2027 UNIVERSITY WORLD CUP

Cheerleading Championships

15 - 17 JANUARY

UNIVERSITY WORLD CUP CHEERLEADING CHAMPIONSHIPS™

EVENT DIVISIONS, RULES & REGULATIONS INFORMATION

TENTATIVE SUBJECT TO CHANGE

INTERNATIONAL CHEER UNION

Administered at the Walt Disney World Resort,
Orlando, USA for University Teams - for both
Cheerleading & Performance Cheer
During UCA/UDA United States College Nationals

2027 UNIVERSITY WORLD CUP CHEERLEADING CHAMPIONSHIPS (UWCC)

CHEERLEADING & PERFORMANCE CHEER DIVISIONS RULES & REGULATIONS

I. PARTICIPATION GUIDELINES

A. The competition is open to all USA colleges, universities and junior/community colleges, **AND** all non-USA universities and equivalent institutions.

B. All USA Participants must be compliant with the 2027 College Cheerleading and Dance Team National Championships eligibility requirements & guidelines.

C. All Non-USA Participants must be compliant with their country's official University sports eligibility requirements & guidelines, as it pertains to standard university international competition, including proof of student identification of the respective educational institution represented as required.

D. Any interpretations or decisions of eligibility for the 2027 University World Cup Cheerleading Championships will be rendered by the Championships Rules Committee. The Championships Rules Committee will render a judgment in a manner consistent with the general goals of the Championships.

E. The team and each participating team member/coach should constantly display good sportsmanship throughout the entire performance in regard to respect for themselves, other teams and the viewing audience of all ages. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as any discrimination of any nature.

F. It is recommended that the team and each of its members display an overall appearance conducive to servicing as public representatives and ambassadors of their school in regard to grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

II. COACH ELIGIBILTY/MEMBERSHIP

A. All USA Coaches must be compliant with the 2027 College Cheerleading and Dance Team National Championships membership and eligibility requirements & guidelines.

B. All Non-USA Coaches must be compliant with the University World Cup Championships eligibility requirements & guidelines as defined herein, including the ICU Safeguarding and background check policies found at www.cheerunion.org. Upon registration, ICU will follow up with all coaches and entourage members for safeguarding and background check processes required for the event.

III. ELIGIBILITY GUIDELINES

A. Any USA university or college team competing in the UWCC must comply with the eligibility guidelines of the 2027 College Cheerleading and Dance Team National Championships.

B. Any non-USA university or college team competing in the UWCC must comply with the participation guidelines as detailed herein.

C. Teams violating the eligibility rules could forfeit their titles and ranking as well as be prohibited from entering future UWCCs or associated competitions.

D. Any interpretations or decisions of eligibility for the 2027 University World Cup Cheerleading Championships will be rendered by the Championships Rules Committee, which will consist of the Tournament Director, the College Program Director and one other UWCC official appointed by the Tournament Director. The Championships Rules Committee will render a judgment in a manner consistent with the general goals of the championships.

IV. MUSIC GUIDELINES

A. For the 2027 UWCC, all USA teams must follow the USA National Governing Body "USA Cheer" (www.usacheer.org) Music Copyrights Educational Initiative also required for and in compliance with the 2027 College Cheerleading and Dance Team National Championships Music Guidelines. All non-USA teams will have the choice of the "USA Cheer" guidelines (www.usacheer.org) or ICU (www.cheerunion.org) Music Copyrights Educational Initiative.

B. Within compliance of these guidelines, I have read and understand the USA Cheer Music or ICU Copyrights Educational Initiative and all sound recordings used in our team's music shall only be used with written license from the owners(s) of the sound recordings.

C. For the most up to date information, please reference www.usacheer.org or www.cheerunion.org and the sites' Preferred Provider list for updates and changes periodically. For questions, please email: info@usacheer.net or portal@cheerunion.org.

D. Teams must be able to provide proof of licensing, in the form of a printed copy, during registration at the event. Examples include but are not limited to:
   - Music Provider – provide a printed copy of proof of licensing
   - iTunes – provide a screenshot of the song you are using from your purchased playlist. No edits may be made to the music other than the timing edits.
   - Music downloaded from a subscription service (Apple Music, Spotify, YouTube, etc.) is not allowed.
   - Local/National Sports Authority Authorization – provide in written form with the signed authorization and a signed Music Clearance Certificate provide by UWCC registration.
   - Recorded Band Music – for any team planning to perform to a recording of their institution's musical band or orchestra playing a single musical composition, documentation must be provided that confirms the following:
     - The team has secured a compulsory license to make copies of the recording made by the band or orchestra
     - The band or orchestra recorded the song for and in conjunction with the cheer team/performance cheer team
     - The school principal, or dean (or the institution's administrative supervisor of similar stature) was aware and approved of the respective recording
     - The band or orchestra does not provide music to other cheer teams/performance cheer teams
     - No other musical compositions are embodied in the recording to be used by the authorized cheer team/performance cheer team

E. Should a team choose an original recording that is featured in any potential television broadcast of the UWCC, the team's routine music may be used if synchronization rights are also secured. In this case, teams must be able to provide proof of synchronization rights in the form of a printed copy that can be provided during registration at the event for the original routine music to be included in the television broadcast.

F. If available, the UWCC recommends that teams preparing their routine music should edit the music in a Digital Audio Workstation (DAW) and should be sure that the volume of the song is at "0". Should a DAW be available, a few important reminders:
   - Most DAW's have a default that sets a track at -6 when a track is added.
   - Check to see if there is a normalization process after you render or save your work.

G. For teams performing an original university/scholastic institution fight song and/or traditional university/scholastic institution music, the team can use a recording of the university's/scholastic institution's designated musical group (e.g., Marching Band, etc.); however, a letter on official letterhead of the university/scholastic institution from the administrative supervisor granting permission to the team is required.

H. If a team cannot provide required paperwork, the team will be given the option to count the routine verbally or to perform to an optional approved track of music or a track with counts (provided by the UWCC).

I. If a team cannot provide the required paperwork and chooses not to perform to an approved track of music or a track with counts, the team will be disqualified from the competition and will not be allowed to perform or compete.

J. If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.

K. A challenge can only be made by the official coach of a team competing at the event at where the challenge is being made.

L. Challenge Process:
   - All music challenges must be submitted in writing to the event director.
   - There will be $100 USD fee to request a music challenge and must be in the form of a check made out to St. Jude Children's Research Hospital.
   - Fees collected will be voided if challenge is correct.

