Sport Stacking - Rulebook

of the

"International Sport Stacking Federation"
(ISSF)

Status: May 2023

Comments on the rules

This is the official rulebook of the International Sport Stacking Federation (ISSF).
It forms the framework for free and brand-independent Sport Stacking tournaments.

In official ISSF tournaments, the rules are binding for the competition, but it should also serve as a guide to entry into the sport and for other tournaments or events in various settings.

General information about the sport, exchange on association matters and answers to rule questions can be obtained at any time from the appropriate body of the ISSF.

Sport Stacking is a temporary stack of stacks that promotes coordination and concentration, emphasizing fun, joy and fellowship.

Since early 2015, there is an additional tournament mode, which differs in the qualification and classification of the finalists from other forms of tournament. The stack rules of the individual disciplines apply in any case. Organizers of a tournament are generally free to choose the tournament mode.

Further information at: www.issf.online

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1. Tournament mode

Organizers of Sport Stacking tournaments may choose from the following list depending on their resources and ambitions for a tournament format:

a. **Official ISSF-Tournament**

An official ISSF tournament is carried out by the ISSF on its own responsibility or with a cooperation partner (institution, association, etc.). Cooperation partners apply for recognition to the ISSF to obtain the status of an official ISSF tournament. This application can be made informally, but must be sent to sportwart@issf.online in writing in advance of the tournament. Required information when applying for is: organizer, tournament name, date, location, tournament mode, email address for registration. Only after confirmation by the responsible of the ISSF the tournament with the status of an official ISSF tournament can be accomplished.

In this tournament format possible (world) records are recorded, checked and turned on or off.

b. Sport Stacking tournament according to ISSF regulations

A sports stacking tournament under ISSF rules is a free tournament that does not require ISSF recognition. The sporting level is ensured by the implementation of the tournament according to ISSF rules.

This tournament format is suitable for club championships or tournaments on a smaller scale.

c. Sport Stacking Tournament (school tournament, fun tournament, etc.)

A simple sports stacking tournament can be done without much effort and with a lot of freedom. This can, but does not have to be, adhered to the ISSF rules.This tournament format is suitable for e.g. for schools, summer festivals or for experimenting with creative sports stacking disciplines.

The stacking rules of the individual disciplines, the doubles and the relays apply equally to each tournament mode.

2. General rules

(Definition: In the following text a distinction is made between the terms stack and pyramid: A stack is a stack of cups in which all cups are opaque to each other, a pyramid designates the stack of 3, 6 or 10 cups, corresponding to a base of 2, 3 or 4 cups in the lowest level and one level less in the levels above.)

a. The Stacker is free to use a stack underlay / mat. The cups can be arbitrarily positioned under consideration of the preconditions of the respective discipline.

b. The stack flow may be either left-center-right or right-center-left, but the sequence must be the same during assembly and disassembly.

c. The stacker may build each stack into a pyramid with one hand or both hands. A pyramid is considered to be built as soon as the top cup on the other cups comes to a halt. If the stacker is so fast that the cups can not come to a standstill, the optical snapshot is valid at the moment of removal.

d. The construction and dismantling phases are defined by their concepts. A build-up phase is immediately over when active demolition is started after building the last pyramid of a formation. This applies accordingly for the mining phase. The construction phase of the first formation begins with the start of the timer, the dismantling phase of the last formation ends with the stop of the timer.

e. In the build-up phase, the stacks must be processed individually and one after the other.

f. In the dismantling phase, two pyramids may be processed at the same time, if the dismantling sequence is followed (left-center-right or right-center-left) and both hands have worked or touched the previous pyramid. That is, in Pyramid One's dismantling phase, both hands must have worked or touched a cup before pyramid two may be started. In the dismantling phase of Pyramid Two, both hands must have worked or touched a cup before pyramid three may be started. Pyramid 3 may then be dismantled either with one hand or with both hands. Excluded from this rule are "Special Stacker" and on the tournament day limited Stacker, for example injured Stacker (upper extremities).

g. In the dismantling phase, inadvertently repelling another pyramid than the stacking order provides is not an error that needs to be corrected immediately.

h. Stacking or unstacking is considered "processing" - not putting back, moving or touching cup stacks.

i. All errors (see 2.5) must be corrected immediately.

j. The Stacker may accept outside help. If cups fall from the table, the referee and the public are allowed to hand over the cups or toss them.

k. Only commercially available plastic cups (regardless of brand) are allowed, but not special sizes or other materials. The cup height must not be less than 7,5 cm and not exceed 10 cm. The diameter of the cup should not be less than 6 cm at its widest point and should not exceed 8 cm.

