

# Canadian Cheer Competition Guidelines 2017-2018

## **Athlete Fall** – 0.25 pt – Evaluated by the Legalities/Safety Judge on Legalities/Deduction Sheet

Examples (but not inclusive listing):

- Hand(s)/head down in tumbling or jumps
- Knee(s) down in tumbling or jumps
- Tumbling skills involving obvious unsafe technique
  - ie headsprings, uncontrolled ¾ front flip
- Drops to the floor during individual skills (tumbling, jumps etc).

## **Building Fall** – 0.50 pt – Evaluated by the Legalities/Safety Judge on Legalities/Deduction Sheet

Examples (but not inclusive listing):

- Uncontrolled cradling, dismounting or lowering a building skill (not timing issues)
- Base or spotter falling to the floor during a building skill

## **Major Building Fall** – 1.0 pts – Evaluated by the Legalities/Safety Judge on the Legalities Sheet

Example:

- Falls from an individual stunt, pyramid or toss to the floor (top person lands on floor or multiple bases/spotters land on floor)

## **Maximum** – 1.50 pts – Evaluated by the Legalities/Safety Judge on the Legalities Sheet

When multiple deductions should be assessed during an individual stunt or toss (by a single group) or during a pyramid collapse, then the sum of those deductions will not be greater than 1.75.

*\*\*Bobbles, balance checks and controlled timing errors will be reflected in the panel judges' evaluation of technique.*

## **Safety Violations** – Evaluated by the Legalities/Safety Judge on Legalities/Deduction Sheet

- 0.5** - Tumbling, General Safety, Image Policy and all other violations will be issued a 0.5 deduction
- 1.0** - Building skills performed out of level will be issued a 1.0 deduction

### **Deductions/Penalties:**

If a safety violation is found to have been missed by the Event Provider officials on the first run (confirmed via official video), the Event Provider (hereon known as the EP) may reduce the second day penalty to match the weighting of the 1<sup>st</sup> run. IE – 35% day 1, then the penalty will be 35% of 1 point/0.5 points.

The EP has the authority to make a decision on any issue, protest, and penalty or rule that is in question or deemed unclear. The EP will always endeavour to proceed with the spirit of fairness in mind when rendering a judgement. The first priority is ensuring that safety is foremost in the mind of athletes and coaches.

Updated 06/16/2017

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## Clarification of Penalties

Coaches who wish to clarify the reason for a penalty should report to Score Check and fill out a pink legalities clarification form. The convenor will meet with the coach for no more than 5 minutes to discuss their own specific case/team. The EP's adjudicators or convenors will not take outside videotapes into review or discuss teams not directly coached by the individual.

Illegal skills that violate the safety guidelines set forth by the USASF will be deducted. The EP will not be issuing "warnings" at any event except Cheer Evolution's Fall Classic or Fun Fest. Any "warnings" received at alternate Canadian Cheer events are a result of the legalities judges inability to see the illegal element clearly. Deductions will not be issued unless the judges are 100% certain of the infraction. Please see our Deductions/Penalties policy for further clarification.

## **Boundary Violations: 0.25 pts**

The performance surface is defined as 42'by54' competition floor. The competition boundary is defined as the performance surfaced and any immediate adjacent safety border. A 0.25 pts deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on or just past the white tape is not a boundary violation. Any elements executed out of bounds will not be scored. Extreme boundary violations (i.e. tumbling pass ends well outside of bounds) may be deemed an unsafe execution and subject to a "Fall" deduction of 1.5 points at the discretion of the technical judge. Teams competing for Worlds Bids should be aware that qualifying events may have out of boundary violations.

## **Time Limit Violations:**

All Cheer routines must not exceed 2 minutes and 30 seconds. Timing will begin at the first obvious choreographed movement or sound, whichever is first. Please review the USASF General Safety Guidelines for additional details.

### ***Time Limit Violation Deductions:***

**1 pts** Deduction

Example: Teams who choose to count in before hitting a starting pose in unison will have their routine judged from this point forward and this time WILL count to towards their official time limit. Worlds Bid Qualifying events may have additional or alternate rule sets for bid teams.

## **Code of Conduct Violations: 2.0 pts +**

Teams/coaches/athletes or affiliates (parents/fans) of a team acting in an unsportsmanlike manner may be subject to a deduction of half their total score and/or disqualified. Teams/coaches/athletes violating the code of conduct may be issued one warning per season, and may not be permitted to compete/perform in future events. Teams who are disqualified will not be eligible for awards.

