

General Rules

Summer All Level Championship 2024



1. General Regulations

The following rules and regulations apply to the Summer All Level Championships 2024 series. 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 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 early additional division*	Registration fee general 1st division*	Registration fee general additional division*
SALC East	19.02.2024	04.03.2024	40,00 EUR	40,00 EUR	45,00 EUR	45,00 EUR
SALC North	15.04.2024	29.04.2024	40,00 EUR	40,00 EUR	45,00 EUR	45,00 EUR
SALC West	22.04.2024	06.05.2024	40,00 EUR	40,00 EUR	45,00 EUR	45,00 EUR

*each athlete can participate in up to 3 divisions

Additional registrations and changes of individual athletes of a team already registered is possible until 14 days before the competition. 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 the participating teams is limited. Therefore the registration will be confirmed manually by Varsity Europe after a few days 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 during the event. Photocopies are fine. Every participant has to accept the rulebook and the general terms and conditions of the Summer All Level Championships. Otherwise the person can not participate in one or more of the championships.

All changes made after the final registration deadlines will be invoiced with a 15,00€ processing fee per name (Exception: Simple name changes of individual participants). Changes of the division 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

1.2.1 Bringing the magic back to YOUTH - SUMMIT YOUTH CHAMPIONSHIP

A Premier End-of-Season competition, specifically celebrating the accomplishments of youth teams hosted in Tampa, Florida on. You can expect the same great Summit event experience you have come to know and love with a specific focus on bringing high-caliber competition to younger athletes.

CHEER BIDS

AT LARGE BIDS

1 x AT LARGE BID - For the team with the highest score in U12 Level 1

1 x AT LARGE BID - For the team with the highest score in U12 Level 2

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Definition:

- AT LARGE BID: Includes qualification to THE YOUTH SUMMIT 2025 only and no financial support.
- For the most up-to date age grids, level requirements and split guidelines from the USASF visit www.USASF.net
- Teams MUST compete in the same division in which they qualified for.
- More information can be found on:
<https://www.varsity.com/all-star/competitions/end-of-season-events/the-youth-summit-championship/>

1.2.2 Road to The Summit 2025

THE SUMMIT and THE DANCE 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.

CHEER BIDS

1 x PAID Bid

1 out of the bids listed 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 one team meeting this requirement the tie-breaker will be the team with the lowest deduction. The third tie- breaker will be the tumbling score.

4 x At Large Bid

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

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

1 x AT LARGE Bid for the highest scoring team of U16 Level 3 & U18 Level 3

1 x AT LARGE Bid for the highest scoring team of Int. Open Level 3 & Int. Open Coed Level 3

1 x AT LARGE Bid for the highest scoring team of U16 Level 4, U16 Coed Level 4, U18 Level 4 & U18 Coed Level 4

1 x AT LARGE Bid for the highest scoring team of Int. Open Level 4 & Int. Open Coed Level 4

DANCE BIDS

4 x At Large Bid

1 x AT LARGE Bid for the highest scoring team of Junior Jazz

1 x AT LARGE Bid for the highest scoring team of Junior Pom

1 x AT LARGE Bid for the highest scoring team of Junior Hip Hop

1 x AT LARGE Bid for the highest scoring team of Junior Lyrical / Contemporary

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Definition:

- PAID Bid: Include accommodation & participation in THE SUMMIT 2025 at Disney's All Star Sports & Music Resorts for the same number of athletes competing at SALC + 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 2025 only and no financial support.

- More information can be found on:

<https://www.varsity.com/all-star/competitions/end-of-season-events/coaches-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. In general, Age rule exceptions following the current Age Grid are not allowed and will result in disqualification or competing as an exhibition team.

Substitutes

Team divisions can register up to 5 substitutes.

Group Stunt divisions can register up to 2 substitutes per team.

Partner Stunt divisions can register up to 2 substitutes per couple.

Coed Divisions

In Coed divisions at least one male athlete must be participating with 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 on one team in the specific division. Cross-overs to other divisions (cheer, stunt, dance) 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.
- Cross-overs in either a dance-, cheer- and/or stunt division are allowed (participation fee per division).
- Cross-overs in Cheer as well as Dance divisions in different age groups are possible.
- Each athlete may only compete in one age group. Cross-overs to other age groups are **NOT** allowed.

Cheer divisions

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

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)
- E. Stunt Divisions:** Maximum one minute (1:00)

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 - 7 mats 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 mats 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 if more than 5 dance teams registered). With a surface area of 14 meters x 14 meters - 7 mats with 2m x 14m .

Stepping off the competition floor will result in a .05 deduction per occurrence off the teams final score.

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.

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 of 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 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.
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 agrees to let the athlete return.
 - 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 Ranking

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 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.

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.

3. Contact

Varsity Europe Sports Support gGmbH

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