2.1 Discipline „3-3-3"

a. <u>Definition:</u>
The "3-3-3" is a discipline in which three stacks of 3 stacks are sequentially stacked into 3-pyramids and then reduced to stacks again.

2.2 Discipline „3-6-3"

a. <u>Definition:</u>
The "3-6-3" is a discipline in which first a 3, then a 6 and finally a stack of 3 stacked to pyramids and then reduced to stack again. The 6-stack must be the middle stack. The formation "3-6-3" must also be visible after completion of the experiment. A 3-stack on the right and a 3-stack on the left of the 6-stack must come to a halt. Decisive here is an imaginary line at 90 ° to the edge of the table by the 6-stack.

2.3 Discipline „Cycle"

a. <u>Definition:</u>
The cycle is a discipline in which the following fixed sequence must be stacked: Formations 3-6-3, 6-6, and 1-10-1 are sequentially broken up and dismantled, the 1-10-1 being dismantled ends in the 3-6-3 starting position.

Stacking rules:

First formation: "3-6-3" (see 2.2 single discipline "3-6-3")

Second formation: "6-6"
I. After the dismantling of the formation "3-6-3" the Stacker uses the last mined 3-stack (this must be dismantled opaque) and the other 3-stack to build a 6-pyramid with these 6 cups. The cups do not have to be assembled to a 6-stack before!
II. Again, the preferred stack direction (left -> right or right -> left) for the assembly and disassembly is observed!
III. In the dismantling phase of formation "6-6", the stacker may dismantle the second 6 with dismantled cups of the first 6s.
IV. After dismantling the two pyramids of six, at least 10 cups must form a opaque unit (stack) before building the pyramid of ten.
V. In the dismantling phase of the formation "6-6", all cups must have been processed down to the lowest cup of the at least 10 stack.

Third Formation: "1-10-1"
I. During or after the merge, place two single cups to the left and right of the stack of at least 10 stacks - one must be on the wider, the other on the narrower side of the cup.
II. If both cups are standing, a 10-pyramid must be set up with the remaining cups.
III. After the construction of the 10th pyramid, the Stacker must first pick up the two individual cups and move (applies as a reduction of 1er pyramids) before the dismantling of the 10th pyramid may be started. He may break down the 10-pyramid with one single cup each in one hand. Both single cups may be moved at the same time.

Final Formation: "3-6-3"
I. The round is over when the cups are back in a 3-6-3 formation. A 3-stack on the right and a 3-stack on the left of the 6-stack must come to a halt. Decisive here is an imaginary line at 90 ° to the edge of the table by the 6-stack.

2.4 Discipline "Double"

a. Definition:

The double is a discipline in which two stackers compete together. The double is generally stacked in the discipline "Cycle". Here a Stacker may only use his right hand and the other Stacker only his left hand. This applies to the entire duration of the experiments.

b. Stack rules:

See 2.3 Individual Discipline "Cycle".

2.5 errors

The following events are errors and must be corrected so that the attempt is not considered invalid:

a. Inaccurate construction (cup stands diagonally on a pyramid).

b. Slipping cups after construction.

c. A beaker falls over during / after the construction of the pyramid.

d. A pyramid collapses during the build-up phase (or 1-10-1: a single cup falls down)

e. A stack is not available after stopping the time.

f. Simultaneous construction of 2 pyramids.

g. A pyramid was mined with only one hand (Exception: Does not apply to the last pyramid of the formations "3-3-3" and "3-6-3".)

Errors must be corrected immediately. If the Stacker has already stalked on, he must bring the stacks back to the previous state until he returns to the error. If the error is corrected at the location, the stacker can continue to stack without invalidating the current attempt.

Exceptions:

a. If a stack falls over in the construction or dismantling phase, it does not have to be corrected immediately, but only when the stack has to be processed again. This exception applies only in the ongoing attempt, stacks must always be correct when the time is stopped.

