WCA Regulations and Guidelines 2014

Most important changes compared to 2013

- As a new event Skewb has been introduced. You can find information about its scramble here: See: Regulations 12h)

- The minimum number of necessary moves in a scrambled puzzle to solve has been determined (to consider a random state). In case of a 2x2x2 cube it is 4 moves, in case of a Pyraminx or a Skewb it is 7 moves and in case of a Square-1 it is 11 moves. See: Regulations 4b3)-4b3e)

- The coloured parts of a puzzle must not be thicker than 1,5 mm (Exception: Megaminx tiles may be slightly thicker than 1.5mm, at the discretion of the Delegate.) See: Regulations 3d), 3d3); Guidelines 3d+)

- Qualification rounds have been abolished.

- The recording of the results is the job of the judges, but competitors have to acknowledge with their signature, that the result is correct, complete, properly formatted, and clearly readable If the result is not readable the recording of the result have to be done according to the next principles. See: Regulations A7c+)

- The competitor must not sign an attempt on the score sheet before the judge has recorded the final result for that attempt. If a competitor signs (or otherwise marks) an attempt before he has begun it, or before the judge has finished recording the result, he forfeits the attempt and the result will be considered DNS. See: Regulations A7c2

- For Rubik's Clock, custom "inserts" (the same shape and size as the traditional paper inserts) are permitted, at the discretion of the WCA Delegate. See: Regulations 3h4)

- For the blindfolded events competitors puzzles are not permitted which corrugated/textured parts allow the orientation of pieces to be distinguished by feel are not permitted for blindfolded events. You can find the regulations about the logos here: See: Regulations 3l)-3l2), Guidelines 3l+)

- From 2014 for the blindfolded events the last moves of the scramble sequences provide the random orientation of the puzzles. See: Regulations 4b3a)

- For the Multiple Blindfolded event competitor must submit to the organisation team the number of puzzles he wishes to attempt. A competitor may request to keep his submission private until all competitors have submitted their numbers. Once all competitors have reported their numbers, the information becomes public See: Regulations H1a2

- For the Multiple Blindfolded event the 1/2 result is considered to DNF. See: Regulations 9f12c)