

# Austrian Rulebook



Competition Season 2022-2023

valid from September 2022 to August 2023

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## I. General Rules

The following rules, regulations and appendixes apply to competitions and championships held, supported or authorized by the "Österreichische Cheerleading und Cheer Performance Verband" (ÖCCV).

As stipulated by the statutes of the ÖCCV, all members of the ÖCCV are obliged to register their competitions or championships with the ÖCCV and the ÖCCV needs to approve the organization of such an event.

### 1. Miscellaneous

1. A club member of the ÖCCV and all its teams, athletes and coaches may be banned from Championships hosted by the ÖCCV if that club has outstanding financial obligations towards the ÖCCV or has taken actions that are considered damaging for the sport of Cheerleading or Performance Cheer. The decision to ban a club and the details of such a ban will be made by the managing board of the ÖCCV on a case-by-case basis.
2. A coach may be banned from Championships hosted by the ÖCCV if it has come to the attention of the ÖCCV that the team of that coach has performed skills in public that are not in conformity with the safety rules and level restrictions for the respective age group. The decision to ban a coach and the details of such a ban will be made by the managing board of the ÖCCV on a case-by-case basis.

### 2. Club Changes

1. If both clubs affected agree in writing, an athlete may change clubs during any time of the season.
2. A change requires that all outstanding financial issues have been settled with the club of origin.
3. Without the written consent of the club of origin, the change of an athlete from one club member of the ÖCCV to another club is not allowed during the following time period :
  - from 01 January until the end of the season, but no later than 15 July.
4. If the requirements stated above are not met, the respective athlete(s) may not
  - participate in any of the championships organized or sponsored by the ÖCCV,
  - participate in any international competitions where the qualification takes place at such championships,
  - participate in any open championships in Austria together with a team of another club member of the ÖCCV.
5. Clubs are obliged to inform their members of the applicable regulations about club changes in writing. If a club cannot prove that they have informed the respective athlete(s) about these regulations, they have to agree to a change once all outstanding financial issues have been settled with the club of origin.
6. For the change of an athlete from one club member of the ÖCCV to another club, the club of origin may have the right to be reimbursed by the receiving club (for more information see the "ÖCCV Gebührenordnung"). If applicable, without such payment from the receiving club, which may not be passed forward to the athlete, the club change is not possible.

### 3. Participation Requirements

#### A. General

1. All teams have to designate one official contact person throughout the competition.
2. All teams have to have at least one certified coach for all Championships hosted by the ÖCCV (undergoing training or being registered for the waiting list for the next training will exceptionally be considered to meet that requirement). New clubs will be granted a two-year period to fulfill this requirement, starting from the first time competing at one of the Championships hosted by the ÖCCV.
3. Every participant (including substitutes) of a club member of the ÖCCV has to be in the possession of a valid official cheerleading pass of the ÖCCV for all divisions. Participants from clubs not member of the ÖCCV have to present a valid official photo identification (e.g. passport, personal ID, or drivers license) proving age and nationality. This identification has to be shown at the check in.
4. The order of competing teams will normally be drawn by lot. The order of competition will be communicated no later than one week before the respective competition. That order of competition may not be changed. Exceptions may only be decided upon by the ÖCCV representative.

**B. Registration**

1. Teams of all competitive sports divisions register at the beginning of the season and are required to participate in their respective State Championships, the International Cheer Masters and the Austrian Cheerleading Championships.
2. Teams for recreational sports divisions register for each competition separately. In this case, the registration for the championship takes place either online or in writing by sending in the filled out and signed registration forms to the ÖCCV representative. The registration for a competition is binding.
3. The deadlines for submitting the registration and number of participating athletes as well as the list of participants and substitutes (full names) and the list for accompanying persons (external spotters, trainers, mascots and supervisors) will be communicated through the respective competition announcement.

**C. Registration Fee**

1. By registering for a competition, teams acknowledge that the respective registration fees have to be paid to the ÖCCV or the organizer responsible. If the total amount of registration fees due has not been paid, the ÖCCV or the organizer responsible may ban the team from starting at the competition.
2. There is no right for refund of registration fees.