- If the team challenged can provide documentation during the event or the challenge can be refuted, the fees will be donated to St. Jude.
- If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.

M. Each team is required to have a responsible adult remain at the music station that knows the routine and music (no alternates or team members allowed). This representative is responsible for starting the music and stopping the music in case of technical malfunction or injury. Should an adult choose not to remain at the music table for the duration of the routine, and a malfunction occurs, teams may or may not be permitted to perform the routine again.

N. All teams must provide their own device for use on the event provided sound system. Music should be on a digital music player/tablet. It is not recommended that a smart phone be used for playing music, due to potential music interference that may be caused during the routine.

O. Please ensure that all devices have a headphone jack to connect to the sound system, that are fully charged with volume turned up and placed in airplane mode. All cases should be removed from the device.

P. Please ensure that jacks are clean and free of any debris of which may impact connectivity. Please note that you will require to have your own adapter in advance should your player not have a headphone jack.

Q. All music selection should be appropriate and suitable for family viewing and listening.

R. Teams/Mascots may not use Disney themes, nor may they have costumes that resemble a Disney character at any of the Walt Disney World Championships events based in Orlando, Florida, USA. However, Disney music is acceptable if following the music guidelines.

V. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN 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, venue (power outage, fire alarms, etc.), the coach of the team at the music stand affected should **STOP** the routine. Examples:
   a. Equipment issue- Music volume is too low for the athletes to hear the beginning of the routine music, etc.
   b. Venue Emergency – power outage, fire alarm, etc.
2. If the coach chooses not to stop the routine, the team many not have the option to perform again.
3. Uniform Malfunction: As a precaution, each athlete is required to take the necessary steps to avoid inappropriate exposure during the performance. Should a uniform malfunction resulting in indecent exposure occur, the routine should be stopped immediately. This is a shared responsibility of all parties involved to recognize a malfunction has occurred.
4. If allowed to perform again, judging will resume from the point at which the injury/interruption occurred as determined by the judges. The routine must be performed full-out from the beginning of the routine. All point deductions accumulated to the point of interruption/injury will carry over. If a team prefers not to re-work the routine, at the coach's discretion, they will take the score they have received up to that point. If a skill has not been performed a "0" will be given in the category. Teams that limit/mark skills prior to the point of injury could result in an adjustment in scores based on the skills performed.

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 the competition officials allow a routine to be performed later, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team must perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred.

C. INJURY / ILLNESS

1. The only persons that may stop a routine for injury are: competition officials, the advisor/ coach from the team performing or an injured individual. This is a shared responsibility of all parties involved to recognize an injury has occurred.
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 later, the spot in the schedule where the re-performance is to

take place is at the sole discretion of competition officials. The team must perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred.

3. 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. An athlete who has a suspected concussion should be removed from the activity immediately and should not be allowed to return to participation the same day of the incident and without being cleared by a medical professional in accordance with state law or organizational policy.
4. In addition, the coach/director all stakeholders must be familiar with all respective federal/national, state/provincial and local laws applicable to such individuals and relating to such individuals' duties and responsibilities regarding the recognition and treatment of injuries.
5. In the event of an injury or emergency, 1 parent or legal guardian may be allowed backstage during the evaluation process. While backstage, they will need to remain with the athlete or an event staff member.

D. RE-PERFORMANCE SCHEDULE
1. The competition officials will determine whether the team will be allowed to perform at a later time.
2. If the competition officials allow a routine to be performed later, the spot on the schedule where the re-performance is to take place is to the discretion of the competition officials and must be within 30 minutes after the rest of the division is completed.
3. If allowed to perform again, judging will resume from the point at which the injury/interruption occurred as determined by the judges. The routine must be performed full-out from the beginning of the routine. All point deductions accumulated to that point will carry over.
4. Teams that limit/mark skill prior to that point of interruption could result in an adjustment of scores based on the skills performed.
5. If a team prefers not to re-perform the routine, at the coach's discretion, the team will take the score received to that point. If a skill has not been performed a "0" will be given to that category.

VI. CODE OF CONDUCT

A. The UCA/UDA College National Championships Code of Conduct applies https://www.varsity.com/wp-content/uploads/2025/04/Event-Code-of-Conduct-2.2025.pdf
B. UWCC encourages and supports sportsmanship, integrity and fairness among participants and coaches in all facets of cheerleading and dance including, but not limited to, team/squad practice and performance. We strive to uphold the highest standards and promote this to the best of our abilities and believe that coaches are instrumental in promoting and instilling this among their respective team members.
C. To ensure the most positive experience for all attendees, UWCC asks that the following Code of Conduct be adhered to during all Competitions including the UWCC:
   a. Any questions or concerns that affect a team's performance or experience must be communicated by the coach to the Head Judge or designated UWCC Official to discuss the situation with the coach.
   b. Participants, coaches, or spectators are prohibited from contacting the Judges during the competition.
   c. Judges' rulings are final related to deductions, final team placements and legalities.
   d. Any unruly, aggressive, or belligerent behavior by participants, coaches or spectators toward any other attendee or Event Staff will result in a deduction, potential team disqualification, removal from the event and/or barred participation from future UWCC Championships.
   e. UWCC reserves the right to remove any persons from a competition for unsafe or unsportsmanlike conduct.

VII. SPORTSMANSHIP

A. 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.
B. The advisor and coach of each team are responsible for seeing that team members, coaches, parents, and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.

C. When a coach is in discussion with an official, other coaches, athletes, and parents/spectators, they must maintain proper professional conduct. Failing to do so may result in a 1-point penalty, removal of coach, or disqualification.

VIII. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of the UWCC. The judges will score each team according to the judging criteria to determine their total score. Judges scores will be averaged together to determine the overall team score. The judges' score will be combined with deductions taken off the total score.

IX. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" and Event Guidelines will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition.

X. FINALITY OF DECISIONS

By participating in this championship, each team agrees the decision by the judges will be final and that the results may ONLY be reviewed for clarification. 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.

XI. HOW TO HANDLE PROCEDURAL QUESTIONS

A. RULES & PROCEDURES
   1. Any questions concerning the rules or procedures of the competition will be handled exclusively by the director/coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.

B. PERFORMANCE
   1. 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.
   2. Questions regarding another team and/or their performance will not be allowed.

