

2024 World Pizza Games® Rules and Regulations

(Las Vegas Convention Center - March 19-21, 2024)

Fastest Dough

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required; Pizza Games registrations may be made online at the time of registration. No World Pizza Games® registrations will be accepted onsite at the show without the authorization of show management.
2. Registration fee is \$75 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in or own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Dough balls will be 12 ounces in weight.
6. 12-inch pizza screens will be used.
7. The goal of this competition is to see who can toss out five (5) doughs to cover five (5) pizza screens in the shortest amount of time.
8. Tables and screens will be cleaned of excess flour between competitors.
9. Judges will place five (5) dough balls in a pile of flour on the competition table. Competitors may arrange flour and screens as they wish on the table but may not touch or dust any of the dough balls.
10. Dough balls are not to be touched by the competitor until the contest begins.
11. If a competitor feels that one of the dough balls is damaged, then he may request a new one. If the judges agree that the dough ball is damaged, they will replace it. A maximum of one dough ball may be replaced.
12. The competitor will signal to the judge when ready, and the judge will count down "3 – 2 – 1 – GO." Judge will start stopwatch on "GO." In the event of a false start, the competitor may be disqualified. In the event of a malfunction of the stopwatch, the judge will immediately stop the competition; the table will be reset with fresh dough balls and the contest will start again.
13. Contestant may use only hands to toss out the dough ball.

14. Each dough must completely cover each screen, with no metal showing. While the first doughs may initially cover the screen, they may shrink back as time progresses. These doughs must be repaired to fully cover the screen. Any holes larger than the eraser of a #2 pencil must be repaired. Clock will continue to run until holes are repaired and all of the screen is covered on every dough. There will be no “fix-it time.” Judges will point out repairs on the fly.
15. Judges will stop the clock once all doughs properly cover the screens and all holes have been properly repaired.
16. Times will be measured to the hundredth of a second.
17. Competitors will be shown their individual times.
18. Those with the top five (5) times will then move on to the final round. From the final round the 1st, 2nd and 3rd place winners will be selected.
19. Any disputes or concerns about the results or the way the competition was judged, or any concerns over the condition of the dough, will be taken before the judges. If by a majority vote the judges rule in favor of the contestant, the contestant may be granted a “do-over” or some similar action. The judges’ decision is final and may not be disputed. Any competitor who becomes belligerent or violent will be disqualified and removed from the area.
20. 1st, 2nd and 3rd places shall be awarded based on highest score. First place will win \$1,000.
21. In the event of any unforeseen incident, the judges will consult official rules and organizers for advice, then hold a vote on how to deal with the issue. Judges’ majority decisions are final.
22. Competitors who have pre-qualified for the finals at a prior event have the option of doing a “practice” run during the World Pizza Games® Trials. Please inform event organizers before the trials begin if you are interested in having a “practice” run.
23. Show/event management is not responsible for typographical errors or omissions in these rules.
24. The order of competitors will be decided by last name. Competitors’ last names will be sorted alphabetically, and a random letter selected. That letter will represent the first letter of the last name of the first to compete, with the order proceeding alphabetically from there until all have taken their turn. Due to the concurrent competitions at Pizza Expo, some competitors may be allowed to compete in the early or late group

regardless of their alphabetical slot if a scheduling conflict with another Expo event occurs; however, you must inform the judges prior to the start of the competition to be considered for an exception. All competitors must compete within the time frame for their specific event.

Largest Stretch

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required; Pizza Games registrations may be made online at the time of registration. No World Pizza Games® registrations will be accepted onsite at the show without the authorization of show management.
2. Registration fee is \$75 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. The goal of this contest is to see who can toss out the largest dough in five (5) minutes.
6. The largest measurement wins.
7. Dough balls will be 18 ounces in weight.
8. Competitors will be given five (5) minutes to attempt to toss out their dough to the largest size possible.
9. Judges will count down “3 – 2 – 1 – GO.” Judge will start stopwatch on “GO.” In the event of a false start, the competitor may be disqualified.
10. Organizers will place one (1) dough ball for each competitor in the pile of flour on the competitor’s table. Judges and competitors are not to dust the top of the dough ball with flour.
11. Dough balls are not to be touched by the competitor until the contest begins.
12. If a competitor feels that the dough ball is damaged, then he may request a new one. If the judges agree that the dough ball is damaged, it will be replaced. A maximum of one dough ball may be replaced.
13. In the event of a malfunction of the stopwatch, the judge will immediately stop the competition. Table will be reset with a fresh dough ball and the contest will start again.