**D. Austrian State Championships**

1. Participation is open to cheerleaders from clubs both members and not members of the ÖCCV.
2. The managing board of the ÖCCV will determine the number and location of State Championships for each competition season based upon applications from the State Federations.

**E. Austrian Cheerleading Championships & Austrian Cheerleading Cup**

1. Only teams from clubs members of the ÖCCV may compete at the Austrian Cheerleading Championship.
2. The qualification mode is the following:
  - a) Cheerleading and Performance Cheer teams for all categories and age groups have to compete at one of the Austrian State Championships (see above), cheerleading teams also have to compete at the International Cheer Masters.
  - b) Those teams that have reached at least 65 % of the points possible (deductions considered) for the respective category in their first qualification competition qualify directly for the Austrian Cheerleading Championship.
  - c) Wildcard Qualification: Teams that have not reached this 65 % point threshold at their first qualification competition may compete again either at the International Cheer Masters or another State Championship of their choice. If they reach at least 60 % of the points possible (deductions considered) at that competition, they also qualify for the Austrian Cheerleading Championship.
  - d) Only one team per club is allowed in each lower Cheerleading Level division.
3. If only one team registers in a Division, this team will start in the "Austrian Cheerleading Cup" and will not be eligible for the title "Austrian Champion".
4. Every participant (including substitutes) must have citizenship or permanent residency for at least six (6) months in Austria at the time of the respective Austrian Cheerleading Championship.
5. Only one person from cheerleading orientated countries (US, Canada, Mexico and Japan) may participate per team. Exception: this person has permanent residency for more than two years in Europe. In the youth categories, three persons from cheerleading orientated countries (US, Canada, Mexico and Japan) may participate.
6. Every club member of the ÖCCV is obliged to register one person on the day of the Austrian Cheerleading Championship for the support of the competition, e.g. as volunteer or judge. If a club cannot meet this obligation, it has to pay a penalty fee to the ÖCCV of 300,00 Euros for that competition.
7. For reasons of good sportsmanship, it is not allowed to wear costuming that could suggest for a team to represent an official Austrian National Team (e.g. uniforms bearing the lettering "Austria").

**F. Other ÖCCV Competitions**

1. Participation in other ÖCCV competitions is open to cheerleaders from all clubs.

#### 4. Age Groups

The following age groups will be available for the 2022-2023 competition season (until 31.08.2023):

<b>Cheerleading Age Groups for 2022-2023</b>	<b>Age</b>	<b>Years of birth</b>
<b>Senior</b> Cheerleading Elite & Premier	16 and older	2007 or before
<b>Junior</b> Cheerleading Advanced & Elite	15 to 18	2008 to 2004
<b>Youth</b> Cheerleading Median & Advanced	12 to 14	2011 to 2008
<b>Primary</b> Cheerleading Median	8 to 13	2014 to 2009
<b>Mini</b> Cheerleading Novice & Intermediate	6 to 11	2016 to 2011
<b>Tiny</b> Cheerleading Beginner & Novice	6 to 9	2017 to 2014
<b>Adaptive &amp; Special Abilities</b>	12 and older	2010 or before

<b>Performance Cheer Age Groups for 2022-2023</b>	<b>Age</b>	<b>Years of birth</b>
<b>Senior</b>	16 and older	2007 or before
<b>Junior</b>	15 to 18	2008 to 2004
<b>Youth</b>	12 to 14	2011 to 2008
<b>Peewee</b>	6 to 13	2016 to 2009
<b>Tiny</b>	6 to 9	2017 to 2014
<b>Adaptive &amp; Special Abilities</b>	12 and older	2010 or before

Age for an athlete in years refers to an athlete being that age at any point of time during the calendar year of the respective competition.

Any team proven to be in violation of the age requirements will be automatically disqualified.