D. MUSIC/AGE
   1. Any questions concerning a specific violation in music compliance must be submitted in writing immediately following the team's performance.

XII. INTERPRETATIONS AND/OR RULINGS

A. 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 events officials.
B. Officials 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.
C. Decisions of the event officials may or may not be made the day of the event.

XIII. MEDIA POLICY

A. No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, "Event Locations").
B. In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal, non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of a performance during the event is not permitted.
C. By attending/purchasing admission to the event, each attendee grants permission to UWCC, and its affiliates, designees, agents, licensees, and invitees to use the image, likeness, actions and statements of the attendee in any live or recorded audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation.

XIV. LOGO USAGE

Teams will not be allowed to use the UWCC logo on any merchandise including banners, rings, bows, t-shirts, etc. without prior approval from the UWCC office. The use of the UWCC letters will be allowed.

XV. APPEARANCES, ENDORSEMENTS AND PUBLICITY

All teams/squads winning titles, awards or prizes agree to have all appearances, endorsements and publicity approved through the UWCC office.

XVI. AWARDS AND PRIZES

All teams in the final round of competition will receive a trophy. Teams who rank first (1st), second (2nd), or third (3rd) place will additionally receive a gold, silver, or bronze medallion.

XVII. TOURNAMENT FACILITY

A. The competition is scheduled to be held at ***ESPN Wide World of Sports®*** Complex.
B. The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament offices to be essential to the successful execution of the championships.

XVIII. UNIVERSITY WORLD CUP CHEERLEADING CHAMPIONSHIPS FORMAT (TENTATIVE)

Friday (all day) will host Day 1 of the United States University National Cheer Championships.
Saturday (all day) will host Day 2 the United States University National Cheer Championships, and non-USA UWCC teams will conduct their routine performances (optional to the teams) in front of live audiences of the United States National Championships.
Sunday will host the University World Cup Cheerleading Championships (UWCC) comprising of United States teams (divisions mentioned previously) and non-USA teams. Crossovers for the UWCC and within the UWCC only will be allowed. Awards for Nations rankings and individual team results will be presented. (**Sunday** also hosts several divisional finals, Day 3, of the US National Championships.)

XIX. UWCC COVID-19 COMPETITION RULES

While the final details and schedule of any competition could require up to the day adjustments, and all guidelines are subject to change based on state and local guidance, please be assured that the UWCC is committed to delivering the same quality of competition experience for which we are known. We appreciate your understanding of the flexibility this will require. By accepting the Terms and Conditions as the authorized person from my program I agree and acknowledge to abide by the UWCC Competition Rules.

XX. UNIVERSITY WORLD CUP CHEERLEADING CHAMPIONSHIPS PARTICIPATION

It is understood that teams participating in the University World Cup Cheerleading Championships (UWCC) will not knowingly and willingly participate in any other event promoted as a "University World Cup Cheerleading Championships" for Individual University Teams. (Exception: Approved international events congruent with International Sport Authority organizations). Teams who do not adhere will be disqualified for the 2027 University World Cup Cheerleading Championships and will forfeit the opportunity to participate in the tournament the following year.

XXI. UNIVERSITY WORLD CUP CHEERLEADING CHAMPIONSHIPS POLICIES

UWCC is committed to the following in protection of all stakeholders:

A. ICU's Privacy Policies: http://cheerunion.org/contact/privacypolicy/
B. ICU Safeguarding Policies (and additional information): ICU is committed to safeguarding our Athletes. ICU Safeguarding Policies and additional information:
https://olympics.com/athlete365/what-we-do/integrity/safe-sport/, https://cheerunion.org/education/coach/, http://cheerunion.org/about/bureau/
https://cheerunion.org.ismmedia.com/ISM3/std-content/repos/Top/Safegaurding/docs/ICU_Guidelines-for-Athlete-Safety-and-Welfare.pdf
Note: Additional ICU World Championship venue safeguarding requirements provided upon team registration.

2027 UNIVERSITY WORLD CUP CHEERLEADING CHAMPIONSHIPS (UWCC)
CHEERLEADING
DIVISIONS RULES & REGULATIONS

I. CHEERLEADING SPECIFIC DIVISIONS

A. UWCC Cheerleading Competition Routine Divisions.

1. Teams may not exceed 20 members in the routine divisions, with the exception of the Super Coed Divisions that may not exceed 24 members.
2. Crossovers are allowed (only applies to the University World Cup Cheerleading Championships non-USA teams)
3. The Small Coed Divisions will be limited to 1-5 male participants per team; Large Coed Divisions will be limited to a maximum number of 11 male participants per team*; Super Coed Divisions will be limited to a maximum number of 13 male participants per team.
4. *The Premier Large Coed Division specifically will be limited to 11 male participants per team within the following scale:
   - Large Coed Team with 14-15 total athletes = 8 maximum males
   - Large Coed Team with 16-17 total athletes = 9 maximum males
   - Large Coed Team with 18-19 total athletes = 10 maximum males
   - Large Coed Team with 20 total athletes = 11 maximum males
5. **Cheerleading Routine Divisions (8):**
   - UWCC Premier All Girl (maximum 20 female athletes)
   - UWCC Premier Small Coed (1-5 males, maximum 20 athletes)
   - UWCC Premier Large Coed* (6-11 males, maximum 20 athletes)
   - UWCC Premier Super Large Coed (up to 13 males, maximum 24 athletes)
   - UWCC Elite All Girl (maximum 20 female athletes)
   - UWCC Elite Small Coed (1-5 males, maximum 20 athletes)
   - UWCC Elite Large Coed* (6-11 males, maximum 20 athletes)
   - UWCC Elite Super Large Coed (up to 13 males, maximum 24 athletes)

   **Floating scale will apply to the Premier Large Coed Division per article I.A.4*

B. UWCC Cheerleading Competition Game Day Divisions:

Note: Please see Game Day Division Guidelines

1. Teams may not exceed 30 members in all UWCC Game Day Divisions
2. Crossovers are allowed (only applies to the UWCC non-USA teams)
3. Teams may add up to 2 (two) mascots in their routine. The mascot(s) must meet all the eligibility requirements as all athletes on the team. If mascot(s) are included in the Game Day performance, the mascot(s) must enter the floor with the team and remain on the floor for the entire routine or an out of bounds penalty will be assessed. Mascots should be used to raise crowd energy and participation. The mascot should not be involved in any stunts or skills with hip overhead rotation and should position themselves away from skills being performed. The mascot will not count toward the number of participants allowed but may impact the overall impression score. Mascots will only be allowed to use the following traditional sideline props i.e., rally towels, signs, pom, megaphones, or flags- any part of the mascot uniform used as a props must have prior approval here cheer.rules@cheerunion.org
4. **Cheerleading Game Day Divisions (2)**:
   - UWCC All Girl (maximum 30 female athletes)
   - UWCC Coed (maximum 30 female & male athletes)