2.6 Invalidity of a trial

An attempt is considered invalid if:

a. If the stack rules are not met.

b. When the time is stopped before all errors are corrected.

c. If errors are not corrected in the correct order.

d. When cups are already touched or touched when starting the time.

e. If cups are being held / edited while stopping the time.

f. If not all stacks come to a standstill after the time has stopped.

G. When the cups on the timer come to a standstill

H. If not all stacks are in the correct formation after stopping the time.

i. If during a test the time is stopped or reset prematurely (exception: timer malfunction).

j. If the timer is reset before the staked time can be recorded by the referee.

k. If in the double one or both Stacker uses the second hand during the running attempt to edit cups. This also applies to correcting mistakes or picking up cups from the ground.

2.7 Timing

At official ISSF tournaments, the tournament organizers set the timers for the timing. The tournament management has to ensure that these timers are checked for accuracy and functionality before they are used. Own timers may not be used by the Stacker unless the tournament mode allows it in certain segments of the tournament (for example, qualifying in the Swiss system).

The timers have to be stopped with more than one contact and the timekeeping takes place in thousandths of a second (three digits behind the decimal point).

To start and stop the timer, only the hands should be used. The wrist is no longer part of it!

Examples of using timers:

More contact timer

a. Hands/Fingers are placed on all contact surfaces to arm this timer.

b. The timer must be reset before every attempt so that the time starts to count at 0 seconds. It is important to ensure in the competition that the referees have previously noted the time.

c. When the timer is ready, the stacker may start at its discretion.

d. When starting, no cup may be touched.

e. The time measurement must start when the first hand/finger leaves one of the contact surfaces.

f. To stop the timer, both hands/fingers must touch all contact surfaces.

One contact timer

a. The contact timer has one or more contact surfaces. The Stacker decides before his respective attempt which of the contact surfaces he uses. Of particular note here is that only one active contact area is used.

b. The contact area used to start the timer must also be used to stop.

c. The timer must be reset before every attempt so that the time starts to count at 0 seconds. It is important to ensure in the competition that the referees have previously noted the time.

When the timer is ready, the stacker may start at its discretion.

The hand that leaves the contact surface to start must also be the first hand on the first stack and actively process it.

The hand that last actively processes a mug must also stop time. Accordingly, the starting hand does not have to be equal to the stop hand.

The hand that does not touch the contact surface at the start must touch the table or the selected surface. When starting, no cup may be touched.

2.8 records

The ISSF maintains a world record list of the fastest times of disciplines (s.u.) in certain age groups (s.u.). These records must be posted at an official ISSF tournament in a dedicated segment of the selected tournament mode with video recording. For recognized records the following points must be met:

a. 2 referees at the table

b. Equipment approved and approved by the tournament management: table, timer, display, camera, mat (if used by the stacker)

c. A stack pass usually consists of two trial runs and three scoring attempts. The Stacker is free to use one, one or both trials. The Stacker must clearly communicate his decision with the referees. A record can only be recognized if the time is set in one of the three scoring attempts.

d. Camera Recording: The entire stack of passes with all the stacker's attempts must be uncut.

e. Camera position: Frontal recorded must be: Stacker head and face, timer and display, all cups.

f. For tournaments in which no official representative of ISSF Germany can be present, a recognizable ISSF logo must be visible in the recorded video.

G. Videos with records will be sent by email to rekorde@issf.online. The following information must be provided: tournament name; Date of the tournament; Last name, first name, nationality, record time and age of the stacker on the day of the recorded record.

H. Only a valid attempt can be recognized as a record.

i. Videocontrol after the tournament by an ISSF officer

j. Records can only be set outside tournaments at events specifically approved by the ISSF.

Disciplines

Records can currently be set in the following disciplines:

a. "3-3-3"

b. "3-6-3"

c. "Cycle"

d. "Double"

e. "Parent / child double"

<u>Ages</u>

The International Sport Stacking Federation (ISSF) announces cup athletes in the following age groups. The division takes place in years. It always applies the age of the stacker on the day of the stacked record.

<u>Individual disciplines:</u>

0-4

5

6

7

8

9

10

11

12

13

14

15

16

17

18-20

21-24

25-29

30-34

35-39

40-49

50-59

60-69

70-79

80+

Discipline double:

Please note in the double compilation: The stackers may not be apart for more than 10 years (by year of birth).

