

Decision Report - PSL San Diego

Below is a review on some key decisions and regulations that were of relevance for PSL San Diego this past weekend on March 22nd, 2025.

#1 - Incorrect Corner Twist Ruling

Match: Luke Griesser (3) vs Dylan Miller (2), timestamp 1:06:08

Dylan Miller reported a corner twist that was not caused by his execution and the organization team called for a review using the SpeedcubingTV-LA instant replay booth. It was a collective decision after reviewing the footage provided that Dylan did not cause the corner twist. As it was originally ruled as an error from the organization team, Dylan was provided a new scramble. Since Luke had not yet attempted his solve, there was no need for a re-do on his attempt and he was able to see the same scramble provided to Dylan.

Unfortunately, it was later discovered that this decision was incorrect after some more careful analysis that was able to be provided with the grace of additional time. The PSL would like to provide a public apology on this missed call towards Luke Griesser.

This incident highlights a few key points that the PSL will address immediately:

1. We did not have clear protocols of steps and procedures to access the replay booth without interfering with the live audience and online viewing. This has been addressed and will be utilized for future events
2. We did not have a clear methodology to have the judge of the event review instant replay footage. This has been addressed as well and will be utilized for future events.

#2 - Timeout Call, Possession of Attempt

Match: Luke Griesser (3) vs Varun Mohanraj (5), timestamp 2:09:16

Luke Griesser called a timeout while he and Varun were switching seats. The PSL realizes a discrepancy and a lack of clarity under [regulation 7.4.1](#). We would like to make a public acknowledgement that the intention of this regulation was to allow possession of your attempt up until the other competitor takes a seat at the solving station. We will address this in a near-future regulations update.

We would also like to advise competitors that calling the timeout right before their opponent takes a seat leaves room for subjective interpretation of when possession starts by the officials. Please note that the decision by the official to accept the timeout takes precedence over the timeout itself being called.

#3 - Timer Start Hand Placements

Match: Misc. Matches

During multiple attempts throughout PSL Berkeley and San Diego, the team noticed that variances in hand sizes caused an issue with [regulation 6.0.0](#), of which we've also noticed a syntax error. We would like to acknowledge the spirit of the regulation is the following:

1. Competitors do not touch the puzzle prior to the timer starting
2. Competitors are unable to touch the puzzle without fully lifting their hands to activate the timer, commonly dubbed as “sliding”

As long as the spirit of the regulation falls in line, the competitor will unlikely be penalized for a false start. We will update the language in a near-future regulations update to accommodate this issue so that we can be more inclusive to different hand sizes and starting positions.

The PSL would like to highlight our message for continuous improvement and would like to call out that the simple ability to have high-fidelity footage to an incident such as corner twists is a brand new experience in the cubing space. In previous events, we would unlikely have the tools to be able to make an informed decision such as a corner twist. We recognize this and will continue to innovate towards technology in the cubing space to make the best rulings possible.

Onwards,
Chai