

General Rules

Nordic All Level Championship 2022



December 3rd & 4th, 2022 Partille Arena
Gothenburg, Sweden

1. General Regulations

The following rules and regulations apply for Nordic All Level Championship 2022, December 3rd & 4th 2022 at the Partille Arena in Gothenburg, Sweden. The championship is organized and operated by the Varsity Brands Europe GmbH (www.varsity-europe.com).

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 for 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.

final deadline for the registration is October 31st, 2022

Additional registrations and changes of individuals whose team has already registered is possible until November 27th, 2022. The participant can cancel his or her participation and other special offers until 28 days prior to the competition. In this case there will be a cancellation fee of 80% of the initial competition fee and special offers. No fees can be refunded when participants cancel or withdraw from the competition and special offers after 28 days prior to the event. 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 Nordic All Level Championship 2022. Otherwise the person can not participate in the championship.

All changes made after the registration deadline will be invoiced with a 15,00€ processing fee per name (Exception: Simple name changes of individual participants). Changes of the category that the team participates in will result in a 100,00€ changing fee.

1.2 Qualification process to other championships

The **SUMMIT Championship** is one of the most prestigious All Star Championships for Level 1-4 and is taking place right after Worlds week!

AT LARGE Bids

1 x AT LARGE Bids for highest scoring team of U16 Level 1 & U18 Level 1

1 x AT LARGE Bids for highest scoring team of U16 Level 2 & U18 Level 2

3 x AT LARGE Bids for highest scoring teams of U16 Level 3, U16 Coed Level 3, U18 Level 3 & U18 Coed Level 3

3 x AT LARGE Bids for highest scoring teams of U16 Level 4, U16 Coed Level 4, U18 Level 4 & U18 Coed

Level 4 2 x AT LARGE Bids for highest scoring teams of Open Level 4, Open Coed 4 Level 4 & Open Coed 16 Level 4

PAID Bids*

2 out of the 10 bids listed above will be upgraded to paid bids using the following criteria:

The 2 paid bids will be determined by the highest score in the overall section of the scoresheet, should there be more than two teams meeting this requirement the tie-breaker will be the teams with the lowest deductions. The third tie- breaker will be the tumbling score.

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

The listed Bids are only valid for The SUMMIT 2023. All winners will receive all information within 7 days after the event. The SUMMIT Bids are only eligible for European teams.

If a team wins a SUMMIT Bid that has already won one at a different competition, the Bid will go to the next highest scoring team.

Bid winners must compete in the according international divisions at The SUMMIT 2023.

All information on The SUMMIT 2022 can be found on:

www.varsity.com/all-star/competitions/end-of-season-events/the-summit/

1.3 Exceptions & Substitutes & Coed Divisions

Exceptions

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.

10-14 athletes on the team allow for 2 age exceptions. The exception can only be made for the next age group (e.g. U18 can athletes could compete in U16 and Open).

15-19 athletes on the team allow for 3 age exceptions. The exception can only be made for the next age group.

20-24 athletes on the team allow for 4 age exceptions. The exception can only be made for the next age group.

Age exceptions in Open 6 and 7 need to be at least 15 years of age.

Substitutes

Team divisions can register up to 5 substitutes.

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 and maximum 16.

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 another age group is **NOT** allowed.

Cross-Over in general:

- Participation for two different clubs at one championship is **NOT** possible.
- Cross-overs in a dance-, cheer- and stunt category is allowed (participation fee per division).
- Cross-overs in Cheer as well as Dance categories in different age groups is possible.

Cheer divisions

- Cross-overs in two different cheer categories are **NOT** possible.
- Cross-overs in two different age categories are **NOT** possible.

Dance divisions

- Cross-overs in several dance categories are **NOT** allowed
- Cross-overs in two different age categories are **NOT** possible.
- It is possible to compete in the same dance division and age class with two teams of the same club. In this case, the same athletes may not compete more than once.

1.5 Time of the routine

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

B. Team Cheerleading Non Tumbling: Maximum two minutes (2:00)

C. Team Cheerleading Global: Maximum two minutes, thirty seconds + Cheer (2:30+Cheer)

D. Team Cheerleading: Minimum 1 minute, forty five seconds and maximum two minutes, fifteen seconds (1:45 - 2:15)

1.6 Music / Entrances

1. Every effort should be made to ensure that the lyrics of the music are appropriate for all audience members.
2. 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.
3. If a team exceeds the time limit, a deduction of .5 will be taken off the teams final score.
4. 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.
5. Each team is required to assign a coach/representative to play their music and who knows the routine and music to stay with a phone at the music station during the team's performance. This representative is responsible for starting and stopping the music on their own phone!
Please make sure that:
 - the music is downloaded
 - all devices are fully charged
 - placed in airplane mode
 - the volume is turned up
6. 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.

1.7 Performance Surface

- **Cheerleading:** Foam Block Floor (same attributes as Spring floor), standard foam mat surface - 9 mats.
- **Dance:** Foam Block Floor (same attributes as Spring floor), Marley Dance floor surface. With a surface area of 9 mats.

No penalty assessed 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 Judges Board. Such questions should be made prior to the team's competition performance.

- Legality questions Cheer: <https://varsity-europe.org/file/uploads/IASF-Rules-Questions-Tabellenblatt1-1.pdf>
- Legality questions Dance: <https://varsity-europe.org/file/uploads/IASF-Rules-Questions-Tabellenblatt1-1.pdf>

B. Performance - Any questions concerning the team's performance should be made to the Head Judge via Email at rules@varsity-europe.com.

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 coach from the team performing
 - 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:
 1. the medical personnel attending to that participant,
 2. the parent (if present)
 3. 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.

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 scores and the tumbling/jump scores will win the tiebreaker.

Step 3: Technique-only scores (does not include combination difficulty/technique category 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 Varsity Europe.

1.16 General Safety Guidelines

1. All teams need to be overseen 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-en/>).

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 there.

All varsity Europe Competitions follow the United Scoring System for Cheer and the Varsity Allstar Dance Scoring System for Dance Divisions.

Every Routine needs to follow the IASF Rules for Cheer and Dance.

If you have any questions about our Scoring Process please email rules@varsity-europe.org.

3. Contact

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