The double team age is determined by the average age of the two stackers. ([14 + 16]: 2 = 15> AK14-15 or [15 + 25]: 2 = 20> AK 18-24). In an intermediate age is rounded up.

0-5

6-7

8-9

10-11

12-13

14-15

16-17

18-24

25-29

30-39

40-49

50-59

60+

Discipline parent / child double:

When classifying the parent / child double counts the age of the child.

0-9

10-17

18+

3rd tournament expiration

   3.1 Organizational

   a. The tournament management and a team appointed by it is responsible for the execution of the tournament. The main task is to ensure a smooth tournament

process (assembly and dismantling [including tables, chairs, preparation of stack areas, technology], registration, schedule, complete equipment, notice boards, data processing).

b. The tournament administration appoints a referee. He is subordinate to the referee team that he divides, directs and whose decisions he shares. The head referee has the power to decide on video controls and the final decision-making power on rule questions. For his organizational tasks, the head referee can use trusted persons to assist him.

c. Used referees must either be adequately trained or be active stackers with a proven understanding of the rules. The referees are selected for qualification or tournament experience. However, a referee must be at least 16 years old.

d. The referees judge the attempts of the stackers. They should be recognizable to the tournament participants as referees (clothing and / or signs). If they are currently not active, they are approachable with rule questions.

e. If a stacker does not agree with a referee's decision, he can summon the head referee.

f. In the case of rule questions that are not covered by the current version of this set of rules, the last instance will be decided by the head referee of each tournament.

3.2 Tasks of the referees

a. For the various segments of a tournament, the referees will be divided according to availability and necessity. They manage and supervise the group of stackers assigned to them for each tournament section.

b. The referee must ensure that the stacker complies with the course and regulations of the respective tournament segment

c. The referee judges the validity of the attempts. It gives attempts valid or invalid, in video-accompanied (recorded) attempts the option of video control is added. The decision is signaled by means of colored cards (common are: green = valid, red = invalid, yellow = video control). The final referee's decision is determined by the last card shown. If the referee is not sure how to judge an attempt, he will arrange a video check. The stacker can also apply

immediately after a decision of the referees for invalidity of the experiment, a video control of the chief referee, who then decides situational on an actual review. Video checks are performed after the three attempts have been completed. Video control is only performed if the time is relevant to the competition. Privately filmed video is not a basis for a referee's decision. If a video control is performed, the final decision must be agreed with the head referee.

A videocontrol may no longer invalidate another attempt previously validated by the umpires at the table. Here the factual decision of the referee applies. An invalid attempt can never be recognized as a record time.

d. The stacker has to adhere to the rules of the referee. The attempts do not start until the referee releases them. The referee must also ensure that a stacker makes the breaks between the attempts appropriate. The procedure and the preparation of the other stackers must not be affected by too long delay of the stacker. Nevertheless, the Stacker must be allowed a sufficient concentration time.

e. The stacker has to adhere to the rules of the referee. The attempts do not start until the referee releases them. The referee must ensure that a stacker makes the breaks between the appropriate steps. The procedure and the preparation of the other stackers must be affected by too long delay of the stacker. Nevertheless, the Stacker has to be allowed a certain concentration time.

f. The referee must ensure that as far as possible no influence on the competition from outside is made. Supervisors, fans, parents and spectators must keep a minimum distance to the table. This can be determined by the referee.

3.3 Code of Conduct for Participants

a. The Stacker should be considerate to the tournament management, the other tournament participants and the spectators.

b. The Stacker is to present a fair sporting appearance. This includes basic honesty and sincerity, adhering to the pile rules, not taking in performance-enhancing means and respectful behavior during the attempts of the other stackers.

c. The stacker must follow the referee's instructions.

d. Each Stacker is encouraged to positively support the tournament process. This includes general help, observance of the schedule and independent timely appearance to the segments of the tournament and their own stacking passes. It also includes the willingness to be divided as a referee.

e. The Tournament Director is free to disqualify a Stacker if he repeatedly violates the Code of Conduct.

4. tournament mode

Organizers of Sport Stacking tournaments can set the tournament mode of their tournament in advance.

There are two elaborated proposals from the ISSF that have proven themselves:
a. The tournament mode according to Swiss system and finals according to performance classes
b. The tournament mode with individual qualification and finals by age group

The host can also choose to design their own mode.