*Updated 06/16/2017*

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Examples of Code of Conduct Violations include (but not limited to): competing with ineligible athletes, competing with over the allowable number of participants, failure to possess insurance and belligerent, unruly or aggressive behaviour towards fellow competitors or the EP's staff. Canadian Cheer events will not allow recruiting at any of the events including (but not limited too): flyers, poster boards, business cards, or direct conversations.

**\*NEW\* 2015/16** – Canadian Cheer has added clauses pertaining to the USASF/IASF image policy and appropriate choreography to the Coaches Code of Conduct. Any program repeatedly found to be ignoring these mandates may be subject to a code of conduct penalty at the discretion of the convenor, executive and legalities adjudicator.

### **Legality Verification (prior to the event):**

- All questions should be submitted in a written request for verification and accompanied by a video of the element in question. Do not rely on previous year's rulings from Canadian Cheer events, as rules are adjusted annually.
- To ensure a timely response, it is advisable to show the element in question from multiple views (i.e. front, side, back)
- Please note that while it may be deemed legal according to the video, any changes in execution, height, etc., may result in the skill being considered illegal at an event. Be sure to note any concerns addressed by Canadian Cheer in your review.

All legalities questions can be forwarded to [marcy@canadiancheer.com](mailto:marcy@canadiancheer.com)

### **Scoring**

*Please see the Event Provider's website for scoring information.*

Each judge will evaluate specific skill areas and also provide an overall impression score for the entire routine on their score sheet. Please review the 2016-2017 score grid for further information.

Multi-run events (including Cheer Evolution's Ontario Championships, and National Championships) will have the first run weighted 30% and the second run weighted 70% of the total score.

### **Tie Breaking**

If the total score is the same, the team with the highest unweighted total overall impression score will be declared the winner. If there is still a tie, then both teams will be awarded that ordinal and the next rank will not be awarded.

I.E. 1, 2, 2, 4, 5 or 1, 1, 2, 3, 4, 5 etc.

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## Grand Champion Calculation

On a single run event, the grand champion will be the highest score per level, or other division as specified in the event package.

Level 4.2 will be included in the Level 4 Grand Championship calculation unless multiple stand alone 4.2 divisions are at the event.

On multi-run events, the grand championship will be determined by taking 30% of the first run score, adding it to 70% of the second run score. Teams who are in single run divisions of multi-run events, will be eligible for the "Highest Score" award for their level, separate from the two run Grand Championship calculation. If a team scratches one run at a multi-run competition, only the first run percentage will be included.

## Divisional Rules

Canadian Cheer will be following the IASF/ USASF Safety Rules for the 2017-2018 competitive season for all All-Star teams unless otherwise specified. International Teams are asked to contact the Canadian Cheer office for specific information regarding athlete ages for 2016 events.

All School teams are subject to the limitations listed in the Canadian Cheer School rules in the Novice, Intermediate and Advanced divisions. Coaches are responsible for recognizing the differentiations between IASF/ USASF All Star rules and Canadian Cheer School rules. Number of participants, ages/grades are the only differences.

Parent teams are limited to the Canadian Cheer Parent Rules.

Parent and Special Needs will be non-compete only. Special Needs must follow the USASF divisional rules.

Please see appropriate age divisions for both School and All-Star teams.

## Sickness or Injury before Warm-up Rotation

The EP staff may help facilitate switching warm-up times with other willing teams, but cannot guarantee an alternate time. If a team fails to perform at their designated time, they will receive 0 for their score.

In the spirit of sportsmanship, the EP will endeavour to make the fairest possible decisions for all parties, but time limitations and other factors may limit the EP's ability to make scheduling concessions.

## Injury during Warm-up Rotation

Teams who incur a severe injury during their designated warm-up time may be immediately moved to the end of their division to allow the team time to alter the routine. Whenever possible, the EP's staff will try to accommodate extra mat time to warm up the altered skills.

Teams scheduled to use a mat that is occupied by an injured athlete will still be granted their entire warm-up time, but the EP cannot guarantee they will still have the same "on deck" span of time.