#### 5. Austrian Cheerleading Championships & Qualification - Regulations for Division Levels

1. Teams and clubs are generally free to choose which division level they want to compete in within an age group.
2. However, if any team wins its respective lower level Division (i.e. Youth Median, Junior Advanced or Senior Elite) twice within the time span of three years, that specific teams has to advance to the higher level Division (i.e. Youth Advanced, Junior Elite or Senior Premier) the next year.
3. The rule stated above does not apply, if a club member of the ÖCCV already has a team in that respective higher division.
4. In acknowledgement that the lower level divisions of each age group are meant as a stepping stone, and in order to highlight the difference in skill level as well as to promote the top divisions, the following points will be implemented at the Austrian National Championships only:
  - a) The results of each age group (Mini, Youth, Junior and Senior) will be combined into a unified ranking list for the results ceremony. In this list, all teams of the higher level division are listed first in the order of their placements and all teams of the lower level divisions will be listed afterwards in the order of their respective placements.
  - b) However, all teams of an age group will continue to receive certificates according to the placement and rankings of their respective level division.

## A. Competitive Sports

**Note:** If you intend to have your score counted for the European Cheer League, you have to fulfill the international criteria for the number of minimum athletes currently set at 16 persons.

All Cheerleading teams require a minimum of 12 athletes and allow a maximum of 24 athletes.

Cheerleading Division / Age group	Tiny	Mini	Primary	Youth	Junior	Senior
	2017 - 2014	2016 - 2011	2014 - 2009	2011 - 2008	2008 - 2004	≤ 2007
Team All Girl / Coed Novice *		X				
Team All Girl / Coed Intermediate *		X				
Team All Girl / Coed Median **			X	X		
Team All Girl / Coed Advanced **				X	X	
Team All Girl / Coed Elite **					X	X
Team All Girl / Coed Premier **						X
Team Special Abilities Intermediate	no separate age groups					
Team Adaptive Abilities Advanced	no separate age groups					

**Note:** Primary and Youth Advanced will not be offered at the Austrian National Championships in 2023, but only at the Austrian Cheerleading Cup.

\* Coed = three or more male athletes competing.

\*\* Coed = one or more male athlete(s) competing.

All Performance Cheer teams require a minimum of 8 athletes and allow a maximum of 24 athletes.

All Performance Cheer Doubles require a minimum / maximum of 2 athletes.

Males and females are allowed to participate on the same team.

Performance Cheer Division / Age group	Tiny	Peewee	Youth	Junior	Senior
	2017 - 2014	2014 - 2009	2011 - 2008	2008 - 2004	≤ 2007
Team Pom		X	X	X	X
Team Jazz				X	X
Team Hip Hop		X	X	X	X
Team Special & Adaptive Abilities Pom	no separate age groups				
Doubles Pom				X	X
Doubles Hip Hop				X	X

**Note:** Doubles will only be offered at the Austrian Cheerleading Cup.

## B. Recreational Sports – Additional Divisions

All Cheerleading teams require a minimum of 6 athletes and allow a maximum of 24 athletes.

Cheerleading Team Divisions	Tiny	Mini	Primary	Youth	Junior	Senior
	2017 - 2014	2016 - 2011	2014 - 2009	2011 - 2008	2008 - 2004	≤ 2007
Team Beginner	X					
Team Novice	X					

Divisions with broader age groups	Participants	Age	Years of Birth
Open Age Team Intermediate	6 – 24	7 to 14	2016 to 2008
Open Age Team All Girl / Coed Median *	6 – 24	9 to 17	2014 to 2005

Open Age Team All Girl / Coed Advanced *	6 – 24	13 or older	2010 or older
Open Age Team All Girl / Coed Master Median *	6 – 24	25 or older	1998 or older
Open Age Team Adaptive Abilities Intermediate	6 - 24	7 or older	2016 or older

\* Coed = three or more male athletes competing.

All Group Stunt Teams allow a maximum of 5 athletes.

All Partner Stunt Teams require one female and one male competitor as well as a spotter.

