow for more than one attempt per competitor, in which case the soloist's fastest time will be recorded. Check with the *You CAN do the Rubik's Cube* Ambassador for information regarding for your event.
3. Only cubes with a Rubik's Cube logo or *You CAN Do the Rubik's Cube* logo may be used. Any Rubik's brand Cube is allowed, including Rubik's brand speed Cubes. See page 6 for sample logos and other cube requirements.
4. Soloist will give their Rubik's Cube and completed scorecard (cube size, name, school, division) to the Solo Scrambler.
5. The Solo Scrambler will scramble the Cube according to the provided scramble sequence, then place the Cube in a small box with the soloist's scorecard on top.
6. After the Cube is scrambled, the soloist and their Cube go to a solo competition table where there is a Table Judge and timer.
7. Soloist may test / practice using the timer. Table Judge will place covered Cube in front of soloist.
8. Judge will remove the cover and soloist may view/handle Cube (not solve) for up to 15 seconds.
9. After 15 seconds, Cube must be placed back down and soloist starts timer.
10. Soloist stops the timer when they are finished solving.
11. As soon as the timer is stopped, the soloist's hands must be placed on the table.
12. Judge reviews the Cube and checks for any penalties (see Solved State penalties on page 10).
13. Judge completes score card and soloist verifies score and signs score card to accept score.

SOLVED STATE:

1. The solved state is when each of the six faces of the Cube have one solid color per face.
2. A Cube is considered solved if less than a 45 degree move is required to align the colors.
3. If one move is required of more than 45 degrees there is a 3 second penalty.
4. If more than one move is required, the Cube is considered not solved.
5. Examples:



Solved - No Penalty
Less than a 45° turn to align



Solved with **3 second penalty**
1 turn more than 45° to align



Solved with a **3 second penalty**
Top row - 1 turn more than 45°
Bottom row - 1 turn less than 45°



Not Solved
2 turns more than 45° to align

RUBIK'S EDUCATION PROGRAM



2x2 Kit: \$149.99 - Includes 25 2x2 Cubes, 25 Solution Guides, 25 Rubik's Wrist Bands plus everything that comes standard in an Education Kit - See below.

To purchase:

www.youcandothecube.com/shop/2x2-competition-set



3x3 Kit: \$199.99 - Includes 25 3x3 Cubes, 25 Solution Guides, 25 Rubik's Wrist Bands plus everything that comes standard in an Education Kit - See below.

To purchase:

www.youcandothecube.com/shop/competition-set

KIT includes 25 Official Rubik's Cubes, 25 printed Solution Guides, 1 USB with 40+ lessons and curriculum aligned to Common Core standards, including a Learn to Solve program to assist teachers and students learning to solve the Rubik's Cube (grades 3-12) and other materials including teaching tips, sign-out sheets, posters and certificates; 1 printed Implementation Guide, 1 printed Competition Guide and 1 printed Mosaic Guide.

To apply to borrow a set of 25 Rubik's brand Cubes for the competition go to:

2x2 Set: <https://www.youcandothecube.com/competitions/25-cube-2x2-competition-set-request>

3x3 Set: <https://www.youcandothecube.com/competitions/competition-set-request-form>

www.YouCanDoTheCube.com

You Can Do The Rubik's® Cube

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