

General Rules

ELITE Cheerleading

Championship

2022



04. - 06. June 2022

Movie Park Germany

1. General Regulations

The following rules and regulations apply for Elite Cheerleading Championship 2022. The championship is organized and operated by the Varsity Europe Sports Support gGmbH (www.varsity-europe.org).

1.1 Registration

The registration for the championship can only be made online through the booking portal of Varsity Europe on booking.varsity-europe.org. In order to register to the competition you need to create an account for your gym. Since there is only one account available for each gym, make sure to share the account infos with your coaches. The registration is completed by Varsity Europe receiving the full registration fee payment at their bank account. The registration for the championship is binding.

Deadline for the registration is 17.04.2022

Additional registrations for individuals whose team has already registered is possible up to 7 days before the start of the championship. Individual participants can cancel his or her participation until the final registration deadline of the competition. In this case 80% of the competition fees are retained. A cancellation after the final registration deadline of the competition is not possible. In this case, no competition fees are refunded. The number of the participating teams is limited. Therefore the registration will be confirmed by Varsity Europe if a participation is possible. Every participant has to be in the possession of a valid photo identification (e.g. passport, drivers license). This identification needs to be available at all times. Copies are fine. Every participant has to accept the rulebook and the general terms and conditions of the ELITE Cheerleading Championship 2022. Otherwise the person can not participate in the championship. All changes made after the registration deadline will be invoiced with a 30,00 € processing fee per change (Exception: Simple name changes of individual participants). Changes of the category that the teams participates in will result in a 50,00 € changing fee.

1.2 Qualification process to other championships

European Challenge to „The Worlds”

The European Challenge to „The Worlds” is the qualification process at the ELITE Cheerleading Championship for the USASF Cheerleading and Dance Worlds in Orlando 2023 exclusively for European teams in the Junior and Senior Cheer and Dance Divisions

14 x PARTIALLY PAID BIDS - Best placed european team in the according division:

- * Junior Cheer Lvl 6
- * Senior Cheer Lvl 6 & 7
- * Junior Jazz / Freestyle Pom / Hip Hop
- * Senior Jazz / Freestyle Pom / Hip Hop

4 x AT LARGE BIDS - 2nd best placed european team in the according division:

- * Senior Allgirl Cheer Lvl 6 & 7
- * Senior Large Coed Cheer Lvl 6 & 7

AT LARGE BIDS - Best placed team from each european country* in the according division:

- * Junior Cheer Lvl 6
- * Senior Cheer Lvl 6 & 7
- * Junior Jazz / Freestyle Pom / Hip Hop
- * Senior Jazz / Freestyle Pom / Hip Hop

* = the best european team in a division that wins a Partially Paid Bid, will not receive an additional At Large Bid. The according At Large Bid will not be forwarded. The team only gets this At Large Bid if it belongs to the top 50% of the respective category. Example: With 19 starting teams, at least the 9th place must be achieved in order to receive one of these At Large Bids.

Road to The Summit 2023

THE SUMMIT is held only a week after "Worlds" and attracts thousands of cheerleaders from Level 1 to 4 to come to Orlando, Florida. The Bids are given out at each edition individually.

We are awarding BIDS again in 2022!

1 x PAID BID - The team with the highest score from the categories Junior Cheer Level 3 and Senior & Junior Cheer Level 4

1 x AT LARGE BID - For the team with the highest score in Junior Allgirl Cheer Level 3 **

1 x AT LARGE BID - For the team with the highest scores in Junior Coed Cheer Level 3 **

1 x AT LARGE BID - For the team that has the highest scores in Junior Allgirl Cheer Level 4 **

1 x AT LARGE BID - For the team that has the highest scores in Junior Coed Cheer Level 4 **

1 x AT LARGE BID - For the team that has the highest scores in Senior Allgirl Cheer Level 4 **

1 x AT LARGE BID - For the team that has the highest scores in Senior Coed Cheer Level 4 **

PAID Bids include accommodation & participation for up to 24 Athletes and 2 coaches for four nights at Disney's All Star Resort.

An AT LARGE BID includes qualification to THE SUMMIT 2023 only and no financial support.