Cheerleading Small Divisions	Tiny	Mini	Primary	Youth	Junior	Senior
	2017 - 2014	2016 - 2011	2014 - 2009	2011 - 2008	2008 - 2004	≤ 2007
Group Stunt All Girl / Coed Intermediate		X				
Group Stunt All Girl / Coed Median			X			
Group Stunt All Girl / Coed Advanced				X		
Group Stunt All Girl / Coed Elite					X	
Partner Stunt Coed Elite					X	
Group Stunt All Girl / Coed Premier						X
Partner Stunt Coed Premier						X

All Performance Cheer teams require a minimum of 6 athletes and allow a maximum of 24 athletes.

All Performance Cheer Doubles require a minimum / maximum of 2 athletes.

Males and females are allowed to participate on the same team.

Performance Cheer Divisions	Tiny	Peewee	Youth	Junior	Senior
	2017 - 2014	2016 - 2010	2011 - 2008	2008 - 2004	≤ 2007
Team Pom	X				

Performance Cheer Small Divisions	Tiny	Peewee	Youth	Junior	Senior
	2017 - 2014	2016 - 2010	2011 - 2008	2008 - 2004	≤ 2007
Doubles Pom		X	X		
Doubles Hip Hop		X	X		
Doubles Jazz				X	X

Divisions with broader age groups	Participants	Age	Years of Birth
Open Age Team Pom	6 – 12	7 or older	2016 or older
Open Age Team Jazz	6 – 12	11 or older	2012 or older
Open Age Team Hip Hop	6 – 12	7 or older	2016 or older

## 6. Substitutes

Team divisions: up to 5 substitutes per team.

Group Stunt divisions: up to 2 substitutes per team.

Partner Stunt division: up to 2 substitutes per couple

(if 2 substitutes are registered then one must be male and one female athlete).

Doubles divisions: one substitute per team.

## 7. Cross-overs

Each athlete may only compete in one team in the specific team division.

Cheerleading: Cross-overs to other team divisions are not allowed (exception: Adaptive und Special divisions).

Performance Cheer: Cross-overs to other divisions are allowed.

Each athlete may only compete in one age group. Cross-overs to other age groups are not allowed.

## 8. Time of the routine

### A. Team Cheerleading:

1. Cheer portion: can be placed in the beginning or middle of routine. Time minimum requirement of thirty seconds (0:30).
2. Maximum time between Cheer and Music portion: twenty seconds (0:20).
2. Music portion: Maximum two minutes, fifteen seconds (2:15).

### B. Group Stunt / Partner Stunt: Maximum one minute (1:00).

### C. Performance Cheer Team: Maximum two minutes, fifteen seconds (2:15).

### D. Performance Cheer Doubles: Maximum one minute, thirty seconds (1:30).

## 9. Timing / Entrances

1. Timing of each portion 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.
2. If a team exceeds the maximum time limit of the Music portion or the time between Cheer and Music portion or if a team falls short of the minimum time limit of the Cheer portion, a penalty will be assessed for each violation. One (1) point deduction for 5-10 seconds and three (3) point deduction for 11 seconds and over per judge (see also point 14. Deductions).
3. 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.
4. Each team must have a coach/representative to play their music. This person is responsible for bringing the music to the music table and pushing "play" and "stop" for the team.
5. All music must be brought on a CD or an mp3 type music file on a flashdrive. In case the sound systems has trouble reading your CD or music file, it is suggested to bring both types and have the music file available for download as well.
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.