II. TIME LIMITATIONS – COMPETITION ROUTINE & GAME DAY PERFORMANCE

A. Each team's presentation must include at least one (1) cheer and/or sideline chant *(use of native language in cheer and/or sideline chant is encouraged).*

B. COMPETITION ROUTINE ONLY: Each Competition Routine will have a maximum of 2 minutes and 30 seconds (1 minute and 45 seconds maximum of music) to demonstrate its cheerleading expertise.

C. GAME DAY COMPETITION ONLY: Each Game Day Competition Performance should consist of a Fight Song, Situational Sideline, and a Game Day Timeout. The maximum Game Day Performance time must not exceed 3 minutes. Each Game Day section should have a beginning and an end. Note: Spirited crowd leading interaction between each section is encouraged to continue to enhance the Game Day feeling/experience.

D. Timing will begin with the first movement, voice or note of music; whichever comes first. Timing will END with the last choreographed movement, voice, or note of music whichever comes first.

E. If a team exceeds the time limit, a penalty will be accessed for each violation: 1 point deduction for 1-5 seconds over; 2-point deduction for 6 seconds or more.

F. The routine time limit is 2:30 (Competition Routine) / 3:00 (Game Day Competition). Acknowledging the potential variance cause by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatches show a time of 2:33 / 3:03 respectfully. If a routine is timed as part of a review, the exact time will be used without the 3 second allowance listed above.

G. BECAUSE PENALTIES ARE SEVERE, IT IS RECOMMENDED THAT ALL TEAMS TIME THEIR PERFORMANCE SEVERAL TIMES PRIOR TO COMPETITION AND LEAVE A SEVERAL SECOND CUSHION TO ALLOW FOR VARIATIONS IN SOUND EQUIPMENT.

H. Introductions:
   1. All introductions (tumbling, entrances, chants, spell-outs, etc.) are considered part of the routine and will be timed as part of the performance. Skills are not allowed during the team's entry onto the floor or any time prior to starting the performance. *Exception: See Game Day Rules*
   2. All team breaks, rituals and traditions need to take place prior to entering the performance surface.
   3. Teams should not have choreographed movements to enter the performance floor. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, handshakes, choreographed dances, rituals, etc.
   4. Teams have 30 seconds from the team's introduction to the start of the routine. If a team exceeds this time limit, a penalty of a 0.25 point deduction for 1-5 seconds over or a 0.5 point deduction for 6 seconds and over will be assessed.
   5. All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a ONE (1) point deduction. Excessive celebration includes but is not limited to, team huddles, alternates/coaches entering the competition floor, falling to the ground, dancing, head/hair swinging, split drops, inappropriate gestures, and/or similar moves.
   6. There should not be any organized or choreographed exits or other activities after the official ending of the routine.

III. CHEERLEADING COMPETITION AREA

A. Participants must start in the competition area with at least one (1) foot on the ground.

B. Teams may line up anywhere inside the competition area.

C. The competition area will be determined by the tournament director according to the size of the facility used.

D. The performance floor will be approximately 54 feet x 42 feet/16.5 meters x 12.8 meters (9 strips).

E. The surface will be traditional foam Cheerleading mat.

F. Any team member stepping outside the performance area will cause the team to receive a point-five (.5) penalty per occurrence. If a violation is assessed, the judges' decisions are final and will not be reviewed.
   1. The white line is considered the warning mark.
   2. A penalty will be assessed when any or a combination of the following occurs: two hands, two feet, or any part of the seat or torso touches outside the performance surface.
   3. Out of bounds are called by the line judges and decisions are final.
   4. Once a team member takes the floor, they must remain on the floor until the end of the performance.

G. The center will be marked on all performance floor surfaces by the UWCC. Center markers will not be allowed. Teams are prohibited from bringing any non-used props to the performance area (e.g., to mark the center of the floor). This includes but is not limited to stuffed animals, toys, banners, etc.
H. Coaching staff, parents, fans and/or other members of the performing teams entering the competition boundary before, during or after a performance is not allowed. The only individuals permitted on the performance floor are the athletes and UWCC personnel.

IV. PROP RULES (RALLY TOWELS, SIGNS, POMS, FLAGS, MEGAPHONES, ETC.)

A. Signs or props may be safely placed or dropped outside the competition area by a team member who must remain inside the competition area. Other prop criteria are as follows:
   1. Approved props include rally towels, signs, poms, flags and/or megaphones. Props should be used for crowd leading and appropriate crowd response.
   2. Props may not be thrown into the crowd.
   3. Props cannot bear the weight of any athlete / performer. This includes sideline "box" style props (used as signs etc.) used to lead the crowd.
   4. Air horns or artificial noise makers <u>are not</u> allowed.
   5. All equipment tips on flagpoles must be padded or taped for safety.
   6. For size purposes, all props must be able to fit through a standard 36 x 36 inch / 0.914-meter x 0.914-meter door or space.
   7. Props may be discarded off the performance floor but not hit/banged on the floor outside the performance floor.
   8. Prop approvals or prop questions can be submitted to cheer.rules@cheerunion.org and must be received at least 2 weeks prior to the event.
B. Deductions for Prop rule infractions with explanation are as follows (- 0.5 points):
   1. Hard props/megaphones released from an athlete while loading, dismounting or stationary in a stunt.
   2. A person on the ground throwing to another person or discarding a hard prop/megaphone with the intent of distance.
   3. Athletes performing/landing stunts, tumbling or jumps on props.
   4. Examples of Hard Props: corrugated plastic signs, megaphones, poster board signs, flags/banners with poles. Note: Props may be placed off the performance surface by someone standing inside the performance surface