Bids are exclusively for use at THE SUMMIT 2023. Bids will be awarded to European teams only. If a team has already received a bid at another championship, it can only convert this from an AT LARGE to a PAID bid. If the team has already won a PAID Bid, it will go to the next highest scored team.

** If the first place team in the category is determined to be the PAID Bid Winner, the AT LARGE Bid will go to the next highest scored team from that category.

1.3 Exceptions & Substitutes & Coed Divisions

The following age groups will be offered at the championship. All categories are open to all club or All Star teams.

[Age Grid Season 21/22](#)

All exceptions regarding the age levels have to be applied for in writing and need to be approved by the event organizer. The number of exceptions per team depends on the category and the number of athletes.

Substitutes

Team divisions can register up to 5 substitutes.

Group stunts divisions: up to 2 substitutes per team.

Partner Stunt division: up to 2 substitutes per couple (if 2 substitutes are registered then one must be male and one female athlete). Partner stunt couple division must have one male and one female athlete.

Coed Divisions

In Coed divisions at least one male athlete must be participating on the team.

No male athletes are allowed in All Girl divisions.

Small Coed Divisions can have a maximum of 4 male athletes.

Large Coed Divisions need to compete with at least 5 male athletes.

1.4. Cross-overs

Each athlete may only compete in one team in the specific division. Cross-overs to other divisions are allowed at the coaches' discretion as scheduling conflicts are likely to occur.

Each athlete may only compete in one age group. Cross-over to other age groups is **not** allowed.

The following categories are offered:

Peewee Cheer Level 0	PW0	Junior Allgirl Groupstunt Level 4	JGR4
Peewee Cheer Level 1	PW1	Junior Coed Groupstunt Level 4	JCGR4
Peewee Cheer Level 2	PW2	Junior Allgirl Groupstunt Level 6	JGR6
		Junior Coed Groupstunt Level 6	JCGR6
Junior Allgirl Cheer Level 3	JA3	Senior Allgirl Groupstunt Level 6	SGR6
Junior Coed Cheer Level 3	JC3	Senior Coed Groupstunt Level 6	CGR6
Junior Allgirl Cheer Level 4	JA4	Senior Allgirl Groupstunt Level 7	SGR7
Junior Coed Cheer Level 4	JC4	Senior Coed Groupstunt Level 7	CGR7
Junior Allgirl Cheer Level 6	JA6	Senior Coed Partnerstunt Level 7	SPA7
Junior Coed Cheer Level 6	JC6		
		Peewee Jazz	PJ
Senior Allgirl Cheer Level 4	SA4	Peewee Freestyle Pom	PF
Senior Coed Cheer Level 4	SC4	Peewee Hip Hop	PHH
Senior Allgirl Cheer Level 6	SA6		
Senior Small Coed Cheer Level 6	SSC6	Junior Jazz	JJ
Senior Large Coed Cheer Level 6	SLC6	Junior Freestyle Pom	JF
Senior Allgirl Cheer Level 6 Plus	SA6+	Junior Hip Hop	JHH
Senior Coed Cheer Level 6 Plus	SC6+		
Senior Allgirl Cheer Level 7	SA7	Senior Jazz	SJ
Senior Small Coed Cheer Level 7	SSC7	Senior Freestyle Pom	SF
Senior Large Coed Cheer Level 7	SLC7	Senior Hip Hop	SHH

1.5 Time of the routine

A. Team Cheerleading: Maximum two minutes, thirty seconds (2:30)

B. Group Stunt / Partner Stunt: Maximum one minute (1:00)

C. Team Dance: Maximum two minutes, thirty seconds (2:30)

1.6 Music / Entrances

- Every effort should be made to ensure that the lyrics of the music are appropriate for all audience members.
- Timing will begin with the first choreographed movement or note of the music and end with the last choreographed movement or note of music whichever comes last.
- If a team exceeds the time limit, a penalty will be assessed for each violation. One (1) point deduction for 5-10 seconds and three (3) point deduction for 11 seconds and over per judge.
- Because penalties are severe, it is recommended that all teams time their performance several times prior to competition and leave several seconds cushion to allow for variations in sound equipment.
- Each team must have a coach/representative to play their music. This person is responsible for bringing the music to the music table and pushing "play" and "stop" for the team.
- The music files of each team need to be uploaded up until 2 weeks prior to the event.