14. Contestants may use hands and elbows to toss out dough ball. They may NOT use legs, feet or head.
15. Contestants may work dough on the table or in the air as they see fit; however, dough may not be placed onto the floor before 4:40 minutes have passed. Once it is on the floor the competitor is free to stretch and anchor the dough as he sees fit. (The “Lick & Stick” method or when someone licks and sticks it to the floor/ground, so it can be easily stretched is strictly prohibited.) Contestants are permitted to pick the dough off the floor and work it again in the air or on the table.
16. By the end of the five (5) minutes the dough must be placed on the floor in the designated area so it can be measured.
17. Any hole larger than the eraser of a #2 pencil must be repaired before the allotted time is up. Any holes larger than the eraser of a #2 pencil will result in disqualification. In the event that a hole is of an odd shape and cannot readily be determined to be larger than the eraser of a #2 pencil, the panel of judges will cast a vote and their majority decision will be final.
18. Judge will count time in 30-second intervals (30, 1, 1:30, 2, 2:30, etc.) until 4:50 is reached, when they will count down from 10 to 0. At (five) 5 minutes the judge will announce “Stop!” and the competitor must immediately raise hands into the air and back away from the dough. If the competitor fails to stop working with the dough, he may be subject to disqualification.
19. Dough must be in a predominantly round/oval shape. Squares, rectangles, stars or similar shapes are not allowed and will be disqualified.
20. A judge and an assistant will take two measurements of the dough. They will use a measuring stick or tape measure to first find the widest point of the dough; this measuring device will be left in place. This will serve as measurement one. The judges will then find its midpoint and take a perpendicular measurement across from that midpoint to find measurement number two. The two measurements will be averaged to determine the final score.
21. Measurements will be shown to the competitor who scores them.
22. The top five (5) sizes will then move on to the final round. From the final round, the 1st, 2nd and 3rd place winners will be selected.

23. Any disputes or concerns about the results or the way the contest was judged, or any concerns over the condition of the dough, will be taken before the judges. If by a majority vote the judges rule in favor of the contestant, the contestant may be granted a “do-over” or some similar action. A judges’ vote is final and may not be disputed further. Any competitor who becomes belligerent or violent will be disqualified and removed from the area.
24. 1st , 2nd and 3rd places shall be awarded based on highest score. First place will win \$1,000.
25. In the event of any unforeseen incident, the panel of judges will consult official rules and organizers for advice, then hold a vote on how to deal with the issue. Judges’ majority decisions are final.
26. Competitors who have pre-qualified for the finals at a prior event have the option of doing a “practice” run during the World Pizza Games Trials. Please inform event organizers before the trials begin if you are interested in having a “practice” run.
27. Show/event management is not responsible for typographical errors or omissions in these rules.
28. The order of competitors will be decided by last name. Competitors’ last names will be sorted alphabetically, and a random letter selected. That letter will represent the first letter of the last name of the first to compete, with the order proceeding alphabetically from there until all have taken their turn. Due to the concurrent competitions at Pizza Expo, some competitors may be allowed to compete in the early or late group regardless of their alphabetical slot if a scheduling conflict with another Expo event occurs; however, you must inform the judges prior to the start of the competition to be considered for an exception. All competitors must compete within the time frame for their specific event.

Pizza Box Folding

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required; Pizza Games registrations may be made online at the time of registration. No World Pizza Games® registrations will be accepted onsite at the show without the authorization of show management.
2. Registration fee is \$75 per event.