Hereby you have to pay attention to official ISSF tournaments:
a. In advance, the selected mode of the ISSF Germany e.V. must be reported in writing with the request of the tournament.
b. In order to set records at the tournament, it is imperative to comply with the requirements set out in "2.8 Records".
c. Regardless of tournament mode, each participant in the record-breaking segment may only have two optional trials and three scoring attempts.
Regardless of the chosen mode of a discipline with record opportunity, other tournament segments with different disciplines can be offered. These include, for example, squadrons or Stackduell.

4.1 The tournament mode according to Swiss system and finals according to performance classes

<u>Introduction</u>

The tournament mode according to Swiss system and finals by performance class upgrades the qualification, makes the finals more exciting and tournaments more attractive to the public. A tournament consists of a qualification and the finals. The qualification mode offers tension, fairness and stacking action. The finals will not be staged in age groups, but in performance classes. Advantages of this system include: Each participant stacks the entire preliminary round and is therefore very often tuned and is required throughout. At every tournament you meet a lot of preliminary round opponents. It ensures greater equal opportunities for victory in the performance classes. There will be a big final of the best ten as a highlight at the end of the tournament.

<u>Qualification</u>

The qualification is staggered according to the number of participants in a variable number of preliminary rounds according to the so-called "Swiss system". The Swiss system can best be described as a special form of a round-robin tournament. There are several rounds stacked in qualifying, in which direct duels between each two stackers take place. The pairings of the first round will be solved, all others will be calculated by the software based on the results obtained. Each round always hit stackers who have the same number of victory points. But it is excluded that two players meet twice. In each round, equal players approach each other and a performance-related starting field is created for the final round. Before each round the next pairings are announced. Experience has shown that with 70 to 100 participants 8 or 9 laps lead to a balanced Top 10. The tournament management decides in consultation with the head referee at each tournament, how many rounds are stacked. The final decision can only be made after the respective round with the help of the intermediate results.

In the variant of this system chosen by us stack in each preliminary round 2 Stacker the three individual disciplines 333, 363 and Cycle as a duel against each other. Once a stacker has won five (5) times in a discipline, the next discipline is stacked. The computationally clearest outcome of a duel is therefore 15: 0, the closest result would be a 14:13.At the beginning of each round, each pairing receives a result sheet on which the points can be recorded to see who has won. The piece of paper must always be completed with the table number and name and be handed over after the duel at

the designated collection point.Crucial for the outcome of the duel is the number of passes won (crosses on the result sheet). In case of a tie wins the one who has won more disciplines.For these duels the following additional rules apply to the existing rules:

- If a cup touches the opponent's mat or cups, he wins the passage.

- If a cup touches the mat or cups of another duel, the affected stackers of the other duel repeat their current passage. In such a case, the causer also automatically loses his current passage.

- The Stacker are their own referees in every duel. In case of doubt, a referee can be requested at any time.

- Both stacks of a duel have the duty to complete your own result sheet truthfully, legibly and completely. If Stacker require help with filling in, other stackers or supervisors may take over the filling.

Important: Each participant plays each round. In a lost duel you can continue to qualify for the finals.

If you missed the beginning of the preliminary rounds, you can still get in until the start of the third round, but this has disadvantages in the preliminary round ranking. The aim of the qualification is to reach one of the finals. The number of performance classes depends on the number of participants.

Classification of the finals for the individual disciplines
The results of the qualification serve as the basis for the classification of the performance classes. The basic classification is 7 performance classes with 10 stackers each up to a total of 119 participants.Accordingly, the 70 best-placed participants take part in the final. The first ten of the qualification in performance class 1, the places 11 - 20 in performance class 2, the places 21 - 30 in performance class 3 etc.

Starting with 120 participants, the number of finalists will be increased according to the following key:

    a. 120 participants: 8 performance classes

    b. 150 participants: 9 performance classes

    c. 190 participants: 10 performance classes

    d. 240 participants: 11 performance classes

    e. 300 participants: 12 performance classes

    f. 370 participants: 13 performance classes

In reverse order of the qualification result, one final in the 333, one final in the 363 and one final in the cycle will be unpacked with 2 trials each and 3 scores per discipline.