Please follow these steps to upload your music:

- Log in to your account on booking.varsity-europe.org
- Click on the Tab named „REGISTRATION“ on the upper right

3. Click on „REGISTER“ on the very left side
4. Choose the competition you'd like to upload the file for. (You would need to be registered to this competition already)
 - > See under „My Team registrations“ the column „Files“
 - > Click on „Music“
5. Click on „ADD FILE“ and choose the according file from your hard drive.
6. Click on „SAVE“

The music files need to be labelled as the following example shows:

Walk On Music: A / Routine Music: B / Walk Off Music: C

Event_Letter_Teamname_Division

Example:

ECC22_A_VARSITYAllstars_SC6 → Walk On Music

ECC22_B_VARSITYAllstars_SC6 → Routine Music

ECC22_C_VARSITYAllstars_SC6 → Walk Off Music

All Music must be uploaded as a MP3 file. For emergency cases Varsity Europe recommends to bring all music as mp3 and audio format with you!

7. In order to keep the competition running on time, teams must enter the performance floor as quickly as possible. Teams will have limited time to enter the floor and start their routine. Elaborate choreographed entrances will not be allowed.

8. To enter and exit the performance floor the teams have the opportunity to send in Walk on / Walk Off music files. They should not be longer than 20 seconds. Varsity Europe may decide not to play walk on / walk off files due to time restrictions. Sending in entire songs with informationen from which second to play the track is not eligible and will be ignored.

1.7 Performance Surface

- **Cheerleading:** Foam Block Floor (same attributes as Spring floor), standard foam mat surface - 7 matts with 2m x 14m . With a surface area of 14 meters x 14 meters.
- **Stunts:** Foam Block Floor (same attributes as Spring floor), standard foam mat surface - 7 matts with 2m x 14m . With a surface area of 14 meters x 14 meters.
- **Dance:** Foam Block Floor (same attributes as Spring floor), Marley Dance floor surface (only available from up to 5 registered dance teams). With a surface area of 14 meters x 14 meters - 7 matts with 2m x 14m .

* Teams can enter the mat area from all accessible points.

* No penalty for stepping outside the area.

1.8 How to handle procedural questions

A. Rules & Procedure - Any questions concerning the rules or procedures of the competition will be handled exclusively by the advisor / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.

B. Performance - Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition.

1.9 Sportsmanship and Disqualifications

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout and following the championship. The coach and / or gym owner of each team is responsible for seeing that team

members, coaches, parents and any other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.

Further specified points that can lead to a disqualification are:

- Assaults or insults to the judges, officials, participants, visitors
- Competing of a non-registered person
- Violation of the anti-doping-decree
- Violation of age requirements
- Unsportsmanlike conduct

1.10 Interruption of the Performance

A. Unforeseen Circumstances

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should stop the routine.
2. The team will perform the routine again in its entirety, but will be evaluated only from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.

B. Fault of Team

1. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
2. The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated only from the point where the interruption occurred.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.

C. Injury

1. The only persons that may stop a routine for injury are: a) competition officials, b) the advisor / coach from the team performing or c) an injured individual.
2. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.
4. The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) AND THEN the head coach/advisor of the competing team.
 - b. If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver.
 - c. In the event of a suspected concussion / head injury, the participant cannot return to perform without clearance from a medical professional, even with a waiver from a parent or legal guardian.

1.11 Interpretations and / or Rulings

Any interpretation of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by Varsity Europe and their judges. The judges will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. If the interpretation needs to be made during an ongoing competition, it is made together by those jury members present and the Head Judge.

1.12. Disqualification

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate the following year.

1.13 Scores and Rankings

Individual score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. Scores and rankings will be available only to coaches or captains at the conclusion of the competition. No scores or rankings will be given over the telephone. After each round of competition, teams will receive the judges' score sheets as well as their score and the top score in the group. In addition, teams will receive a ranking sheet with the names and scores of the teams' final placement.

In the Event of a Tie

All divisions WILL break ties for teams moving into FINALS. In such cases, these steps will be followed until the tie is broken:

Step 1: The team with the least amount of total performance error deductions will win the tiebreaker.