3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Goal is to completely and properly fold five (5) 12-inch pizza boxes as fast as possible.
6. Boxes will be placed on competition table and will be arranged by the judge per the competitor's instruction.
7. Competitors may not touch the boxes until the competition starts.
8. Any boxes that fall on the floor must be picked up and placed on the table.
9. The competitor will signal to the judge when he is ready, and the judge will count down "3-2-1-GO." Judge will start stopwatch on "GO." In the event of a false start the competitor may be disqualified. In the event of a malfunction of the stopwatch the judge will immediately stop the competition. The table will be reset with fresh boxes and the contest will start again.
10. Times will be recorded down to the hundredth of a second.
11. The top five (5) times will then move on to the final round. From the final round the 1st, 2nd and 3rd place winners will be selected.
12. Any disputes or concerns about the results or the way the competition was judged, or any concerns over the condition of the boxes, will be taken before the judges. If by a majority vote the judges rule in favor of the contestant, the contestant may be granted a "do-over" or some similar action. The judges' vote is final and may not be disputed. Any competitor who becomes belligerent or violent will be disqualified and removed from the area.
13. 1st, 2nd and 3rd places shall be awarded based on highest score. First place will win \$1,000.
14. Competitors who have pre-qualified for the finals at a prior event have the option of doing a "practice" run during the World Pizza Games Trials. Please inform event organizers before the trials begin if you are interested in having a "practice" run.
15. Show/event management is not responsible for typographical errors or omissions in these rules.
16. The order of competitors will be decided by last name. Competitors' last names will be sorted in alphabetical order and a random letter selected. That letter will represent the first letter of the last name of the first to

compete, with the order proceeding alphabetically from there until all have taken their turn. Due to the concurrent competitions at Pizza Expo, some competitors may be allowed to compete in the early or late group regardless of their alphabetical slot if a scheduling conflict with another Expo event occurs; however, you must inform the judges prior to the start of the competition to be considered for an exception. All competitors must compete within the time frame for their specific event.

Pizza Triathlon

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required; Pizza Games registrations may be made online at the time of registration. No World Pizza Games® registrations will be accepted onsite at the show without the authorization of show management.
2. Registration fee is \$75 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. This competition will test your box-folding skills, fast dough-tossing skills and your large-dough skills. The goal is to completely and properly fold a 12-inch pizza box, toss out a 22-ounce dough ball to cover a 16-inch screen and then toss out another 22-ounce dough ball to cover a 24-inch pizza screen as fast as possible.
6. One 12-inch pizza box will be placed on the competition table by the judge per the competitor's instruction.
7. Two 22-ounce dough balls will be placed in a pile of flour on the table. Judges and competitors are not to dust the top of the dough ball with flour.
8. A 16-inch pizza screen and a 24-inch pizza screen will be set on the table and may be arranged as the competitor prefers.
9. Dough balls and boxes are not to be touched by the competitor until the contest begins.
10. If the competitor feels that a dough ball or box is damaged. A new one may be requested. If the judges concur that the dough ball or box is

damaged, they will replace it. A maximum of one dough ball and one box may be replaced.

11. Any box or dough ball that falls onto the floor must be picked up and placed on the table by the competitor — without assistance.
12. Competitors may work dough and fold the box on the table or in the air as they see fit; however, competitors may use hands only to toss out the dough balls.
13. Each dough must completely cover each screen, with no metal showing. While the first dough may initially cover the screen, it may shrink back as time progresses. These doughs must be repaired to fully cover the screen. Any holes larger than the eraser of a #2 pencil must be repaired. There will be no “fix-it time.” Judges will point out repairs on the fly.
14. Judge will not stop the clock until the pizza box is folded completely, sitting on the table and the doughs are properly covering their screens with all holes properly repaired.
15. Time will be recorded down to the hundredth of a second.
16. Competitor will signal to the judge when they are ready, and the judge will count down “3-2-1-GO.” Judge will start stopwatch on “GO.” In the event of a second false start, competitor will be disqualified. In the event of a malfunction of the stopwatch, the judge will immediately stop the competition. Table will be reset with fresh boxes and dough and the contest will start again.
17. Any disputes or concerns about the results, the way the competition is judged, or concerns over the condition of the boxes will be taken before the judges. If by a majority vote the judges rule in favor of the competitor, the competitor may be granted a “do-over” or some similar action. The judges’ vote is final and may not be disputed further. Any competitor who becomes belligerent or violent will be disqualified and removed from the area.
18. 1st, 2nd, and 3rd places shall be awarded based on the fastest time. First place will win \$1,000.
19. Competitors who have pre-qualified for the finals at a prior event have the option of doing a “practice” run during the World Pizza Games Trials. Please inform event organizers before the trials begin if you are interested in having a “practice” run.
20. Show/event management is not responsible for typographical errors or omissions in these rules.