## 10. Image Policy

1. All choreography, uniforms, makeup and/or music should be age appropriate and acceptable for family viewing. Suggestive, offensive, or vulgar choreography, uniforms, makeup and/or music are inappropriate for family audiences and therefore lack audience appeal. Vulgar or suggestive material is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures or implications. Inappropriate choreography, uniforms, makeup and/or music may affect the judges' overall impression and/or score of the routine. Judges reserve the right to assess warnings and/or deductions when a team's choreography, uniform, make up, bows etc. do not meet the standards of 'appropriate'.
2. All uniform pieces should adequately cover an athlete and must be secured to eliminate any possible wardrobe malfunction. When a skirt is worn as part of the uniform, briefs under the skirt are required. The skirt must fully cover the hips. The skirt must completely cover the briefs.
3. Uniform tops may not include an exposed midriff (crop top) except when worn by athletes competing in Senior divisions. However, all athletes are recommended to compete in team attire that does not intentionally expose the midriff/mid-section of the athlete while the athlete is in a standing position. Uniform tops must be secured by straps or material over at least one shoulder or around the neck.



## 11. Performance Surface

1. Performance Cheer: Marley dance floor or a wooden parquet floor surface. Minimum surface area of 14 meters x 12 meters.
2. Cheerleading: No spring floor, standard foam mat surface. Minimum Surface area of 14 meters x 12 meters.
3. Teams may line up anywhere inside the competition area.
4. No penalty for stepping outside the area.

## 12. How to handle procedural questions

1. 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 Competition Director. Such questions should be made prior to the team's competition performance.
2. Performance - Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition.

## 13. Sportsmanship

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine. The advisor and coach of each team is responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly throughout the entire event. Severe cases of unsportsmanlike conduct are grounds for disqualification.

## 14. Interruption of 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 advisor / coach from the team performing, or
  - 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, first, the medical personnel attending to that participant, the parent (if present) 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, the participant cannot return to perform without clearance from a medical professional that has training related to head injuries, and waiting 24 hours, even with a waiver from a parent or legal guardian.
- d) In addition to the head injury policy, the ÖCCV encourages to be familiar with the specific policies and regulations where the competition is being held.

## 15. 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 the Competition Rules Committee. The committee 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 committee members present and holding a function in the jury of the respective competition and the Head Judge.

## 16. 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.

The following behaviour may, in any case, lead to disqualification:

- 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.

## 17. Judging Procedure

1. As the teams perform, a panel of judges will score the teams using a 100 point system. If the panel consists of five or more judges, the highest score and the lowest score given for each team will be dropped and the remaining judges' scores will be added to determine the overall team score. For easier comparison, this final score will then be divided by the number of judges whose scores have not been dropped.
2. The team who receives the highest overall score from the jury in a category wins. In the event of a tie of two or more teams, all teams take the same place. The respective number of following places will remain unfilled. In the event of a tie for the first place, the high and low score will be added back into the total score. If the tie remains, the ranking points from each judge will be used to break the tie.
3. If only one team competes in a category, this team will be judged, but will not receive a place in the official ranking.
4. In the age group Tiny, teams participate together and teams will receive written feedback from the judges instead of scoring points.

## 18. Scores and Rankings

1. 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.
2. 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.
3. After each round of competition, teams will receive the judges' score sheets as well as their score and the top score in the group. In addition, teams will receive a ranking sheet with the names and scores of the teams' final placement.

## 19. 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.

## 20. Jury

1. The judging panels generally consist of a minimum of three (3) scoring judges (who will give points for the routines), and at least one (1) safety judge.
2. The judging panels of the Austrian Cheerleading Championship consist of a minimum of five (5) scoring judges (who will give points for the routines), and at least one (1) safety judge (who will take time for the routines and take note of possible violations of the rules).
3. The choice of judges is made by the responsible representative of the ÖCCV for ÖCCV competitions.
4. All judges participate in a judges meeting prior to the competition, where the head judge is being designated. Jury protocols are being made showing the numbers of the judges, decisions made and so on. The deductions are marked by the head judge and will be deducted from the overall sum. A list of all places and rankings will be made for the jury protocol, the moderator and the ÖCCV.
5. The jury stays in a separate area, not open to the participants and coaches. For the award ceremony, the head judge has to be available for possible questions.

