

# General Rules

## Nordic All Level Championship 2023



December 2nd & 3rd, 2023 Partille Arena  
Gothenburg, Sweden

## 1. General Regulations

The following rules and regulations apply for Nordic All Level Championship 2023, December 2nd & 3rd 2023 at the Partille Arena in Gothenburg, Sweden. The championship is organized and operated by the Varsity Brands Europe GmbH ([www.varsity-europe.com](http://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](http://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 information with your coaches. The registration is completed by Varsity Europe receiving the full registration fee payment to their bank account. The registration for the championship is binding.

Event	Registration Deadline early	Registration Deadline general	Registration fee early 1st division*	Registration fee general 1st division*	Registration fee early additional division*	Registration fee general additional division*
NALC 02. + 03.12.2023	18.09.2023	02.10.2023	40,00 EUR	45,00 EUR	40,00 EUR	45,00 EUR

\*each athlete can participate in up to 3 divisions

Additional registrations and changes of individuals whose team has already registered is possible until November 13th, 2023. After this date, changes are only possible at check in. 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 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 presented upon request 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 2023. 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 division that the team participates in will result in a 200,00€ changing fee.

#### **Important change:**

- **Team photographers are not allowed**
- **Pictures & Videos in the warm up area are not allowed**

### 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 (May 2nd - 5th, 2024)!

There are a total of 10 Bids awarded in the U18 Level 3 & 4 & Int. Open Level 4 Bid Divisions as follows:

- U18 Level 3, U18 Coed Level 3, U18 Level 4, U18 Coed Level 4, Int. Open Level 4, Int. Open Coed Level 4 → 10 At Large Bids
  - An overall ranking will be created from all teams that competed in these divisions. The Bids will be awarded to the highest scoring and eligible teams from the respective overall ranking

#### **PAID Bid**

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

The paid bid 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 team with the lowest deductions. The third tie-breaker will be the tumbling score if needed.

#### Definition:

- PAID Bid: Include accommodation & participation in THE SUMMIT 2024 at Disney's All Star Sports & Music Resorts for the same number of athletes competing at NALC 2023 + 2 coaches for 4 nights. If additional athletes are added to the roster after the Paid Bid was earned, the gym is responsible for the full cost of the additional athletes.  
Packages cannot be converted to Commuter Packages and can only be used when the entire team is staying at Disney's All Star Sports & Music Resorts. No cash-out of the total amount is available.
- AT LARGE BID: Includes qualification to THE SUMMIT 2024 only and no financial support.

The listed Bids are only valid for The SUMMIT 2024. All winners will receive all information within 7 days after the event. Only European teams are eligible for bids to The SUMMIT.

If a team wins a SUMMIT Bid that has already won a bid 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 2024.

At the Summit, teams must adhere to the IASF level rules when competing. Please make sure to read through this in case any modifications need to be made to your routine prior to competing at The Summit.

[www.iasfworlds.com](http://www.iasfworlds.com)

All information on The SUMMIT 2024 can be found on:

[www.varsity.com/all-star/competitions/end-of-season-events/the-summit/](http://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 division 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 athletes could compete in U16 and Int. 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 (C4) Divisions can have a maximum of 4 male athletes.

Large Coed (C16) Divisions need to compete with a minimum of 5 and a maximum of 16 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.

Cross-Over in general:

- Participation for two different clubs at one championship is **NOT** possible.

- Each athlete may only compete in **one** age group. Cross-over to another age group is **NOT** allowed.
- Cross-overs in either a dance- and a cheer division are allowed (participation fee per division).
- Cross-overs in Cheer as well as Dance divisions in different age groups are possible.

#### Cheer divisions

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

#### Dance divisions

- Cross-overs in several dance divisions are allowed. The competition schedule can not be adjusted to accommodate cross-overs.
- Cross-overs in two different age groups are **NOT** possible.
- It is possible to compete in the same dance division and age class with two different teams of the same club. In this case, the same athletes may not compete more than once.

In case of violation of the cross-over rules the team in which the athlete crossing over was not initially registered will be disqualified and lose all placements and bids awarded.

### 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 Dance:** 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 .05 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 competing and leave several seconds in the end to allow for variations in sound equipment.
5. Each team is required to assign a coach/representative to play their music 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 to the device and may not be played from messenger apps
  - all devices are fully charged
  - placed in airplane mode
  - the volume is turned all the way up
  - the wifi is switched off
6. In order to keep the competition 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 (only if more than 5 dance teams registered). 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 safety and level rules of the competition will be directed to the IASF Rules Board. Such questions should be made prior to the team's competition performance. Please send in your questions in a timely manner to allow enough answering time. A guideline on how to send in your questions can be found at:

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

## **B. Performance**

Any questions concerning the team's performance before and after the event, excluding rules questions, should be made to the Head Judge via Email at [rules@varsity-europe.com](mailto: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 reason for disqualification.

Further specified points that can lead to a disqualification are:

- Assault or insulting the judges, officials, participants, spectators or other personnel involved with the competition
- 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 scored 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 scored 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 scored 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. They 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 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 at the conclusion of the competition. After each round of competition, teams will receive the score sheets.

#### **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.

In the event of a technical or human error in the evaluation of a team's final score, the Head Judge will determine the actual score of the team of which the error occurred. The team will be placed in the existing

ranking of the respective category according to the new final score, so that it receives the place it would have received determined by the correct score. The rankings of the other teams in the category will not be changed, so that a double placement of a rank can occur, with the two teams on the same rank possibly having different scores.

### **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**

These can be found in the IASF Cheer Level Rules:

<http://www.iasfworlds.com/wp-content/uploads/2023/02/IASF-2023-25-Rules-1-1.pdf>

## **2. Team Divisions**

All teams must follow the general cheer safety guidelines and the IASF cheer level rules for their division. The IASF cheer level rules can be found in a separate document on the Varsity Europe website (<https://varsity-europe.org/rules-scoring-en/>).

All information regarding rules and judging can be found on the above mentioned website.

All Varsity Europe competitions follow the United Scoring System for Cheer.

Every routine needs to follow the IASF Rules for Cheer.

If you have any questions about our Scoring Process please email [rules@varsity-europe.org](mailto:rules@varsity-europe.org).

## **3. Contact**

### **Varsity Brands Europe GmbH**

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