21. The order of competitors will be decided by last name. Competitors' last names will be sorted alphabetically, and a random letter selected. That letter will represent the first letter of the last name of the first to compete, with the order proceeding alphabetically from there until all have taken their turn. Due to the concurrent competitions at Pizza Expo, some competitors may be allowed to compete in the early or late group regardless of their alphabetical slot if a scheduling conflict with another Expo event occurs; however, you must inform the judges prior to the start of the competition to be considered for an exception. All competitors must compete within the time frame for their specific event.

Freestyle Acrobatic Dough Tossing – First Division

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required; Pizza Games registrations may be made online at the time of registration. No World Pizza Games® registrations will be accepted onsite at the show without the authorization of show management.
2. Registration fee is \$75 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Competitors will perform an acrobatic dough tossing routine set to music they provide. Winner will be selected by highest score. Routines may be no longer than 5 minutes in the trials and 10 minutes in the finals.
6. Competitors will be given ten (10) 8-ounce dough balls. This dough will be kept in refrigeration until start of competition. If they choose, competitors are permitted to bring their own dough instead to use in this competition, with no limits on the size or number of dough balls allowed. Refrigeration will be provided for this dough as well; however, Pizza Expo makes no guarantees regarding the safety of your dough.
7. A single S/S table and flour will be provided for competitor use on the stage.
8. Each competitor will have five (5) minutes to prepare his dough. At least one (1) "on-deck" station will be provided to allow for the next competitor(s) to prepare for his routine. Competitors will have two (2)

minutes to start their routine once the prior competitor has finished and been judged. Competitors who take an excessive amount of time to prepare may risk being disqualified.

9. Rolling pins will be provided. Competitors are allowed to bring their own.
10. Water bottles used to wet down dough are allowed.
11. Competitors must present a music CD or electronic device with a 1/8" headphone jack labeled with their name and the track number /instructions to be played to the audio technician before competition starts.
12. Each competitor's performance will be judged by a panel of impartial judges who have backgrounds in the pizza industry.
13. Competitors will be judged on a 10-point scale using the following six (6) areas:
 - Dexterity: How skillfully is the dough handled? How often is it dropped? Does the competitor have total control of the dough? Does it go where he wants it to go?
 - Difficulty Level: Are the tricks performed hard or are they easy? Can the competitor handle more than one dough at a time? Does he actually let go of the dough or is control always maintained? How often does he look at the dough? Are blindfolds used?
 - Synchronization: How well does the speed of the music match the speed of the competitor's throwing?
 - Variety: Does the competitor do lots of different tricks or is he doing the same ones over and over?
 - Creativity/Entertainment Value: How entertaining was the routine? Are dramatic elements or themes worked into the routine while the dough is being thrown?
 - Drops: Competitors will start with 10 points and will have 0.5 points deducted for each unintentional drop. A maximum of 10 drops will be counted.
14. The judges also will consider the following points when judging:
 - The dough needs to be continuously spinning.
 - Transition from trick to trick should be seamless.
 - Juggling and crowd reactions will not influence the judging.

15. In the event of any unforeseen incident, the panel of judges will consult official rules and organizers for advice, then hold a vote on how to deal with the issue. Judges' majority decisions are final.
16. The top three (3) winners will then move on to the final round. 1st, 2nd and 3rd place awards will be given. The 1st place winner will also have the option of then participating in the Freestyle Acrobatics - Masters Division.
17. 1st, 2nd, and 3rd places shall be awarded based on highest score. First place will win \$1,000.
18. Judges scores are final. However, in the event of an obvious scoring error by one of the judges, the other judges on the panel may, by majority vote, disallow a single score and replace it with one that is an average of the other scores.
19. Previous year's winners of the World Pizza Games Freestyle Acrobatic competition or winners of other international and national acrobatic dough-throwing competitions may be eligible for the Masters Division of the Freestyle Acrobatic Dough Tossing. Qualifying for the Masters Division may make you ineligible to compete in the Freestyle Acrobatic Dough Tossing – First Division. If you feel that you may fit in this category, please consult with the event organizers before entering the competition. Complete eligibility, qualification and ranking factors for division placement can be obtained by contacting the event organizers; however, placement of competitors will at all times remain at the organizers' discretion.
20. Show/event management is not responsible for typographical errors or omissions in these rules.
21. The order of competitors will be decided by last name. Competitors' last names will be sorted alphabetically, and a random letter selected. That letter will represent the first letter of the last name of the first to compete, with the order proceeding alphabetically from there until all have taken their turn. Due to the concurrent competitions at Pizza Expo, some competitors may be allowed to compete in the early or late group regardless of their alphabetical slot if a scheduling conflict with another Expo event occurs; however, you must inform the judges prior to the start of the competition to be considered for an exception. All competitors must compete within the time frame for their specific event.

