



Shaastrotsav Rubik's cube solving contest

Rules and Regulations

Venue: Radisson Blu Hotel, Al Ta'awen St. Road 25, Bida'a Opp Salwa, Kuwait

Date: 28 November 2025

General procedure:

- Participants should register their names through Shaastrotsav website or through their schools. Only those participants will be able to report and participate at the venue. No spot registration of new participants is allowed.
- Reporting time: To be confirmed in the Shaastrotsav website
- Participant will receive 3 sheet scoring cards with registration number at the time of reporting.
- Competition time shall be announced in Shaastrotsav website and participants shall be present at the specified time.

Competition:

The contest will be held in three phases

1. **Preliminary round.**
2. **First round.**
3. **Final round.**

Preliminary round:

- This is a **time based round**; Participants will be given a time limit of 45 seconds to solve the cube after scrambling of the cube and inspection time of 15 seconds.
- Participants who could completely solve the cube within 45 seconds will be selected for the First round. (Raise one hand after keeping the solved cube on the table in front)
- After verification of the cube by our volunteers, score sheet for First and Final rounds will be returned to the qualified testers after authorization.
- If required there will be another round of elimination, as decided by organizers.

First round

First round is **Best of 3 round**. Lowest time (Best Time) recorded by each contest for any of the 3 attempts will be considered for ranking.

1. Qualified participants from preliminary round will be called on to the competition area on stage. Contestants to hand over the valid scoring sheets to the respective official.



2. On instruction from judge, hand over the cube (pre solved) to the adjacent participant for scrambling, 20 second will be given for scrambling (minimum 25 turns). Return the cube covered with the cloth provided.
3. On instruction from judge, uncover and inspect the cube for 15 seconds. Contestant may lift the cube, but no turns are permitted. Place the cube on mat after inspection time.
4. Reset timer, place both hands on sensors, after the ready green light pick the cube and start solving. Match officials will be present to ensure that the timer starts properly.
5. After solving, contestants shall place the cube back on the mat and place both hands on sensors to stop the timer. Ensure that the timer stops immediately.
6. Starting and stopping timer is contestant's responsibility.
7. Match officials will record the time on scoring sheet and request participants initial on it. Do not reset the timer until time elapsed is noted. Resetting the timer shall be the responsibility of the official.
8. Two more attempts will be carried out in similar manner.

After completion of all attempts officials shall obtain signature from the respective contestant.

Completed scoring sheets will be handed over to the scorer for time entry and declaration of the final round qualifiers. Six contestants ranked based on the lowest times (Best time) will be qualified to the final round.

Final round:

Final round is also **Best of 3 round**. Lowest time (Best Time) recorded by each contest for any of 3 attempt will be considered for ranking.

- The same procedure for the First round (1-8) will be adopted in the Final round for cube solving and recording the time.
- After completion of all attempts, match officials shall obtain signature from the respective contestant.
- Completed scoring sheets will be handed over to the scorer for time entry and declaration of the winners based on the lowest times (Best time).

General note:

- In case participant is unable to solve the cube within the maximum allowed time of 90 seconds the attempt will be considered as "Did not Finish" (DNF).
- Re-attempts shall be permitted only in case of any incidents and puzzle defects as per the decision of the judge based on the Shaastrotsav General Rules and Guidelines for Rubik's cube contest.



Prizes and Certificates:

- Any contestant who records a best time in First round shall not be considered as the winner of the contest. However best time recorded in First or Final round will be considered as “Best event time” (Shaastrotsav 2025).
- The three contestants with the lowest times (Best time) in the Final Round will be awarded First, Second and Third prizes based on the ranking.
- Only the six contestants in the final round will be awarded the certificates of the Shaastrotsav Rubik’s Cube Competition. The first three and the best time will get the trophies & certificates and the last three among the finalists will be awarded certificates only.