## 21. Penalties

1. In the case of rule violations the following deductions from the overall sum will be made:
  - In cases of illegal elements (Stunts, Tumbling, Toss, Pyramids, Props, etc.) a deduction of five (5) points per element is applied. The illegal element itself is taken out of the judging process.
  - In case of a missing spotter a deduction of five (5) points per missing spotter is applied.
  - In cases of drops from Stunts, Tumbling, Tosses or Pyramids a deduction of three (3) points per element is applied.
  - If a team exceeds the time limit for a routine, a penalty of one (1) points will be applied for 5-10 seconds and a penalty of three (3) points for 11 seconds and over.
  - In case of any other violation of the safety guidelines five (5) points are deducted per violation.
2. Violation of a specific rule in more instances at the same time (ripples included) will be considered as just one violation of that specific rule.
3. If a team has an objection to a specific deduction, it is possible to bring forward evidence to this end only within 10 minutes of the announcement of the deduction to the respective coach at the competition. After this time has passed, objections are not possible anymore.

## 22. Doping

1. Doping is not allowed in accordance with the rules of the "Bundessportorganisation – Sport Austria". Further information can be found on the website [www.nada.at](http://www.nada.at). Controls by the World Anti-Doping Agency (WADA) can occur any time unannounced. In the case of a positive doping test the affected person will be banned from national and international competitions.
2. When applying for an ÖCCV official cheerleader pass, a specific form has to be filled out by the responsible doctor, if medication on the doping list has to be taken. This form may be downloaded on the website or be retained from the respective ÖCCV representative.

## 23. Participation in official international competitions

1. The ÖCCV reserves the right to decide to send national teams to the European Cheerleading Championship (ECU) and the World Cheerleading Championship (ICU).
2. The team names "Team Austria" or "National Team" or any variations thereof are reserved for the national teams sent by the ÖCCV.
3. Clubs not member of the ÖCCV may not participate in official international competitions of the ECU or ICU.

4. Every participant (including substitutes) sent or cleared by the ÖCCV for the European Cheerleading Championship (ECU) and the World Cheerleading Championship (ICU) has to be in the possession of a valid official cheerleading pass of the ÖCCV.
5. For official international competitions designed for club teams, the following principles apply:
  - a) In any case, the final clearance for official international competitions is made by the ÖCCV Board.
  - b) Teams that have reached at least 75 % of the points possible for the respective category in the respective qualification competition, designated by the ÖCCV Board at the beginning of each season, may qualify for official international competitions.
  - c) Teams that have reached at least 70 % of the points possible for the respective category in the respective qualification competition, designated by the ÖCCV Board at the beginning of each season, may qualify for official international competitions upon recommendation by the judges of the respective qualifying competition.
  - d) For the European Cheerleading Championships (ECU), the first and second team of the respective qualification competition qualifies for the respective Cheerleading and Performance Cheer categories (please note that a qualification for the Europeans in the Senior Cheerleading team divisions is only possible for Premier, in the Junior Cheerleading team divisions for Elite and in the Youth Cheerleading team divisions for Median). If the first and / or second team does not participate, the teams following in the ranking may participate.
  - e) A team may only compete at official international competitions if they participate(d) in the qualification competition, the Austrian Cheerleading State and National Championships in the respective category.

## II. Cheerleading Divisions

For the 2022-2023 competition season, the Safety Rules of the ECU (2022 version) will be applied.

They can be found at:

[https://www.cheerunion.eu/wp-content/uploads/2022/07/2022\\_ECU\\_competition\\_rulebook\\_v2clean.pdf](https://www.cheerunion.eu/wp-content/uploads/2022/07/2022_ECU_competition_rulebook_v2clean.pdf)

### 1. Score Sheets – Cheerleading

Competitive Sports - Distribution of points in Team divisions for Novice:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution	10
Motions & Sharpness	Correct placement of Motions, Strength of Movement	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	25
Tumbling	Group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization	10
Jumps	Difficulty, Variety, Execution	5
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, crowd effect	10
TOTAL		100

Competitive Sports - Distribution of points in Team divisions for Intermediate and Median:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety	10
Tumbling (Jumps)	Group tumbling, Execution of skills (jumps in All Girl Divisions), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal (Dance)	Overall presentation, showmanship, (dance in All Girl Divisions), crowd effect	10
TOTAL		100