Freestyle Acrobatic Dough Tossing – Masters Division

1. Only (five) 5 competitors will be allowed. Pre-registration for International Pizza Expo® is required. No registrations will be accepted onsite without the authorization of show management.
2. Registration fee is \$100 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Competitors will perform an acrobatic dough tossing routine set to music they provide. Winner will be selected by highest score. Routines may be no longer than 10 minutes.
6. Competitors will be given ten (10) 8-ounce dough balls. This dough will be kept in refrigeration until start of competition. If they choose, competitors are permitted to bring their own dough instead to use in this competition, with no limits on the size or number of dough balls allowed. Refrigeration will be provided for this dough as well; however, Pizza Expo makes no guarantees regarding the safety of your dough.
7. A single stainless-steel table and flour will be provided for competitor use on the stage.
8. Each competitor will have five (5) minutes to prepare his dough. At least one (1) “on-deck” station will be provided to allow for the next competitor(s) to prepare for his routine. Competitors will have two (2) minutes to start their routine once the prior competitor has finished and has been judged. Competitors who take an excessive amount of time to prepare may risk being disqualified.
9. Rolling pins will be provided. Competitors are allowed to bring their own.
10. Water bottles used to wet down dough are allowed.
11. Competitors must present a music CD or electronic device with a 1/8” headphone jack labeled with their name and the track number /instructions to be played to the audio technician before competition starts.
12. Each competitor’s performance will be judged by a panel of impartial judges who have backgrounds in the pizza industry.

13. Competitors will be judged on a 10-point scale using the following six (6) areas:

- Dexterity: How skillfully is the dough handled? How often is it dropped? Does the competitor have total control of the dough? Does it go where he wants it to go?
- Difficulty Level: Are the tricks performed hard or are they easy? Can the competitor handle more than one dough at a time? Does the competitor actually let go of the dough or is control always maintained? How often does he look at the dough? Are blindfolds used?
- Synchronization: How well does the speed of the music match the speed of the competitor's throwing?
- Variety: Does the competitor do lots of different tricks or is he doing the same ones over and over?
- Creativity/Entertainment Value: How entertaining was the routine? Are dramatic elements or themes worked into the routine while the dough is being thrown?
- Drops: Competitors will start with 10 points and will have 0.5 points deducted for each unintentional drop. A maximum of 10 drops will be counted.

14. The judges also will consider the following points when judging:

- The dough needs to be continuously spinning.
- Transition from trick to trick should be seamless.
- Juggling and crowd reactions will not influence the judging.

15. In the event of any unforeseen incident, the panel of judges will consult official rules and organizers for advice, then hold a vote on how to deal with the issue. Judges' majority decisions are final.

16. No preliminaries or trials will be held for the Masters Division. All competitors will compete at the finals and 1st, 2nd and 3rd place awards will be given. First place will win \$1,000.

17. Judges scores are final. However, in the event of an obvious scoring error by one of the judges, the other judges on the panel may, by majority vote, disallow a single score and replace it with one that is an average of the other scores.

18. Winners in previous years of the World Pizza Games Freestyle Acrobatic competition or winners of other international and national acrobatic dough-throwing competitions may be eligible for the Masters Division of

the Freestyle Acrobatic Dough Tossing. Qualifying for the Masters Division may make you ineligible to compete in the Freestyle Acrobatic Dough Tossing – First Division. If you feel that you may fit in this category, please consult with the event organizers before entering the competition. Complete eligibility, qualification and ranking factors for division placement can be obtained by contacting the event organizers; however, placement of competitors will at all times remain at the organizers' discretion.

19. Show/event management is not responsible for typographical errors or omissions in these rules.
20. The order of competitors will be decided by last name. Competitors' last names will be sorted alphabetically, and a random letter selected. That letter will represent the first letter of the last name of the first to compete, with the order proceeding alphabetically from there until all have taken their turn.