V. SPOTTER POLICIES

A. UWCC will provide spotters in the rehearsal and competition floors.
B. Teams may provide additional spotters ONLY in the warmup area at the UWCC.
C. The use of additional spotters is left to the discretion of the coach.
D. A team may only use up to 4 additional spotters maximum for each team warm-up; however, the use of additional spotters is not mandatory and is again discretionary to the coach.
E. UWCC spotters will be provided on the main competition floor at all venues.
F. Teams will not be allowed to decline spotters.
G. **Guidelines for Additional Spotters:**
   1. Should only be used during the stunt, pyramid, and/or basket toss sections. Additional spotters should stand at the back of the floor when not spotting those sections.
   2. Should not touch, assist, or save skills being performed.
   3. Additional spotters should only be used to prevent a fall to the competition floor.
   4. Spotters are not allowed to count or coach while on the floor.
   5. Should be dressed so that they are presentable, professional, and distinguishable from the performing athletes. Program provided additional spotters should not wear clothing similar to the performing team's uniform.
   6. Should not dress or act in a manner that distracts from the athletes and their performance.
   7. Should be at least 18 years old, listed on the official event roster and familiar with spotting the skills of the performing team.

   Note: Teams should not attempt skills beyond their ability level.

VI. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of the University World Cup Cheerleading Championships (UWCC). The judges will score each team according to the judging criteria to determine their total score. Each team will automatically receive the "crowd segment" full 15 points of the total score. The judges' scores will be averaged together with deductions being taken off the average scores. All ties in each division or group will remain. In the event of a first-place tie, the team with the lessor deductions will be awarded 1st place. If the deductions remain equal, the tie will not be broken and both teams will be awarded 1st place.

VII. JUDGING CRITERIA

A. UWCC Competition Routine Criteria:
   1. The judges will score using criteria listed on the UWCC score sheet. Each team will be evaluated on a 100 point system.
   2. The Cheer will attribute to 30 possible points (any crowd tape points will automatically granted to each UWCC team at full value); Building 50 possible points; and 20 points possible for Overall Routine.
   3. Any deduction or violations will be removed from the final score.

B. UWCC Game Day Competition Criteria - Overall:
   1. The UWCC Game Day Championship Division showcases what traditional cheerleading is all about- leading the crowd! Teams will be evaluated on their ability to lead the crowd, proper game day skill incorporations, execution of skills, motion technique and of the overall performance.
   2. The use of crowd leading tools is recommended (all are not required):
      a. Approved props include rally towels, signs, poms, flags and/or megaphones is recommended. Props should be used for crowd leading and appropriate for crowd responses.
      b. All Prop Rules ("IV. Prop Rules") apply.
      c. Mascots will only be allowed to use the approved props listed above. Any part of the mascot uniform that is used as a prop must have prior approval from cheer.rules@cheerunion.org (non-USA teams) or must comply with the prop approval rules of the UCA/UDA Nationals (USA teams).
   3. Native language is recommended.
   4. Order of the UWCC Game Day components will be: Fight Song, Situational Sideline (offense/defense), Game Day Time Out (in this order).
   5. The judges will score teams following the criteria listed on the UWCC Game Day score sheet. Each team will be evaluated on a 100-point system (Fight Song 30, Overall = 10 / Situational Sideline 30, Overall = 10 / Game Day Timeout 30, Overall 10), where the 10 points overall is averaged across Fight Song, Situational Sideline and Game Day Timeout) = 100 points possible.
   6. UWCC Game Day Competition – Components Explanation
      Note: For a visual reference of the UWCC Game Day Components, on the internet please search "Game Day" with the name of the component ("Game Day Fight Song", "Game Day Situational Sideline", "Game Day Time Out") to assist with the explanations below:
      a. Fight Song
         i. Should represent the traditional Fight Song played & performance by your university/related scholastic institution. Should your university/related scholastic institution not possess a traditional Fight Song, another Fight Song may be used following the music guidelines contained herein.
         ii. Skills within the Fight Song should be minimal and practical.
         iii. Teams should begin the Fight Song in a sideline formation.
      b. Situational Sideline
         i. There will NOT be a cue given for this section.
         ii. Teams should perform a sideline chant appropriate for a specific game situation.
         iii. Teams are encouraged to use native language.
         iv. Use of signs, poms, and/or megaphones are encouraged. (All are not required) No other props, musical instruments, etc. may be used by anyone on the performance floor. Props may not be thrown into the crowd.
         v. Skills should be minimal and practical.
      c. Game Day Timeout

i. Similar to Cheerleading team game performances during a 60 second timeout (e.g., at a Basketball and/or American Football Game, Baseball Game, for example) that is designed for crowd interaction and involves crowd response.
ii. Traditionally performed to popular Game Day timeout music (e.g., a band chant), this component is designed to showcase your team's energy, leadership, visual appeal, and your team's connection to the crowd.

7. Skills must be practical for Game Day and performed with strong technique while providing a visual effect that encourages crowd energy and participation. The incorporation of skills will be allowed with the following restrictions:
   a. Flips into or from partner stunts and pyramids will not be allowed.
   b. Twisting stunts and dismounts may not exceed 1¼ rotations.
   c. Flipping tosses are permitted with 0 twisting rotations.
   d. No twisting airborne tumbling is allowed. Exception – Aerials are allowed.
8. Any deductions or violations will be removed from the final score.
9. Traditional Game Day uniform attire is encouraged.
10. No voice-overs or words may be recorded and overlayed on the music tracks for Game Day at all. Any voices captured in the original recording are allowed.

VIII. RULE VIOLATIONS

A five (5) point per judge penalty will be assessed to any team violating any of the specific rules as stated above. This deduction does not apply to violations mentioned above that are designated a lesser point value. For any questions concerning the legality of a move or trick, it is recommended to send a video copy of any skill of question to cheer.rules@cheerunion.org and title the communication "UWCC Cheerleading Rule Question".

