

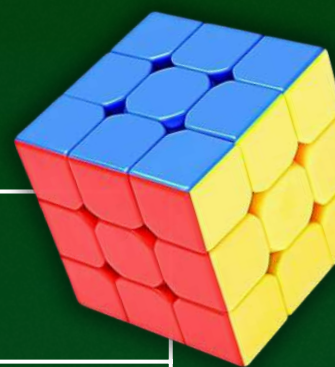


ONLINE CHAMPIONSHIP REGULATIONS

HANDBOOK



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COMMUNICATION



1. Stay Updated:

Save our official number **+91 93261 69864** for all competition-related updates. Important announcements will be shared via email and WhatsApp broadcast.

2. Follow Us Online:

Stay informed about event details by following our official pages:

- **Facebook:** facebook.com/JCA.Adminn
- **Instagram:** instagram.com/juniorcubeassociation

3. Schedule & Access:

The Cube Attempt Schedule and Zoom meeting credentials will be sent via email and also made available on our website 2 days before the championship.

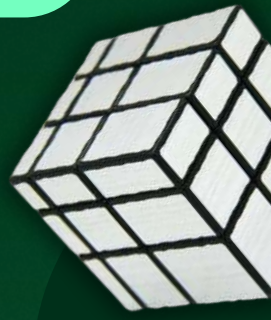
4. Important Note:

In the event of an emergency, there may be slight changes to the schedule. Any such changes will be communicated promptly via email and our Instagram and Facebook pages.



PRE-HAND PREPRATION

Mandatory Requirements for Online Championship Participation



1. Two devices are required for participation.

- A laptop is mandatory to attempt the championship.
- Google Chrome and Zoom must be installed and updated on your laptop.
- iPads are strictly prohibited for accessing the JCA website.
- The Zoom link may be accessed via mobile or iPad only for joining the meeting and verification purposes.

2. Connectivity & Power

- Ensure a stable internet connection.
- Devices must be fully charged or plugged in.
- Any internet or device failure during the solve will result in that solve being marked invalid.

3. Liability Disclaimer

The organizers will not be responsible for connectivity or technical issues from the participant's side.

4. Visibility Requirement

- Both the participant's name and face must be clearly visible throughout the entire attempt.
- Failure to comply may result in the attempt being marked as not made.

5. Communication Protocol

- Participants must remain on mute at all times.
- If assistance is required, please use the "Raise Hand" feature. Speak only when the moderator calls your name.



6. Noise Control

Please make sure there is no background disturbance when communicating with the moderator.

7. Under-7 Participants

A parent or guardian must accompany participants in the Under 7 age category during the event.

8. Cube Preparation

- Cubes must be in a fully solved state before joining the Zoom meeting.
- Example: For Event 1 – 3x3, the 3x3 cube should be solved before entering the Zoom call.

9. Identity Verification

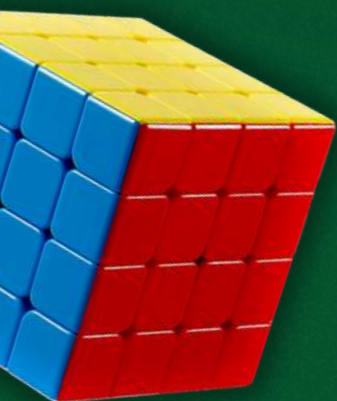
Keep the participant's ID proof ready and present it when requested by the moderator.

10. Timeliness is Crucial

Participants who fail to join the Zoom meeting on time will be marked as ABSENT (DNS).

11. No Rescheduling Policy

- No changes to the schedule will be allowed.
- In case you miss your assigned time, you will be marked as ABSENT, and no certificate will be issued.
- Only two time slots are available – IST or INTERNATIONAL – and changes will only be considered in rare, unavoidable circumstances, strictly on the championship date.



EVENT FLOW



1. Zoom Meeting Introduction

- Join the main Zoom meeting room at your designated time.
- The Super Moderator will begin by explaining the basic competition guidelines.

2. Joining Your Breakout Room

- After the main room briefing, participants must click on their screen to view and join their assigned breakout room.
- Ensure you join the correct room as per your allocation.

3. Cube Readiness

Be prepared with your fully solved cubes before the session starts.

4. Attendance & Verification

- The breakout room moderator will take attendance and verify all participants in the batch.
- Once verification is complete, the scramble will be unlocked.