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General Rules and Guidelines

Article: 1 General :

1. A judge is responsible for executing the procedures of the event. There will be officials assigned for invigilating and recording the scores.
2. Separate scramblers will not be available for the event. Every competitor must be available for scrambling. Carry out the scrambling to the adjacent participant whenever requested. Random scrambling to be done during the given time and return the cube carefully. Intentionally damaging the cubes during scrambling will be considered as an offence.
3. A score taker is responsible for compiling results.
4. Disputes are only permitted during the competition, should be raised before the start of any following rounds of the relevant event.
5. If a competitor is disqualified from an event for any reason, they are not eligible for any more attempts in the event.
6. If a competitor is disqualified during the course of an event, their earlier results remain valid. Exception: cheating or defrauding
7. The result of an attempt is recorded as DNF (Did Not Finish) if the attempt is disqualified or unsolved/unfinished.

Article: 2 Participant will be disqualified from the event if:

1. Fails to check in or register in time for the competition.
2. Is suspected of cheating or defrauding the officials during the competition.
3. Interferes with or distracts others or behaves indecently during the competition.

Article 3: Puzzles

1. Competitors must bring their own puzzles 3x3X3 standard for the competition.
2. Puzzles must be fully operational; such that normal scrambling is possible.
3. Polyhedral puzzles must use a color scheme with one unique color per face in the solved state. Each puzzle variation must have moves, states, and solutions functionally identical to the original puzzle.
4. Puzzles must be clean, and must not have any markings, elevated pieces, damage, or other differences that significantly distinguish any piece from a similar piece. Exception: a logo
5. All brands of puzzles and puzzle parts are permitted, as long as the puzzles comply standard movements only.

Article 4: Scrambling

1. Competitor should hand over a pre solved cube to the adjacent competitor for scrambling as directed by the judge.
2. Scrambling shall be done by random turning all faces, in 180 degrees and 90 degrees. At least 25 movements are to be executed.
3. Scrambler should stay away or try to hide scrambling sequences from the competitor so that not visible to him.
4. The scrambler places a cover over the scrambled puzzle that makes it impossible for any competitors or spectators to see any part of the puzzle. The cover remains over the puzzle until the start of the attempt.

Article 5: Puzzle Defects

1. Examples of puzzle defects include: popped parts, pieces twisted in place, and detached screws/caps/stickers.
2. If a puzzle defect occurs during an attempt, the competitor may choose to either repair the defect or continue the attempt, or to stop the attempt. In case of stopped attempt due to puzzle defects, a maximum of one reattempt is allowed subject to approval by judge.

Article 6: Solved State

1. Only the resting state of the puzzle, after the timer has been stopped, is considered.
2. The puzzle may be in any orientation at the end of the attempt.



3. All parts of a puzzle must be fully attached to the puzzle in their required positions.
4. A puzzle is solved when all colored parts are reassembled and all parts are aligned within the limits specified below:
5. For each two adjacent parts (e.g. two parallel, adjacent slices of a cube) of the puzzle that are misaligned more than the limit 45 degrees, the puzzle is considered to require one additional move to solve.
6. If no further moves are required to bring the puzzle to its solved state, the puzzle is considered solved without penalty.
7. If one move is required, the puzzle is be considered solved with a time penalty (+2 seconds).
8. If more than one move is required, the puzzle is considered unsolved (DNF).
9. Limits of acceptable misalignment for puzzles: 3x3x3 puzzles: 45 degrees or less.

Article 7: Incidents

Incidents include:

1. Incorrect execution of event procedures, by officials or competitors.
2. Interference or facility interruptions (e.g. power failure, emergency alarm activation).
3. Equipment malfunction.
4. If an incident occurs during an attempt, the judge may grant a competitor an extra attempt, replacing the attempt during which the incident occurred. The competitor must appeal verbally to the judge at the time of the incident, before finishing the original attempt, to be eligible for an extra attempt. An appeal does not guarantee the competitor an extra attempt.

Article 8: Speed solving attempts must abide by the following procedures.

1. The organization team may enforce time limits for attempts and/or rounds.
2. For each round, any time limits will be announced before the round starts, and will not be changed after it has begun
3. The competitor must end each solve within the time limit.