IX. SCORES AND RANKINGS

A. Individual score sheets are for the exclusive use of each 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. Judges' decisions are final.
B. Any deductions or violations will be taken off the final score.
C. After each round of competition, teams will receive the judges' score sheets and comments for their team. In addition, teams will receive a ranking sheet with the names and scores of all teams in their group.
D. Questions regarding penalties can be made by the head coach of the team only and must be done within 30 minutes of the final performance of the division or prior to final awards-whichever happens first.
E. Once results have been announced, no rules violation challenges will be accepted. (*Scoresheet values are enclosed on the next page as a reference):*

UWCC CHEERLEADING SCORE SHEET VALUES

JUDGING SHEET - ROUTINE

CHEER Score Sheet- 30 points

CROWD LEADING 10 POINTS
Note: Use of native language is encouraged.
Crowd Effective material (5)
Ability & Energy to Lead the Crowd &Proper Use of Signs, Poms or Megaphones (5)

SKILL INCORPORTATIONS 15 POINTS
Proper Use of Skills to Lead the Crowd (5)
Execution - Proper Technique, Synchronization, & Spacing (10)

OVERALL CHEER IMPRESSION 5 POINTS
Flow, Overall Crowd Effectiveness & Difficulty of Practical Skills (5)

BUILDING Score Sheet- 50 points

PARTNER STUNTS 25 POINTS
Execution, Proper technique, Synchronization & Spacing (15)
Difficulty- Level of Skills, Number of Stunts & Number of Bases
(Coed Teams Only) Use of Coed Skills, Assisted vs. Unassisted (10)

PYRAMIDS 25 POINTS
Execution, Proper technique, Synchronization & Spacing (15)
Difficulty- Level of Skill, Number of Pyramids & Number of Bases (10)

OVERALL Score Sheet- 20 points

STANDING/RUNNING GROUP TUMBLING 10 POINTS
Execution, Proper Technique, Form & Synchronization (5)
Difficulty – Level of Skills & Number of Skills Performed in Groups (5)

BASKET TOSSES 5 POINTS
Proper Technique, Height & Form (3)
Type of Skill & Number of Tosses (2)

ROUTINE OVERALL 5 POINTS
Overall Choreography, Visual Appeal, Flow, Formations & Transitions (5)

ROUTINE TOTAL 100 POINTS

JUDGING SHEET- GAME DAY

Note: Spirit Program Day & Team Game Day are the same scoresheet with the exception that in "Overall Impression" of each element, the judges will also score based on "Integration & Coordination of all performers as 1 cohesive program, leaving a last impression while maintaining an overall university image of the performance"

*FIGHT SONG Score Sheet- 40 points**

Note: Use of native language is encouraged. (if applicable)

GAME DAY MATERIAL 10 POINTS
Proper use of Material & Skills Relevant to Game Day Environment, Crowd Coverage, Spacing, Voice, Pace, Flow, Crowd Engagement (10)

EXECUTION OF SKILLS 10 POINTS
Technique, Stability, Synchronization and Spacing (10)

MOTION TECHNIQUE 5 POINTS
Motion Placement, Sharpness & Synchronization (5)

CROWD LEADING TOOLS 5 POINTS
Proper use of Signs, Poms, Megaphones, Rally Towels, and/or Flags Sharpness and Synchronization (5)

***FIGHTSONG OVERALL IMPRESSION 10 POINTS**
Energy and Connection to the Crowd (10)
*Sideline, Timeout & Fight Song Overall Impression will be averaged together.

*SITUATIONAL SIDELINE Score Sheet- 40 points**

Note: Use of native language is encouraged.

GAME DAY MATERIAL 10 POINTS
Proper use of Material & Skills Relevant to Game Day Environment
Crowd Coverage & Spacing, Voice, Pace, Flow, Crowd Engagement (10)

EXECUTION OF SKILLS 10 POINTS
Technique, Stability, Synchronization and Spacing (10)

MOTION TECHNIQUE 5 POINTS
Precision, Sharpness, Placement & Synchronization of motions (5)

CROWD LEADING TOOLS 5 POINTS
Proper use of Signs, Poms, Megaphones, Rally Towels, and/or Flags (5)

***SIDELINE OVERALL IMPRESSION 10 POINTS**
Ability to connect to the Crowd (10)
*Sideline, Fight Song & Timeout Overall Impression will be averaged together.

*GAME DAY TIMEOUT Score Sheet- 40 points**

Note: Use of native language is encouraged. (if applicable)

GAME DAY MATERIAL 10 POINTS
Proper use of Material & Skills Relevant to Game Day Environment (10)

EXECUTION OF SKILLS 10 POINTS
Technique, Stability, Synchronization and Spacing (10)

MOTION TECHNIQUE 5 POINTS
Precision, Sharpness, Placement & Synchronization of motions (5)

CROWD LEADING TOOLS 5 POINTS
Proper use of Signs, Poms, Megaphones, Rally Towels, and/or Flags (5)

***GAME DAY TIMEOUT OVERALL IMPRESSION 10 POINTS**
Ability to connect with the Crowd (10)
*Sideline, Timeout & Fight Song Overall Impression will be averaged together.

GAME DAY TOTAL 100 POINTS

X. GENERAL GUIDELINES- "UWCC PREMIER" & "UWCC ELITE" DIVISIONS

A. DEFINITIONS: For a full listing of the UWCC Premier & UWCC Elite Cheerleading Glossary of Terms (with video and visual examples as well), please see https://cheerunion.org/cheerleadingglossary/. For any questions or requests for further clarification, please email cheer.rules@cheerunion.org.

B. GENERAL PROGRAM GUIDELINES

1. Cheerleading squads/teams should be placed under the direction of a qualified and knowledgeable advisor or coach.
2. All practice sessions should be supervised by the advisor/coach and held in a location suitable for the activities of cheerleaders (e.g., use of appropriate matting, away from excessive noise and distractions, etc.)
3. Prior to the performance of any skill, the immediate environment to do the activity should be taken into consideration including, but not limited to proximity of non-cheerleading team personnel, performance surface, lighting and/or any weather precipitation (re: outdoor activities). Technical skills should not be performed on concrete, asphalt, wet or uneven surfaces or surfaces with obstructions.
4. Advisors/coaches should recognize the particular ability level of all participants and should limit the team's activities accordingly. Participants should not be pressed to perform activities until they are safely prepared.
5. Skills that have not been mastered should be performed only in a supervised practice environment.
6. Thorough training in proper spotting techniques should be mandatory for all teams.
7. All cheerleaders should receive proper training before attempting any form of cheerleading skills (e.g., tumbling, partner stunts, pyramids, and jumps).
8. All cheerleading teams should adopt a comprehensive conditioning and strength-building program.
9. An appropriate warm-up exercise should precede all cheerleading activities.
10. All programs should qualify cheerleaders according to accepted teaching progressions. Appropriate spotting should be used until all team members demonstrate mastery of the skill, and when spotting is required by a specific rule.
11. In environments where there is close proximity to the athletic event and out of bounds plays pose a significant risk of injury to the participant, no technical skills should be performed while the ball is in play.
12. All partner stunts, pyramids and tosses should be reviewed and approved by the coach prior to execution.

