



General Competition Guidelines

Please review these rules prior to attending your Champion Spirit Group event. These rules are subject to change throughout the year.

GENERAL RULES

1. All stunts and tumbling must be performed on the matted competition surface. Champion Spirit Group does not recognize out of bounds, but strongly encourages all performers to stay within the boundaries of the performance surface. Teams will only receive credit for skills performed within the performance surface.
2. Each team, individual, and stunt group will be responsible for providing someone to play music for all routines.
3. Champion Spirit Group reserves the right to combine, subdivide, add or delete divisions based on registration for each competition.
4. It is forbidden for any team to stunt or tumble outside of pre-determined practice/performance areas. Teams will be warned and asked to wait for their official practice time. If they are asked again they may be asked to leave the premises (forfeiting any monies paid).
5. Champion Spirit Group does not provide additional spotters at events as we believe that spotters may interfere with the tumbling and stunting transitions of a routine which may create other safety hazards. However, coaches/older cheerleaders may go on the floor to spot if they so wish, but are not permitted to go "hands on" and assist in any way (including cueing/counting for your team). During a routine you may step off the mat but may not stunt or tumble off of the mat.
6. Video Taping and High-Speed Photography is NOT permitted at ANY Champion Spirit Group events.

SAFETY RULES

1. All Star Cheer Teams and ALL Dance Teams will follow the United States All-Star Federation (USASF) Rules.
2. School Cheer and Recreation Cheer Teams will follow the National Federation of State High School Associations (NFHS) Safety Guidelines.
3. College Teams will follow the USASF Rules for Level 6 teams.



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RULES INTERPRETATIONS

Official rule interpretations may be obtained by utilizing the following protocol:

- *Video (full size VHS or DVD) of the skill(s) in question from the 1) front, 2) side and 3) back.
- *Provide a written explanation of the question to include team name, division, coach's name, mailing address, phone number, fax number and email address. Champion Spirit Group will call with a verbal ruling as well as fax a written copy of the ruling.
- *Official rulings will not be made within 7 days of the event date.
- *Submit your tape/DVD and written explanation to:

Champion Spirit Group
Attn: Rules Interpretation
126 N. Loomis Street
Naperville, IL 60540

Champion Spirit Group can only interpret if the stunt, pyramid, or tumbling in question is executed legally based on the quality of the tape/DVD and its filming. You may still incur safety deductions if the stunt, pyramid, or tumbling in question is performed differently during competition. Any ruling does not guarantee that you will not incur safety deductions during the performance of your routine. Documentation of each safety ruling request and the interpretation will be reviewed and available to the judges at the event at which the team is competing. Any documentation/ruling provided by Champion Spirit Group is for CSG events only! Our rulings cannot be referenced, or used at competitive events hosted by other event producers.

TEAM SIZE

- A minimum of 5 participants constitutes a cheer team & 4 for a dance team
- All Star – Maximum of 36 participants
- Rec./School – Maximum of 40 participants
- Dance – Unlimited

AGE/GRADE REQUIREMENTS

- All Star Cheer/Dance – the participant's age as of August 31st, 2010 is the age that will be used to determine the participant's age for the entire competition season.
- Recreation Teams – the participant's grade level for this academic year will determine their division for the entire competition season.
- School Teams – the participant's grade level for this academic year will determine their division for the entire competition season.



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All participants are required to have their proof of age and grade. If there is an age challenge and a performer/coach is unable to provide accepted proof, his or her team will be disqualified with no refund. The following are what Champion Spirit Group considers acceptable proof.

Proof of Age:

Birth Certificate

Drivers License

Passport

Child Find Card

Proof of Grade:

Report Card

Student ID

Yearbook

AGE CHALLENGES

Only a coach may request age or grade verification of another team. The Request must be made to a CSG Executive Staff Member no later than 30 minutes prior to the awards ceremony for that division of the team that is in question.

In order to challenge a team, a cash deposit of \$150 is required upon request. ONLY if it is found that the team in question has registered in an inappropriate division or has an ineligible athlete will the deposit be returned and that team will be disqualified.

All registered recreation teams and 80% of the participants of that team must have cheered for a sport, and carry a letter from the Recreation organization that is signed by the President indicating that they do so or have done so during this season.

TIMING

Timing will begin with the first organized movement, voice in unison, or beat of music. Spirited entrances and exits are permitted and are not timed. All performances must begin with each participant having at least one foot on the performance floor. Both feet leaving the performance surface constitutes the beginning of a routine.

- School & Youth Recreation Cheer Teams – Routine may not exceed 3 minutes. Each routine must include a cheer portion to your routine, but there are no time limits/restrictions on the cheer portion or music portion of the routine other than the total time limit.
- All Star Cheer Teams – Routines may not exceed 2 minutes, 30 seconds and are all-music routines. Any all star team with breaks in music will be allowed to enter in the all-music category without penalty.