Step 2: The team with the highest total score adding up the stunt/pyramid score sheet and the tumbling/jump scores will win the tiebreaker.

Step 3: Technique-only scores (does not include combination difficulty/technique categories scores such as dance) on each score sheet will be added and the highest total will win the tiebreaker.

Step 4: A panel including the head judge, competition officials, etc. will review both routines and select a winner of the tiebreaker.

All divisions WILL break ties for FINALS placements.

In such cases, these steps will be followed until the tie is broken:

Step 1: The team with the least amount of total performance error deductions will win the tiebreaker.

Step 2: The team with the highest total score adding up the stunt/pyramid score sheet and the tumbling/jump scores will win the tiebreaker.

Step 3: Technique-only scores (does not include combination difficulty/technique categories scores such as dance) on each score sheet will be added and the highest total will win the tiebreaker.

Step 4: The team with the highest total score from day 1.

1.14 Finality of Decisions

By participating in this championship, each team agrees that judges' decisions are final and will not be subject for review. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

1.15. Appearances, Endorsement and Publicity

All teams winning titles or awards agree to have all appearances, endorsements and publicity approved by the Varsity Europe.

1.16 General Safety Guidelines

1. All teams need to be overseens during the time of competition by a qualified coach or other official of the club.
2. Coaches need to ensure that all aspects of the routine are mastered by the team members.
3. All teams, coaches and officials need to have a safety plan in case of injuries..

4. Athletes and Coaches are not allowed to be under the influence of alcohol or any other legal or illegal drugs during the time competition.
5. Participants always need to practise or perform on the appropriate floor. Technical Elements such as Stunts, Pyramids, Tosses or Tumbling are not allowed on concrete, asphalt, wet or uneven floors or on floors that have any other kind of obstacles on them (e.g. near steps)
6. Appropriate shoes need to be worn during the routine. If any team is unsure they need to contact an official of the competition or a judge.
7. All Jewelry including Ear-, Nose-, Tongue-, Belly Button- or other facial piercings as well as bracelets, necklaces or pins on the uniforms are strictly forbidden. Exceptions are Rhinestones or such on the uniform. Rhinestones are not to be glued or taped to the bare skin. Dermal Anchors need to be properly taped and reported to the judges.
8. Choreographies, Uniforms, Make-Up and Music should be appropriate for all ages. Ambiguous, offensive or vulgar elements are seen as inappropriate and could lead to deductions or disqualifications.
9. Any Props that might help an athlete gain height are forbidden. (Exception: Spring Floor)
10. Flags, Banners, Signs, Poms, Cloths and megaphones are the only allowed props. Tools that include bars or any such kind are not allowed to be used during stunts or tumbling elements. All props need to be laid down in a safe and secure manner. Parts of the uniform that are taken off for visual effects will be seen as props.
11. Any medical splints that are solid or unyielding or have any sharp edges need to be covered with soft material.
12. All necessary spotting positions need to be taken by active athletes on the floor.
13. All performing athletes need to have at least one foot or hand or other body part (excluding hair) on the ground when the routine starts. Exception: Flyers might have their feet in the hands of the bases when those hands are laying on the floor.
14. The Athletes that are on the floor when the routine begins need to stay the same athletes during the time of the routine. It's not allowed to exchange athletes during the time of the routine.
15. No Athlete should be using gum, other sweets, cough drops or any other eatable or chewable items that may result in choking during the time of the routine.

2. Team Categories

All teams must follow the general cheer safety guidelines and the cheer level guidelines for their category. These Cheer Level guidelines can be found in a separate document on the Varsity Europe homepage (<https://varsity-europe.org/rules-scoring/>). The judging procedure, the judging criteria and the distribution of the maximum achievable scores for the different criteria of the different judges as well as possible point deductions can be found here:

[Cheer Scoresheet](#)

[Dance Scoresheet](#)

Info about deductions can be found here:

[Deduction](#)

Cheer Skill Lists:

[Skill List](#)

3. dance categories freestyle

3.1 Definition of the categories

You can find all the important information here:

[Definition](#)

[Dance Rulebook](#)

[Reference Sheet](#)

4. Glossar

[4.1 Cheerleading](#)

[4.2 Cheer Dance](#)

5. Contact

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