The times of the individual disciplines are added together and the rankings in the performance classes are determined on the basis of the time total. It wins the least amount of time. So there is a winner in performance class 1, one in performance class 2, etc.In order to avoid tampering, no finals will be filled up by relegation if a Stacker needs or wants to miss a start in the final after the end of the preliminary round. It is then unpacked with correspondingly fewer stackers.

Important: Age-related world records can be set regardless of the performance class.

Classification of the finals for the doubles

    When compiling the following should be noted: The Stacker may not be more than 10 years apart (by year of birth). The message must be submitted at the latest after preliminary round 4!The results of the qualification serve as the basis for the classification of the performance classes. The respective places of both double partners are added together and give the qualification value for the division of the finals. In case of a tie of two or more doubles, the placement of the better placed doubles partner counts (1st place and 15th place of qualification [qualification value 16] is in 4th place and 12th place [qualification value 16]).The basic classification is 5 performance classes with 7 stackers each up to a total of 119 participants. Accordingly, the 35 doubles with the lowest qualification score in the final. The first 7 of the qualification in performance class 1, the places 8 - 14 in performance class

2, the places 15 - 21 in performance class 3 etc.Starting with 120 participants, the number of finalists will be increased according to the following key:

   a. 120 participants: 6 performance classes
   b. 150 participants: 7 performance classes
   c. 190 participants: 8 performance classes
   d. 240 participants: 9 performance classes
   e. 300 participants: 10 performance classes
   f. 370 participants: 11 performance classes

In reverse order of the qualification result, the final in the cycle with 2 Trials and 3 Trial attempts is unpacked. Each athlete may only compete in a double team.The fastest time of a double is scored. In the respective performance class, the double team wins the fastest time.

Classification of the finals for the parents / child doubles

The parent / child division also works on the added qualification placements as described under "Dividing Finals for the Doubles". However, the following applies: If the parent or the child has not taken part in the qualification, the participant receives the qualification placement "Number of participants +1". In families with multiple children, parents may register a parent / child double with each of their children (each child may only once).The fastest time of a parent / child double is scored. In the respective performance class, the parent / child double wins the fastest time.

Squadrons (3-6-3 and / or Cycle)

It is currently not planned for official ISSF tournaments, relay squadrons as competitions against the clock, but in direct duels. The competition system and the classification of the squadrons are determined by the tournament management individually.It is common for a squadron to consist of 4 active stackers and 1 to 2 spare stackers. The starter stands at the cups, the teammates at 2.13 m distance from the table one behind the other at a change line. It starts at the same time, directly on a command of a referee of the relay duel. The first Stacker starts the timer and starts the first pass. If the starter has completed his passage, he runs to the interchangeable line and sends by slapping (at least one hand) the second participant in the race. The second participant may only run after it has been clapped! If you do not want to knock off, the next stacker may not start until the previous one is back on or behind the change line. The last participant of the team stops the timer.

In the case of incorrect execution (uncorrected stack error, error, etc.), error points are assigned. The slower team automatically gets an error point. The team with fewer penalty points wins. It can happen that the faster team commits a stack error and therefore gets an error point. The slower team automatically gets an error point - now it is 1: 1 after error points: The game is repeated. If someone other than the last player in a team accidentally stops the time, both teams will still stack up. The team with the "time-stop" receives an error point. But if it is clearly recognizable to the referees, the faster team, then the slower team gets the point of failure and it would be 1: 1 draw. If there is no other fault point, the duel is repeated. If a Stacker intentionally stops the time before the end of the passage, the team will be disqualified for the race and given 2 lost runs.

stack duel

a. In stack duel, stackers compete against each other in direct duels.The rules of the individual discipline Cycle (2.3) must be adhered to.
b. Stacking is based on a defined system (see Appendix "Stackduell").
c. The best 32 or 48 in the preliminary round (depending on the number of participants) determine the starters.
d. In the main round of the stack duel stack always first 4 stackers against each

other, with one referee per table. It starts at the same time on a command of a fifth leading referee. The stacker with the slowest time will be eliminated unless another stacker has stacked an invalid round, in which case this stacker will be eliminated.

e. If several stackers pile up an invalid round or are the slowest at the same time, they fight another duel and the slowest is eliminated. After 2 Stacker are eliminated, move the other two in the next round.

f. If only 2 stackers are left at the end of the stack duel, they will contest the stack duel final. The final is stacked in Best of Five (3 points) mode.