5. Scrambling the Cube

- Participants must scramble their cubes using the scramble displayed on screen.
- Children under 7 years may be assisted by a parent or guardian for scrambling.



6. Scramble Approval

After scrambling, show the cube to the moderator for approval before proceeding.

7. Covering the Cube

- Once approved, place the cube on the table and cover it with a non-transparent box.
- Wait silently for the moderator's instructions.
- Do not touch the cube until instructed. Any early movement may lead to the disqualification of that attempt.

8. Starting the Attempt

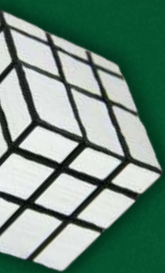
- When the moderator gives the go-ahead, press the space bar or click the timer on the JCA website.
- A 15-second inspection time will be shown.
- After inspection, the timer will automatically begin, and you can start solving the cube.

9. Inspection Period Guidelines

- The 15-second inspection is only for viewing.
- No turns or movements on the cube are allowed during this period.

10. Visibility Requirement During Solve

- Both the cube and the timer screen must be visible to the moderator at all times.
- If either is not visible, the solve will be marked as invalid (DNF).



11. Stopping the Timer

- Once the solve is complete, press the space bar again to stop the timer.
- This will record and display your solve time.



12. Post-Solve Confirmation

- Keep the cube and screen visible after stopping.
- The moderator will verify the solution and confirm the time.

13. Subsequent Solves

- The same procedure will be followed for each round/puzzle.
- A maximum of 2 extra solves may be granted only if deemed necessary by the moderator or super moderator.

14. Results Declaration

All scores verified by the Super Moderator will be published on the official JCA website.



SOLVING GUIDELINES



1. Pop Piece Handling During Solve

- If a piece pops out during your solve, you are allowed to fix it only while the timer is running.
- Once the timer is stopped, you are not permitted to touch or fix the cube in any way (including pops, twists, or turns).

2. Timer Malfunction or Accidental Stop

- If the timer stops accidentally during a solve, no extra attempt will be provided.
- Participants must handle their devices carefully.

3. Time Limit Violation

- If a participant exceeds the time limit set for the event, the solve will be marked as DNF (Did Not Finish).

4. Suspicious Scores & Re-Attempts

- If any solved result appears doubtful or inconsistent, the organizing team reserves the right to request a live re-attempt in front of the Super Moderator for verification.

5. Moderator's Authority

- The moderator's decision is final with regard to the timer and the solution validation.
- Any misconduct, argument, or misbehavior with the moderator may result in immediate disqualification from the event.

6. Recording Policy

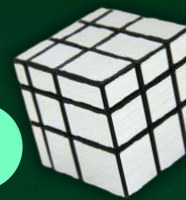
All event recordings are for internal review purposes only and will not be shared with participants or parents.

7. Incorrect Scrambles Policy

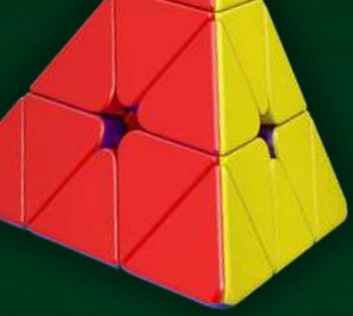
- If all three scrambles are incorrectly applied, the participant will be given up to 2 extra solves.
- If those additional scrambles are also incorrect, all solves will be marked as DNF.



GENERAL CONDITION FOR PARTICIPATION



1. Participants must have a valid JCA Profile Sign-Up to be eligible for the championship.
2. All participants must use a laptop (not an iPad) for attempting solves via the JCA website.
3. A stable internet connection and updated Google Chrome and Zoom applications are mandatory.
4. Participants must follow all rules and moderator instructions during the event. Non-compliance may lead to disqualification.
5. Parental supervision is required for children in the Under-7 category throughout the event.
6. All cubes must be WCA-legal (or as per event-specific guidelines) and fully solved before joining the attempt.
7. Participants must be ready to verify their identity and cube state as instructed.
8. No rescheduling will be allowed. Missing your slot will lead to absence (DNS), and no certificate will be issued.
9. The organizers hold the right to make final decisions on all dispute resolution validations or irregularities.
10. By registering, participants agree to abide by all rules, instructions, and decisions made by JCA and event moderators.



**“IT IS NOT WINNING BUT PARTICIPATING,
WHICH IS MORE IMPORTANT”**



 **93261 69864**



TO KNOW MORE TAP HERE