C. GENERAL RESTRICTIONS

1. The use of any height-increasing apparatus (e.g., mini-trampoline, etc.) other than a spring floor is prohibited for performance.
2. When using props (signs, etc.) that are made of solid material or have sharp edges/corners:
   a. A top or middle person may not release the props to the ground.
   b. A person on the ground must gently toss or place the props.
   c. A top person may not perform any skills (i.e., toe touch, twist, etc.) to a cradle.
3. Unless otherwise stated herein, the top person in a partner stunt, pyramid or transition cannot be released from bases or leave the floor unassisted with the intent to land or be caught in an inverted body position.
4. An individual may not jump, flip, or dive over, under or through partner stunts, pyramids or individuals from basket tosses, similar tosses, partner stunts or other tosses from hands.
5. A required spotter:
   a. Cannot be in a position of providing support for a top person.
   b. Must be in a position to protect the top person coming off a stunt or pyramid.
   c. Must remain visually focused on the head, neck and shoulders of the top person, except when it is necessary to briefly check other stunts, surrounding environment and/or personnel.
   d. Cannot hold objects.
6. Dismounts to the performance surface from shoulder level or higher require assistance from a base or spotter on the performance surface.
7. Drops (knee, seat, thigh, front, back and split) from a jump, stand or inverted position are prohibited unless the majority of the weight is first borne in the hands/feet of which breaks the impact of the drop.
8. Jewelry of any kind is prohibited (e.g., navel jewelry, tongue jewelry, earrings, necklaces, etc.). Medical bracelets are allowed provided they are taped to the body.
9. Fingernails, including artificial nails, must be kept short, near the end of the fingers.

10. Soft-soled athletics shoes must be worn while cheering or competing. Gymnastics shoes, jazz shoes and/or boots are prohibited.
11. Supports, braces, soft casts, etc., that are unaltered from the manufacturer's original design/production do not require any additional padding. Supports/braces that have been altered from the manufacturer's original design/production must be padded with a closed-cell, slow-recovery foam padding no less than one-half-inch thick if the participant is involved in partner stunts, pyramids or tosses. A participant wearing a plaster cast, or a walking boot must not be involved in partner stunts, pyramids, tosses, jumps or tumbling.

XI. SPECIFIC SAFETY GUIDELINES - UWCC PREMIER DIVISIONS

Note: *As reference only, the UWCC Premier Division Guidelines and Rules are closer aligned with the US University Championships Rules (Per the College/University Rules of ICU's USA National Federation "USA Cheer") and will slightly differ from the ICU Premier Division guidelines. Every coach & team must read closely the enclosed UWCC Premier Division Guidelines & Rules for team compliance and should there be any questions and/*or *questions concerning the legality of a move or trick, it is recommended to contact and/or send a video copy of any skill of question to rules.cheer@cheerunion.org.*

A. SAFETY RULES BY LEVEL - UWCC PREMIER DIVISIONS

For the UWCC Premier Division Safety Rules, please reference the College/University Rules of ICU's USA National Federation "USA Cheer Pages 3-6 (D. Stunts, E. Pyramids, F. Tosses, G. Tumbling) here: https://usacheer.org/wp-content/uploads/2025/06/2025-26-USA-Cheer-College-Rules-Final.pdf. For any questions, please contact and/or send a video copy of any skill question to cheer.rules@cheerunion.org.

B. UWCC PREMIER SPECIFIC SURFACE RESTRICTIONS

1. The following skills are only allowed on a matted surface, grass (real or artificial) or rubberized track surface:
   a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
   b. Inversion releases from the ground or a skill (e.g., handspring loads, hand-to-hand releases).
   c. Flipping skills into or from stunts, tosses, or pyramids.
   d. Two and one half (2 ½) high pyramids. Mounts or dismounts to or from 2 ½ high pyramids may not flip or twist on a rubberized track surface.
2. At American Football Games, kick double basket tosses, and basket tosses that flip AND twist are only allowed during a pre-game or half-time situations while on grass (real or artificial) or a matted surface with dimensions of at least 10 feet x 10 feet/3.048 meters x 3.048 meters.
3. At indoor court surface sporting events such as Basketball, Volleyball, etc., the following skills are prohibited for all timeouts situations (regardless of the use of a matted surface or not) and for pre-game, half-time or post-game situations without a matted surface:
   a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
   b. Partner stunts in which the base uses only 1 arm to support the top person. Exception: Non-twisting cupies/awesomes are allowed.
   c. Flips into or from partner stunts.
   d. Full releases to or from an inversion on the ground or in a stunt.
   e. Extended inversions.
   f. Twisting dismounts greater than 1 ¼ rotation. Twisting dismounts up to 1 ¼ on the court require an additional spotter.
   g. Two and one half (2 ½) high person high pyramids.
   h. Airborne twisting tumbling skills (Arabians, full twisting layouts, etc. Cartwheels, round-offs and aerial cartwheels are allowed.)
4. At basketball, volleyball, and other indoor games during pre-game, half-time, or post-game performances where sufficient matting is used, there are no additional restrictions to the standard rules. (Sufficient matting varies by skill. In general, there should be at least 2 to 3 feet / .6 meters to .9 meters of clearance between non-tumbling skills and the edge of the mat.)

   The above safety rules are general in nature and are not intended to cover all circumstances. All cheerleading skills, including tumbling, partner stunts, pyramids, jumps and tosses - should be carefully reviewed and supervised by a qualified and knowledgeable advisor or coach. The UWCC, ICU or any other affiliated parties

make no warranties or representations, either expressed or implied, that the above guidelines will prevent injuries to individual participants.

XII. SPECIFIC SAFETY GUIDELINES - UWCC ELITE DIVISIONS

Note: *The UWCC Elite Division Guidelines and Rules follows the ICU Elite Division rules. Every coach & team must read closely the enclosed UWCC Elite Division Guidelines & Rules for team compliance and should there be any questions and/*or *questions concerning the legality of a move or trick, it is recommended to contact and/or send a video copy of any skill questions to cheer.rules@cheerunion.org.*

A. SAFETY RULES BY LEVEL - UWCC ELITE DIVISION

For the UWCC Elite Division Safety Rules, please reference Pages 22-25 "ICU Elite Division Rules" here https://cheerunion.org/wp-content/uploads/2025/09/ICU_2027_Rules_CH-PC.pdf. For any questions, please contact and/or send a video copy of any skill question to cheer.rules@cheerunion.org.