## Competitive Sports - Distribution of points in Team divisions for Advanced, Elite and Premier:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety	15
Tumbling (Jumps)	Group tumbling, Execution of skills (jumps in All Girl Divisions), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal (Dance)	Overall presentation, showmanship, (dance in All Girl Divisions), crowd effect	10
TOTAL		100

## Distribution of points in Group Stunt and Partner Stunts divisions:

Judging Criteria	Description	Points	
Stunts und Tosses	Execution of Technique	Execution of proper technique to perform stunts, making the stunts appear to be easy.	30
	Difficulty	Difficulty, and the ability to perform stunts in the routine. Also includes not setting out of the stunts, continual transitions, one arm stunts, toss stunts, etc. (Difficulty based on progressions)	25
	Form and Appearance of Stunts	This includes not moving on stunts, arms straight, flexibility of stunts in good position, straight line with base and top, comfortable facial expressions, etc.	20
Overall Performance	Transitions	Pace of transitions, visual effect and creativity of the transitions, matching specific points in music, difficulty and technique maintained during transitions. There should be as few 'breaks' in the routine as possible.	15
	Showmanship	Excitement level of routine, routine is choreographed to music, and stunts hit to beats of music, creative stunts and/or visuals, quick pace, facials, and energy.	10
TOTAL		100	

## Recreational Sports - Distribution of points for Novice, Intermediate, All Girl Median and All Girl Advanced teams:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution	10
Motions, Sharpness & Dance	Correct placement of Motions, Strength of Movement Dance: Choreography, Difficulty, Creativity	10
Partner Stunts including Basket Tosses	Technique (Execution of skills)	10
	Timing & Synchronization	5
	Difficulty (Level of skill, Number of bases, Number of Stunt Groups, Variety)	10
Pyramids	Technique (Execution of skills)	10
	Timing & Synchronization	5
	Difficulty (Level of skills, Transitions Moving into or Dismounting out)	10
Tumbling	Group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization	10
Jumps	Execution, Variety, Difficulty	5
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, crowd effect	10
TOTAL		100

## Recreational Sports - Distribution of points for Coed Median and Coed Advanced teams:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution	10
Motions, Sharpness	Correct placement of Motions, Strength of Movement	10
Partner Stunts including Basket Tosses	Technique (Execution of skills)	10
	Timing & Synchronization	5
	Difficulty (Level of skill, Number of bases, Number of Stunt Groups, Variety)	10
Pyramids	Technique (Execution of skills)	10
	Timing & Synchronization	5
	Difficulty (Level of skills, Transitions Moving into or Dismounting out)	10
Tumbling	Group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal	Overall presentation, showmanship, crowd effect	10
TOTAL		100

### III. Performance Cheer Divisions

For the 2022-2023 competition season, the Safety Rules of the ECU (2022 version) will be applied.

They can be found at:

[https://www.cheerunion.eu/wp-content/uploads/2022/07/2022\\_ECU\\_competition\\_rulebook\\_v2clean.pdf](https://www.cheerunion.eu/wp-content/uploads/2022/07/2022_ECU_competition_rulebook_v2clean.pdf)

#### 1. Score Sheets – Performance Cheer

Distribution of points in Team Pom divisions:

Judging Criteria		Description	Points
Technical Execution	Category Style Execution	Quality of Pom Technique: placement, control, precise and strong completion of movement	10
	Movement Technique Execution	Movement that has strength, intensity, placement, control, presence and commitment	10
	Skill Technique Execution	Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	10
Group Execution	Synchronization / Timing with Music	Correct timing with team members and the music	10
	Uniformity of Movement	Movements are the same on each person, clear, clean and precise	10
	Spacing	Correct positioning/distance between individuals on the performance surface during the routine and transitions	10
Choreography	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10
	Routine Staging / Visual Effects	Utilization of varied formations and seamless transitions. Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10
	Complexity of Movement	Level of difficulty of movement, such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution.	10
Overall Effect	Communication / Projection / Audience Appeal & Appropriateness	Ability to exhibit a dynamic routine with showmanship and audience appeal Age appropriate music, costume and choreography that enhances the performance	10
TOTAL			100



