



# Head-To-Head Relays

## Tips for Judges

### Penalty Points

1. False start by the Lead Stacker (hands leave the yellow touch pads before the command of "Go" )
2. Hand tags
  - 1) missed tag
  - 2) Stacker's foot not in contact with the floor when hand tag is made
  - 3) Stacker's hand still on cups during hand tag (simultaneously)
3. Fumbles not corrected properly
4. Stacking sequence: Work from left to right or right to left. (Down stacking must follow same sequence as up stacking.)
5. Hands on two stacks of cups: *Make sure hands are not on two stacks at once except:*
  - 1) during the down stacking phase, fumbles may be corrected **prior** to stopping the Timer and one hand may correct fumble while the other hand continues down stacking the other stack(s) in order;
  - 2) when a stack has been "down stacked," then Stacker may leave one hand on the "down stacked" stack while other hand continues to "down stack" remaining stack(s) (This includes fixing a "Toppler")— cannot "down stack" two stacks at once or "up stack" one set and "down stack" another at same time;
  - 3) in Cycle stack transitions:
    - a) from the 3-6-3 to the 6-6, hands **may** be on the two 3's 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. (Note: A Stacker may re-position the first 3 by sliding the cups along the StackMat's surface but the entire lip of the bottom cup must be in contact with the StackMat's surface during this transition. After the last 3 have been down stacked a Stacker may begin up stacking the 6-6.)
    - b) from the 6-6 to the 1-10-1, once an attempt has been made to down stack the first 6, the second 6 may be down stacked. (NOTE: All 12 cups must be involved in the down stack (leaving none behind) and come together in either a) one down stacked column of 12 or b) when forming this down stacked column one or two of the 12 cups may remain behind in the stackers hand(s) before proceeding into the 1-10-1.)
    - c) in the 1-10-1, single cups on left and right may be handled simultaneously (1-10-1: turn and "tap" cups)
6. Foot Faults 1)A Stacker's foot is on or over the center line; 2) A Stacker's foot is on/over starting line when hand tag is made
7. Yellow line (cups break plane of yellow center line either stacked or fumbled on the table top or on the floor)
8. Only Stacker retrieves fumbled cup(s):
 

<u>Interferes with cup(s)</u>	<u>Penalty Points</u>
Teammate or Coach	2
Spectator or Official	1
Player or Coach	0 (for you) 1 (for opposing team)
from opposing team	
9. Any cup(s) stacked completely off the surface of the StackMat®.
10. False Stop
11. Final Stacker must return to Back Court immediately.
12. Team finishing the race second (This is based on the StackMat Timer. If false stop, then visual determination by Judges).
13. Coach must remain behind their teams' starting line. "Warning" first. Penalty point each time thereafter.
14. Improper starting or stopping hand positions on the StackMat®.

**A relay "match" is the Best 2 out of 3 "races".**

### Forfeits (Race Stops Immediately)

- Stacker(s) or cup(s) interferes with other team's Stacker(s) and/or cup(s) intentionally or unintentionally.
- In the Cycle Team Relay Competition, when a Stacker does not complete each part 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.
- Unsportsmanlike conduct (Stacker or Coach); physical or verbal disrespect
  - 1<sup>st</sup> = forfeit "race"    2<sup>nd</sup> = forfeit "match"    3<sup>rd</sup> = forfeit "tournament"
- Spectator unsportsmanlike conduct
  - 1<sup>st</sup> time = polite warning
  - 2<sup>nd</sup> = ask them to leave competition area

### Appeal:

1. Judges
2. Division Manager
3. Tournament Director