

# Regulations 1.1

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This document serves as the rules and regulations of Premier Speedcubing League (PSL) events.

Incidents that are at the fault of the organization team will fall under the scope of the code of conduct and will be rectified by the PSL in a fair manner and in consideration of good sportsmanship with the competitors.

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## **1. Match Procedure (Alternating Format)**

- 1.1. Competitors are called by the organization team to an assigned competing table for their next match.
- 1.2. Competitors turn in their puzzle to judges who also verify that the puzzle is of sufficient quality standards.
- 1.3. The judge will ask the higher seeded competitor to dictate the coin flip. The winner determines who will go first and second.
- 1.4. The judge will begin scrambling and distribute cubes in a cube cover to the next person up to solve.
- 1.5. The judge will inform the competitor "please let me know when you're ready"
- 1.6. The competitor, when ready, must verbally say "I'm ready" to the judge and nod their head in a vertical motion that they are indeed ready to proceed.
- 1.7. The judge will lift the cube cover which triggers a 15 second inspection timer. The competitor may look, but not manipulate the state of the puzzle.
- 1.8. The competitor sets down the puzzle, and initiates the timer. Initiating the timer indicates the end of the inspection period.
- 1.9. The competitor solves the puzzle and stops the timer.
- 1.10. The judge records the time.
- 1.11. Repeat steps 1.4-1.10 for the other competitor.
- 1.12. This repeats until the target win # of a set has been reached.
- 1.13. If there are multiple sets to a match, repeat steps 1.4-1.12 until the target set win # has been reached by a competitor.
  - 1.13.1. For step 1.4, a competitor who started first in the previous set will now start second in the upcoming set.

## **2. The Format**

- 2.1. Times are recorded up to the thousandth decimal point.
  - 2.1.1. In the unintended absence of the thousandth decimal point, the time will be recorded to the hundredth decimal point + 0.009 seconds. (E.g. 10.15 = 10.159)
- 2.2. Competitions follow a standard of X number of competitors competing in a format reducing to the top 6 or 8 competitors (referred to top 8 in this document for simplicity).
- 2.3. The number of competitors involved is pre-determined by the capacity of the organization team.

- 2.3.1. The format of a competition is primarily a double-elimination bracket, but is subject to other exploratory formats decided mutually by the PSL and organization team.
- 2.4. Each **match in a bracket format** is best 3-out-of-5, first to X sets
  - 2.4.1. The number of sets needed is predetermined and will be announced by the organization team day-of, as well as advertised by the PSL.
- 3. **Seeding**
  - 3.1. Seeding is determined by pre-competition solves that are completed and sent to the organization team upon request. Results are subject to verification
    - 3.1.1. Seeding does not partake in post-competition rankings and data.
    - 3.1.2. Methodology of seeding and verification is determined by the organization team
- 4. **Solving**
  - 4.1. Competitors will be allocated 15 seconds of inspection that starts after the cube cover has been raised.
    - 4.1.1. Event judges raise the cube cover after the competitor verbally indicates they are ready in combination with a distinguishable head-nod.
    - 4.1.2. During inspection, the competitor may not turn the layers of the puzzle
    - 4.1.3. Inspection is considered over after the competitor starts their event-choice competition timer.
  - 4.2. Competitors hand-placement of the timer must follow these protocols:
    - 4.2.1. Organization teams may opt for 4-pad mode hardware. The 4-pad mode must be followed throughout the duration of the event.
    - 4.2.2. The competitor may not touch the puzzle prior to the timer starting.
  - 4.3. Prior to the top 8, competitors will be called to seating by event staff when their match is next.
    - 4.3.1. The format may be alternating or simultaneous solves.
    - 4.3.2. If there are multiple sets in a match, the competitor who starts attempt 1 first will then be solving second for the first attempt of the next set.
    - 4.3.3. Competitors in the same match will see the same scramble related to the number solve they are on. e.g. competitor A and competitor B will receive the same scramble for their second solves.
  - 4.4. Upon reaching the top 8 competitors, there will only be 1 solving station for competitor A and 1 waiting area seat for competitor B.
  - 4.5. During the top 8, competitors are allocated 1 2-minute timeout that can be used when the competitor calling the timeout is next to solve:
    - 4.5.1. Defined as from when the competitor takes their seat prior to inspection, all the way until their opponent takes the seat to begin their inspection.
- 5. **Puzzles**
  - 5.1. Puzzles must have clearly distinguishable colors on each face.
  - 5.2. Scramble orientation is white face on top and green face in front.
    - 5.2.1. If one or both colors are not available, or white and green are opposite faces, orientation follows the lightest face on top with the darkest adjacent face in front.

## **6. Incidents (common cases outlined)**

- 6.1. All incidents can fall under the scope of the code of conduct.
- 6.2. All incidents are reviewed and determined by the competition referees.
  - 6.2.1. Decisions may be supported through instant replay analysis.
- 6.3. If a puzzle is misaligned by 1 move of a layer, a +2 second penalty is applied to the final time.
  - 6.3.1. Misalignment is determined by if the layer is turned equal to or greater than 45 degrees from home position.
- 6.4. If a competitor matches or exceeds 15 seconds of inspection, a +2 second penalty is applied to the final time.
  - 6.4.1. If a competitor matches or exceeds 17 seconds of inspection, the attempt is disqualified.
- 6.5. If a competitor has improper initiation of the competition timer, the attempt is disqualified.
- 6.6. In the event of a tie, both competitors are allocated 1 win
  - 6.6.1. If the match was 2-2, and a tie takes place, an extra solve is allocated to both competitors; defined as sudden death. Each subsequent tie after competitors have achieved 3 wins is resolved with sudden death until a competitor breaks the tie.
- 6.7. In the event of timer malfunction (abnormal activity or false starts), both competitors will reset the attempt and receive a new scramble.
  - 6.7.1. False starts are defined as the timer stopping at 0.06 seconds or less.
- 6.8. In the event of a DNF (did not finish) due to failing to start the timer, the opponent automatically receives a point regardless of whether or not they have completed the same attempt.
- 6.9. In the scenario where an incident is not outlined, fairness to both competitors will be assessed, including the consideration of:
  - 6.9.1. Who went first and second
  - 6.9.2. Potential for malicious intent