Distribution of points in Team Hip Hop divisions:

Judging Criteria		Description	Points
Technical Execution	Category Style Execution	Groove and quality of authentic hip hop/street style	10
	Movement Technique Execution	Movement that has strength, intensity, placement, control, presence and commitment	10
	Skill Technique Execution	Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement.	10
Group Execution	Synchronization / Timing with Music	Correct timing with team members and the music	10
	Uniformity / Clarity of Movement	Movements are the same on each person, clear, clean and precise	10
	Spacing	Correct positioning/distance between individuals on the performance surface during the routine and transitions	10
Choreography	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10
	Routine Staging / Visual Effects	Utilization of varied formations and seamless transitions. Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10
	Complexity of Movement	Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution.	10
Overall Effect	Communication / Projection / Audience Appeal & Appropriateness	Ability to exhibit a dynamic routine with genuine showmanship and audience appeal Age appropriate music, costume and choreography that enhances the performance	10
TOTAL			100

Distribution of points in Team Jazz divisions:

Judging Criteria		Description	Points
Technical Execution	Category Style Execution	Continuity of movement and quality of style, extension and presence/carriage.	10
	Movement Technique Execution	Movement that has strength, intensity, placement, control, presence and commitment	10
	Skill Technique Execution	Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	10
Group Execution	Synchronization / Timing with Music	Correct timing with team members and the music	10
	Uniformity of Movement	Movements are the same on each person, clear, clean and precise	10
	Spacing	Correct positioning/distance between individuals on the performance surface during the routine and transitions	10
Choreography	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10
	Routine Staging / Visual Effects	Utilization of varied formations and seamless transitions. Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10
	Complexity of Movement	Level of difficulty of movement, such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution.	10
Overall Effect	Communication / Projection / Audience Appeal & Appropriateness	Ability to exhibit a dynamic routine with genuine showmanship and audience appeal Age appropriate music, costume and choreography that enhances the performance	10
GESAMTSUMME			100

Distribution of points in Doubles divisions:

Judging Criteria		Description	Points
Technical Execution	Execution of Category Specific Style	Pom – Pom motion technique; control, levels, placement, complete, precise and strong Hip Hop – Groove and quality of authentic hip hop/street style performance	10
	Execution of Overall Movement used within Category	Kicks, leaps, turns, floor work, freezes, partner work lifts, etc.	10
	Execution of Overall Movement	Body alignment, placement, balance, control, completion of movement, extension and flexibility	10
	Execution of Quality of Movement	Strength, intensity, presence and commitment to the movement	10
Execution as a Pair	Synchronization	Timing of movement with the music Synchronization and uniformity of the athletes	10
Choreography	Complexity of Movement	Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc.	10
	Difficulty of Skills	Level of difficulty of technical skills, partner work, lifts etc.	10
	Musicality	Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative and original manner	10
	Routine Staging	Utilization of floor space, transitions, partner work, group work, levels, opposition etc. interaction of the pair while allowing for a seamless flow of the routine	10
Overall Effect	Communication / Projection / Audience Appeal & Appropriateness	Ability to exhibit a dynamic routine with genuine showmanship and audience appeal Age appropriate music, costume and choreography that enhances the performance	10
TOTAL			100

#### **IV. Glossary of Terms**

For the 2022-2023 competition season, the Glossary of Terms of the ECU (2022 version) for both Cheerleading and Performance Cheer will be applied. It can be found at:

[https://www.cheerunion.eu/wp-content/uploads/2022/07/2022\\_ECU\\_competition\\_rulebook\\_v2clean.pdf](https://www.cheerunion.eu/wp-content/uploads/2022/07/2022_ECU_competition_rulebook_v2clean.pdf)