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- Dance Teams – Routines may not exceed 2 minutes, 30 seconds and are all-music routines.
- Collegiate Teams – Routines may not exceed 2 minutes, 30 seconds; music portion is not stipulated by Champion Spirit Group.
- Individual Cheer/Dance Solo – Routines may not exceed 1 minute, 30 seconds; cheerleaders – music portion is not stipulated by Champion Spirit Group. Each Individual/Duo/Trio must include a cheer portion of the routine. The cheer may be performed over the music. Dancers – all-music routines.
- Stunt Groups – Routines may not exceed 1 minute, and are usually all-music routines

The times listed above are maximum times, there is no minimum time. In order to keep the competition running smoothly, teams will only have 30 seconds to take the mat once their name is called, and 30 seconds to clear off the floor. If a team takes longer, a time penalty will result.

CROSSOVER CLAUSE

- There is no limit to the number of crossovers a program can have, nor is there a limit of teams that crossovers can compete on, pending the crossover meets the age/grade requirement of the enrolled division.
- If your team will be using crossovers, you may have to bear the burden for any overlapping practice times, close performance orders and payment. CSG cannot guarantee to accommodate all crossover schedules.

CHOREOGRAPHY

All choreography should be age appropriate and suitable for family viewing. Inappropriate moves and/or gestures, to include vulgar or suggestive music selections, may result in a penalty at the discretion of the judging panel. All judging decisions are final.

SPORTSMANSHIP

- Champion Spirit Group believes that good sportsmanship is essential at every athletic event. Any participant, coach, parent and/or spectator displaying unsportsmanlike conduct during any Champion Spirit Group event may subject the team to a severe Sportsmanship Penalty. This sportsmanship clause is in effect from the time of arrival until the time of departure from each competition or special event. It also includes all written, electronic, or verbal correspondence prior to/following any event.
- Unsportsmanlike conduct may include, but is not limited to, approaching other cheerleaders, coaches, parents, spectators, Champion Spirit Group Administrators, Head Judge, Staff, and/or Judging Panel in an atmosphere other than that of mutual respect and cooperation. In addition, the use of any profanity constitutes unsportsmanlike conduct.



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- If there is a complaint or concern, we will listen. Take the correct channels and you will be heard. One coach or director from the team may request to discuss their concern or question with a Champion Spirit Group Executive Staff Member.
- Champion Spirit Group will not tolerate harassment or slander in any form; this includes website postings on message boards, chat rooms, or guest books.
- Champion Spirit Group believes cheerleading is a sport based on positive, friendly, but competitive grounds. Points may be deducted from the team's final score, or team may be disqualified, for any unsportsmanlike conduct. Furthermore, Champion Spirit Group reserves the right to bar teams that receive these penalties from any future Champion Spirit Group events. The levying of any penalty is at the discretion of a Champion Spirit Group Administrator, Head Judge, Arena Facilitator, Event Staff, and /or Judging Panel. All judging decisions are final.

PENELTY RULES

- Music
 - Music is preferred on CD. Cassette tapes are NOT accepted. Please be aware that burned CDs may not always play in our sound system. We recommend that if you do burn copies to do so in a WAV format not a MP3 version. You can also provide your music on an IPOD or MP3 player.
 - If the stereo equipment causes problem with the playing of your music, the team may perform the routine again. HOWEVER, if it is the fault of the CD, the team will need to continue with the routine to the best of their ability.
- Jewelry
 - Cheer teams are not permitted to wear jewelry of any kind. Please take note that hair elastics on the arm or neck will be considered jewelry and a deduction will be warranted.
- General
 - All Legality questions must be addressed before an event by submitting a video to our corporate office two weeks prior to the event. The video must show the exact skill in question that you plan to perform at the event.
 - All routines, uniforms, choreography and music must be in good taste, age appropriate and appropriate for a family atmosphere. If, in the opinion of the Head Judges, Safety Judge, or the Directors of Champion Spirit Group, a routine violates these criteria, the routine may be stopped at any time and the team may be disqualified and/or receive a deduction for unsportsmanlike conduct. No refunds will be issued for violation of this rule.
- Penalties
 - Champion Spirit Group competitions follow the USASF Rules for All Stars/College/Dance, and the National Federation of State High School Associations (NFHS) Safety Guidelines for School and Recreation teams.



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Penalties include, but are not limited to:	Deduction
Any infraction of the Competition Guidelines	.5 points
Exceeding divisional time limits	.2 points
Inappropriate music, gestures, etc.	.2 points
Poor Sportsmanship	.5-1.0 points
Each occurrence of a specific safety guideline	.5 points
Performance Errors (Falls, Touchdowns, etc.)	.05/.10/.20 points

INCLEMENT WEATHER POLICY

All Champion Spirit Group events will go on regardless of the weather conditions – rain, sleet or snow! Please make any necessary travel arrangements so that you will not have any problems making it to the event on time. Revised performance times may be granted to those who arrive late for any reason (weather or otherwise) – this is not guaranteed. Furthermore, Champion Spirit Group will not give refunds to teams who are unable to make an event for weather-related reasons. In certain instances, Champion Spirit Group may allow registration fees to be transferred to future CSG events. Please keep an eye on the local and national weather forecasts so that you are prepared for any inclement weather.

FORCE MAJEURE CLAUSE

Neither party shall be liable in damages or have the right to terminate this Agreement for any delay or default in performing hereunder is such delay or default is caused by conditions beyond its control including, but not limited to Acts of God, Government restrictions (including the denial or cancellation of any export or other necessary license), wars, insurrections, acts of terrorism and/or any other cause beyond the reasonable control of the party whose performance is affected.