<u>The tournament software</u>

In qualifying, a preliminary result will be canceled out.In order to be able to determine an order / placement of stacks with the same number of points, the software uses so-called tiebreakers (T1, T2 and T3). Each player is assigned specific values at T1, T2 and T3. The higher the value, the better. T1 is most important, then T2 and last T3.

T1 shows how good my opponents have been!

The value for T1 results from the points of the opponents against which a stacker has staked so far. For victories the value +1 is added, for defeats the value -1 is subtracted, but no more than -3 points are deducted per opponent.(Afterthought: T1 tracks the strength and performance of opponents of a stacker over the course of the tournament, so stackers who stack against stronger opponents are rated higher.)

T2 shows how good the opponents of my opponents were!

The value for T2 results from the sum of all T1 values of the previous opponents of a stacker.(Afterthought: T2 tracks the strength and performance of your opponent's opponents so far, and stacks that play against opponents who have staked against strong opponents are rated higher.)

T3 indicates when I lost! The later the better!

The value for T3 is the sum of the squares of the rounds in which a stacker has lost.(Afterthought: T3 keeps track of the rounds a stacker lost, leaving stackers who lose in later rounds higher.)

Important: It's exciting to track the tiebreakers, if you understand how they work. It is **NOT** necessary to understand them in order to enjoy the qualification.

4.2 The tournament mode with individual qualification and finals by age group

Introduction

The tournament mode with individual qualification and finals by age groups has the charm to be able to compete in the final with stackers of the same age. A tournament consists of a qualification and the finals. The qualification mode allows a self-selected division of his warm-up process. The Stacker completes his attempts at a self-chosen time within the specified qualification period. The finals will be stolen in age groups.

Qualification

There will be a single qualification for the disciplines. For the qualification all Stacker have a qualification period specified by the tournament management. In qualifying, "3-3-3", "3-6-3", "Cycle", "Double" and "Parent / Child Double" are stacked with 2 trials each and 3 scores per discipline. In the qualification the Stacker himself decides the order of his starts of the different disciplines. You can stack all three disciplines at once, as well as each discipline individually. If the Stacker decides in favor of the second option, the same referee / qualifying table must be visited in each case because the qualification documents must be handed to the referee before the first qualification. It is important that the Stacker in the interrupted qualification not take back their notes to avoid manipulation.

Classification of the finals for the individual disciplines

The 10 fastest stackers in each age group will reach the final. The subdivision of the age groups can be read under 2.8 records. For smaller tournaments several age groups can be combined. However, the age category limits are to be observed. Any records will be scored in the appropriate age groups.There will be a separate final for each individual discipline. In the final the starting order determined by the qualification has to be considered. In reverse order of the qualification result, one final in the "3-3-3", one final in the "3-6-3" and one final in the "Cycle" will be unpacked with 2 trials each and 3 scoring attempts per discipline. The fastest time of

a stacker is scored. The respective discipline in his age group wins the stacker with the fastest time.

Classification of the finals for the doubles

The results of the qualification serve as a basis for the classification of finals in the age groups. The subdivision of the age groups can be read under 2.8 records. In reverse order of the qualification result, the final in the doubles with a "Cycle" with 2 Trial attempts and 3 valuation attempts is unpacked.When compiling the double, the following should be noted: The Stacker may not be more than 10 years apart (by year of birth). The corresponding double age group is determined by the average age of the two stackers. ([14 + 16]: 2 = 15> AK14-15 or [15 + 25]: 2 = 20> AK 18-24). In an intermediate age is rounded up. Each athlete may only compete in a double team.The fastest time of a double is scored. In the respective age group wins the double team with the fastest time.

Classification of the finals for the parents / child doubles

The classification for the finals of the parent / child doubles is based on the result of the qualification. The subdivision of the age groups can be read under 2.8 records. In families with multiple children, parents may register a parent / child double with each of their children (each child may only once).The fastest time of a parent / child double is scored. In the respective age group, the parent / child double wins the fastest time.

Changes in progress:

2019 version to 2022:

2.l Cup height changed from 9-10 cm to 7.5-10cm. Thickest part of the cup changed from 7-8 cm to 6-8 cm.

2.7 Passage concerning the handling of timers showing only hundredths of a second deleted without replacement.

2.7 a. f. e. Multicontact timer supplemented by the point fingers.