Article 9: Inspection:

1. The competitor may inspect the puzzle at the start of each attempt.
2. The competitor is allotted a maximum of 15 seconds to inspect the puzzle and start the solve.
3. When the judge believes the competitors are ready, the judge asks "READY?" The competitors start the attempt by confirming that they are ready, and the official uncovers the puzzle and the judge starts timing the inspection.
4. The competitor may pick up the puzzle during inspection.
5. The competitor must not apply moves during inspection. Penalty: disqualification of the attempt (DNF).
6. If the parts of the puzzle are not fully aligned, then the competitor may align the faces, as long as misalignments stay within the limits.
7. At the end of the inspection, the competitor places the puzzle on the mat, in any orientation.
8. The judge at the end of 15 seconds will announce "INSPECTION TIME OVER".

Article 10: Starting the solve:

1. The competitor uses their fingers to touch the elevated sensor surfaces of the timer. The competitor's palms must be facing down and located on the side of the timer that is closer to them.
2. The competitor must have no physical contact with the puzzle between the inspection period and the start of the solve.
3. If a Stackmat timer is in use, the competitor starts solve by confirming that the timer light is green and then removing their hands from the timer (thus starting the timer).

Article 11: During the solve:

1. While inspecting or solving the puzzle, the competitor must not communicate with anyone other than the judge. Penalty: disqualification of the attempt (DNF).



2. While inspecting or solving the puzzle, the competitor must not receive assistance from anyone or any object other than the surface. Penalty: disqualification of the attempt (DNF).

Article 12: Stopping the solve:

1. The competitor stops the solve by releasing the puzzle and then stopping the timer. If a stopwatch is in use, the judge stops the stopwatch as soon as the competitor does this.
2. When using a stopwatch as the only timer, the competitor ends the solve by releasing the puzzle and notifying the judge that they have stopped the solve. The judge stops the stopwatch as soon as the competitor does this.
3. When using a stopwatch as the only timer, the competitor's default notification signal consists of releasing the puzzle(s) from their hands and placing their hands on the surface, with palms down. The competitor and the judge may agree on another appropriate notification before the start of the attempt.
4. The competitor is responsible for stopping the Stackmat timer correctly.
5. If the timer stops before the end of the solve and the timer shows a time strictly below 0.06 seconds, then the attempt is replaced by an extra attempt. A competitor forfeits the right to the additional attempt if the judge determines that the timer was stopped deliberately.
6. If the timer stops before the end of the solve and displays a time of 0.06 seconds or higher, then the attempt is disqualified (DNF). Exception: if the competitor can demonstrate that the timer malfunctioned, they may receive an extra attempt, at the discretion of the Judge.
7. The competitor must fully release the puzzle before stopping the solve. Penalty: time penalty (+2 seconds).
8. The competitor must stop the timer using both hands, placed flat on the sensors with palms down. Penalty: time penalty (+2 seconds).
9. The competitor must not touch or move the puzzle until the judge has inspected the puzzle. Penalty: disqualification of the attempt (DNF). Exception: If no moves have been applied, a time penalty (+2 seconds) may be assigned instead, at the discretion of the judge.
10. The competitor must not reset the timer until the official has recorded the result on the score sheet. Penalty: disqualification of the attempt (DNF), at the discretion of the judge.
11. If the judge finds that the puzzle is solved, they call "OKAY".
12. If the judge assigns any penalties, they call "PENALTY".
13. If the result is DNF, the judge calls "DNF".
14. The officials records the result on a score sheet.
15. If penalties are assigned, the official records the original recorded time displayed on the timer PLUS penalty time.
16. The official and competitor must each check the recorded result, and sign (or initial) the score sheet to acknowledge that the result is correct, complete, properly formatted, and clearly readable.
17. If the competitor or the invigilator refuses to accept and sign the score sheet, the judge must resolve the dispute.
18. When a competitor's score sheet for a round is complete, the official delivers the score sheet to the score taker.
19. The score taker shall enter the timings and after tabulation will inform the judge and committee for the winners.