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## Canadian Cheer - General Rules

1. A minimum of 5 participants is required to constitute a team. The participant maximum is stated in the division section of the Canadian Cheer Division breakdown. (Special Needs and non-compete teams are exempt). Special circumstances must be discussed with the Canadian Cheer office prior to the event.
2. Canadian Cheer reserves the right to add, combine, divide and or eliminate divisions as necessary based on registration per event. The interest is always to facilitate a fair and competitive event.
3. SCHOOL TEAMS. All members must be enrolled and currently attending school. All School teams must be accompanied by a staff advisor and by covered by their school liability policy or must hold a separate policy. Special circumstances may be accommodated on a case by case basis when considering small/rural schools. Please contact Canadian Cheer for application protocol and required documentation. ALL STAR TEAMS: Any team not representing a school MUST compete in the All-Star division, all athletes must be registered members in the club, club must have proof of insurance and be accompanied by a coach over the age of 18.
4. UNIVERSITY/COLLEGE TEAMS. All members must represent the said University or College (satellite campuses included). All members must be enrolled as a student at the school on the date of the event.
5. Age as of Aug 31, 2017 determines division for all All Star divisions, except for International Open which will be age as of the year 2018. Please refer to the IASF grid for more clarification.
6. CROSS OVER ATHLETES. A cross-over athlete is an athlete that competes on more than one squad. Cross over athletes must be properly documented on the team roster and registration form and submitted prior to the event. Failure to accurately document cross over athletes will result in disqualification of the team. **School athletes that compete in all star are not considered crossovers. Crossovers may not compete against themselves (ie two teams in the same division).**
7. **Athletes may participate on a maximum of three all star cheer teams at any event.** Cross overs are required to pay the associated fees for each team with which they participate. Please see the USASF crossover rule for further clarification.
8. If your team(s) will be competing with cross-over athletes you will need to bear the burden of overlapping practice times, performance orders and payment.
9. All routines will be a maximum of 2 mins & 30 secs. Time will begin with the first word, beat of music or obvious movement and will end on the last word or beat of music or obvious end. This includes ANY organized team entries/choreo before "setting" for their routine. Teams must take the floor and assume their starting position immediately. Should any choreography before beginning the routine result in a music mishap, injury, or delay, the team may be penalized.

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10. All competitions will be held on a 54' x 42' carpeted foam performance surface or spring floor. Check event specifics for spring floor information.
11. Music may be in CD format. We strongly suggest that each team has 2 copies of their routine music. All events will also have Mp3 player connections. Please ensure all MP3 tracks are on their own play list and that the electronic device is in good working order, with the appropriate settings.
12. If there is an error in the music, the convenor or legalities judge will assess if there was an obvious disadvantage to the team and may re-issue a performance time. Should there be an error in music, the team must continue their performance until a Convenor or Legality judge stops the music. The coach who remains at the music booth may request a stop of music, but is not guaranteed a new performance time. If a coach believes their team was disadvantaged due to a technical difficulty they must report this to Score Check or M.C. within 5 minutes of their performance.
13. In the event of an obvious injury, the Coach, Head Judge, Legality Judge or Convenor (when applicable) will be the only individuals permitted to stop a routine. In the event an injury does occur, a team will be permitted 45mins (if time permits) to regroup before performing their routine again. Scoring will continue from the point the injury occurred. In the spirit of sportsmanship, teams must perform all elements up to the point of stoppage during the re-run. Please see USASF rule regarding routine interruption.
14. All uniforms, choreography, routines and music must be in good taste, age appropriate, and appropriate for a family atmosphere. If in the opinion of the Head Judge and/or the Convenor a routine violates these criteria the routine may be stopped at any time, may be issued a deduction and/or disqualified. Regardless of the result, NO refunds will be issued.
15. The Event Providers will not give competition itinerary information over the phone. Itinerary information is available online at the Event Providers' websites.
16. SPORTSMANSHIP. All participants must conduct themselves in a manner displaying good sportsmanship throughout the competition. The head coach of each team is responsible for seeing that squad members, coaches, parents and other persons affiliated with their team/program conduct themselves accordingly. Each Coach is required to sign the Coaches Code of Conduct upon registration. See Legalities and Penalties section for further information.
17. Canadian Cheer events take pride in providing the most qualified non-partisan judges available for each competition. No matter the instance the decision of the Head Judge is final.
18. Any discrepancy in scoring must only be addressed with Convener of the competition.

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19. All Coaches must be aware of Canadian Cheer's policies on deductions and illegalities. All Coaches will be required to pick up and sign-out their score sheet's following the team's performance.
  
20. All participants are subject to divisional rules and safety guidelines, Canadian Cheer Policies and Procedures, Coaches Code of Conduct, IASF/USASF General Safety Rules and Guidelines and Canadian Cheer General Rules, and the Image Policy as outlined by the USASF.