GENERAL REGULATIONS OF THE CHAMPIONSHIP

HANDBOOK

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POLICY REGULATIONS

The Junior Cube Association reserves the right to cancel any event if the number of participants is insufficient. If an event has fewer than 5 registered participants, it may be cancelled at any time at the discretion of the organizers.
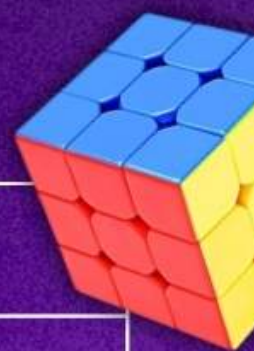
PROFILE (RENEWAL/UPDATE/DUPLICATE)

- Every participant must create and maintain a Junior Cube Association (JCA) Username to remain eligible after their first competition.

- Participants who fail to register within the designated timeline or do not complete the payment of participation fees may be deemed ineligible to compete.

- Participants can update their personal information by logging into their pprofilesand making the necessary changes. For updates to locked fields, please email us at infojuniourcubeassociation@gmail.com.

- All personal information provided by participants is strictly confidential. Under no circumstances should this information be shared with any third party or individual without the explicit consent of the participant's parent or guardian.

PAYMENT AND REFUND

Participants who are absent from the competition will not be eligible for any refund of the registration or event fees. Once the fees are paid, no refunds will be issued under any circumstances. We strongly advise all participants to confirm their availability for the scheduled competition dates before registering.

SCHEDULE

All scheduled timings are in Indian Standard Time (IST). Participants from other time zones are advised to plan accordingly.

Batch change requests will only be considered between the two available options:
IST Batch or International Batch, and must be made strictly for the defined competition dates.

SOLVED STATE

1. A puzzle is considered solved when all colors are correctly aligned in their respective positions.

2. If the puzzle is one or more moves away from being solved, the result will be marked as DNF (Did Not Finish).

3. If the cube is misaligned by less than 45 degrees, it will still be considered solved.

4. A solve will be marked as DNF under the following conditions:
   - The puzzle is not correctly solved.
   - The participant touches the cube after stopping the timer.
   - The participant starts solving before the inspection time ends.

5. During a solve:
   - If the cube experiences a piece pop, corner twist, or cap fall-off, the participant is allowed to fix the issue without stopping the timer.
   - If the timer is stopped and the cube is not in a fully solved state, the solve will be marked as DNF.

6. An internal piece pop (where inner mechanism parts dislodge but the colored stickers/pieces remain intact) is not considered a DNF—the solve will be valid as long as the cube appears normally solved with all visible pieces in place.

SCRAMBLE

1. A scramble is a randomly generated sequence of moves created by official software to ensure fairness and avoid repetition.

2. Each batch receives a unique and random scramble assigned specifically for that group.

3. Standard orientation for scrambling:
   - For NxN cubes: White face on top, Green face in front.
   - For Pyraminx: Yellow face at the bottom, Green face in front.

4. Discussion of scrambles during the competition is strictly prohibited. Any participant found sharing or discussing scrambles will be disqualified from the event.

5. All cubes will be scrambled only by designated officials to ensure uniformity and fairness.

6. Each participant will be given 15 seconds of inspection time before every solve.

MODERATOR

1. A Moderator is responsible for ensuring that all procedures and rules are properly followed during the championship.

2. A single moderator may oversee multiple participants simultaneously.

3. The moderator must maintain decorum and order within the competition environment.

4. The moderator acts as the official representative of the Junior Cube Association (JCA) and is responsible for verifying and approving participant scores.

5. In case of any issue or dispute, the moderator may seek assistance from the Super Moderator to make a final decision regarding a solution or participant.

6. Decisions made by the Super Moderator are final and non-negotiable, unless clear and valid evidence is provided.

7. Only the Moderator or Super Moderator has the authority to grant an extra solve in the event of a confirmed misscramble.
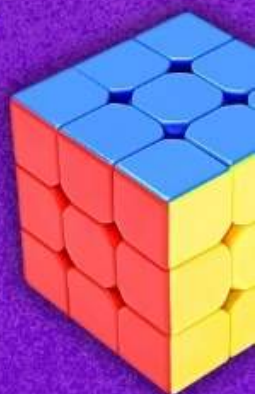
PUZZLES

1. Participants must be prepared with their cubes before the start of the event.

2. Each puzzle must be fully functional and approved by the moderator. If a cube is not approved, participants must have a backup cube available.

3. For stickered cubes, the colors on each face must be distinguishable.

4. All cube sides must have uniform coloring that is distinct from one another.

5. Visually impaired participants may use textured cubes, but these must be pre-approved by the organizers before the first day of the competition.

6. Colorblind participants may use special contrast-enhanced cubes, which must also be pre-approved by the organizers before the competition starts.

7. Bluetooth or smart cubes are strictly prohibited in all events.

8. Participants may switch cubes (within the same event) only after completing a solve, and only with moderator approval.

9. In the case of a cube pop or reassembly during a solve:
   - A maximum of 4 pieces may be interchanged.
   - A maximum of 2 corner twists is permitted.

PENALTIES

1. If a participant begins solving before the timer starts, the solve will be marked as DNF (Did Not Finish).

2. If the timer stops mid-solve, the solve may be marked as DNF at the judge's discretion, especially if human interference is suspected.

3. If the cube falls off the table or into the participant's lap during the solve, it may be placed back on the table without altering its state.

4. If the timer is stopped and any piece pops, corner twists, or caps fall off, the solve will be considered a DNF.

5. If the cube requires more than one move to reach a fully solved state at the time of stopping the timer, the solve will be marked as DNF.

6. If the participant exceeds the time limit for that event, the solve will be marked as DNF.

7. Indecent or unlawful behavior by participants or parents may result in disqualification from the competition, at the discretion of the Super Moderator or Organizers.

8. Maximum time limits per event are as follows:
   - 3x3x3 Cube – 10 minutes
   - 2x2 Cube – 5 minutes
   - Pyraminx – 5 minutes
   - Skewb – 5 minutes
   - Mirror Cube – 10 minutes
   - 4x4 Cube – 10 minutes
   - Clock – 5 minutes

RANKING

Each participant will receive 3 official solves for every cube event. The final result will be calculated using the Average of 3 (Ao3) format.

AWARDS AND TROPHIES

1. Participation Certificates will be awarded to all participants.

2. Podium Winners will be declared for the following events:
   - 3x3x3 Cube
   - 2x2 Cube
   - Pyraminx

Awards will be given to the Top 3 performers in each event:
1st runner up, 2nd runner up, 3rd runner up

3. Merit Medals will be awarded in the 3x3x3 Cube category based on age groups:
   - Under 7
   - Under 9
   - Under 11
   - Under 14
   - Under 18

Note: Merit medals will be given only to those who participate and complete all 3 solves in the 3x3x3 event.

4. For Under 7 participants, participation in the 3x3x3 Cube is optional.
   - However, a Merit Medal will be awarded only if they attempt the 3x3x3 event.
   - No merit medals will be given for participation in Pyraminx.
   - Participation in the 3x3x3 Cube event is mandatory for all age groups except Under 7.

5. Participants who do not perform in the 3x3x3 event (except Under 7) will not be eligible for a merit medal.
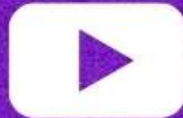
"ALL THE BEST PARTICIPANTS"

junior
cube association
Play Like a champion

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