B. UWCC ELITE DIVISION SPECIFIC SURFACE RESTRICTIONS

1. All Premier Division skills that are not allowed within the Elite Division are not allowed to be performed by Elite Division teams regardless of performance surface.
2. The following Elite Division skills are only allowed on a matted surface, grass (real or artificial) or rubberized track surface:
   a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
   b. Inversion releases from the ground or a skill (e.g., handspring loads, hand-to-hand releases).
   c. Kick double baskets that twists are not allowed at a football game during regular play or timeouts. They may be performed during a pre-game or half-time situations, but only on grass (real or artificial) or matted surface with dimensions of at least 10 feet x 10 feet/3.048 meters x 3.048 meters.
3. At indoor court surface sporting events such as Basketball, Volleyball, etc., the following Elite Division skills are prohibited for all timeouts situations (regardless of the use of a matted surface or not) and for pre-game, half-time or post-game situations without a matted surface:
   a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
   b. Partner stunts in which the base uses only 1 arm to support the top person. Exception: Non-tiwsting cupies/awesomes are allowed.
   c. Inversions. Exceptions: High School / Secondary School level inversions are allowed.
   (For university teams, braced flips can be braced by single based skills with a spotter.)
   d. Twisting dismounts greater than 1 ¼ rotation. Twisting dismounts up to 1 ¼ on the court require an additional spotter.
   e. Airborne twisting tumbling skills (Arabians, full twisting layouts, etc. Cartwheels, round-offs and aerial cartwheels are allowed.)
4. At basketball, volleyball, and other indoor games during pre-game, half-time, or post-game performances where sufficient matting is used, there are no additional restrictions to the standard rules. (Sufficient matting varies by skill. In general, there should be at least 2 to 3 feet / .6 meters to .9 meters of clearance between non-tumbling skills and the edge of the mat.)

The above safety rules are general in nature and are not intended to cover all circumstances. All cheerleading skills, including tumbling, partner stunts, pyramids, jumps and tosses - should be carefully reviewed and supervised by a qualified and knowledgeable advisor or coach. The UWCC, ICU or any other affiliated parties make no warranties or representations, either expressed or implied, that the above guidelines will prevent injuries to individual participants.

-Signature required on following page-

For any clarification or interpretation of the above safety guidelines, please email cheer.rules@cheerunion.org

ON BEHALF OF MY TEAM, I HEREBY ACCEPT THE UWCC COMPETITION AND ROUTINE RULES AND GUIDELINES AND AGREE TO ABIDE BY THESE RULES.

_____	_____
(School/Team Name)	(Division- All Girl, Small Coed, etc.)
_____	_____
(City/State-Province/Country)	(Advisor/Coach/Director's Signature)
_____	_____
(Date)	(Administrator's Signature)

Please retain a copy for your files

2027 UNIVERSITY WORLD CUP
CHEERLEADING CHAMPIONSHIPS (UWCC)
PERFORMANCE CHEER
DIVISIONS RULES & REGULATIONS

I. PERFORMANCE CHEER SPECIFIC DIVISIONS

A. UWCC Performance Cheer Competition Routine Divisions

1. All eligibility requirements for UWCC USA teams/athletes & Non-USA teams/athletes as listed herein applies.
2. USA Teams may enter up to 2 UWCC Team Divisions (Pom, Hip Hop and/or Jazz) with a limit of 2 Doubles entries per university (or similar UWCC eligible scholastic institution) within the UWCC Doubles Divisions (Pom Doubles & Hip Hop Doubles).
3. Non-USA Teams may enter up to 3 UWCC Team Divisions (Pom, Hip Hop and/or Jazz) with a limit of 2 Doubles entries per university (or similar UWCC eligible scholastic institution) within each of the UWCC Doubles Divisions (Pom Doubles & Hip Hop Doubles).
4. Performance Cheer Teams (Pom, Hip Hop and Jazz) may not exceed 20 athletes per team, Doubles (Pom Doubles and Hip Hop Doubles) must comprise of 2 athletes per team.
5. Crossovers: Crossovers are allowed for non-USA teams. USA Teams must follow the crossover rules of the USA National Championships.
6. **UWCC Performance Cheer Competition Routine Divisions (5):**
   - Pom (up to 20 athletes, male and female)
   - Hip Hop (up to 20 athletes, male and female)
   - Jazz (up to 20 athletes, male and female)
   - Pom Doubles (2 athletes, male and female)
   - Hip Hop Doubles (2 athletes, male and female)

B. UWCC Performance Cheer Game Day Performance Division:

Note: Please see Game Day Division Guidelines

1. **Performance Cheer Game Day Divisions (1)**:
   - UWCC Performance Cheer Game Day (maximum 30 female & male athletes)

II. GENERAL SAFETY GUIDELINES

A. All athletes agree to conduct themselves in a manner displaying good sportsmanship throughout the event. The coach of each team is responsible to assure that team members, coaches, parents, and any other person(s) affiliated with the team conduct themselves accordingly.

B. All programs should have, and review, an emergency action plan in the event of an injury.

C. Coaches must recognize the entire team's ability level and limit the team's activities accordingly.

D. No technical skills should be performed when a coach is not present or providing direct supervision.

E. All practice sessions should be held in a location suitable for the activities of Performance Cheer, and away from noise and distractions.

F. Warm-up and stretching should precede and conclude all practice sessions, pep rallies, games, competitions, performances, and other physical activities.

G. The performance surface should be taken into consideration before engaging in any technical aspect of Performance Cheer. The performance area should be reasonably free of obstructions. Athletes should not perform technical skills on:
   - Concrete, asphalt, or any other hard or uncovered surface
   - Wet surfaces
   - Uneven surfaces
   - Surfaces with obstructions

H. The team coach or other knowledgeable designated representative should be in attendance at all practices, functions and games.

III. COMPETITION ROUTINE SPECIFIC GUIDELINES

A. Formal entrances which involve Performance Cheer technical skills, and all traditions/chants are not permitted. Athletes should enter the performance area in a timely fashion.
B. All staging, backdrops, special effects, or any items that may damage or otherwise alter the performance floor or environment are prohibited (water, powder, glitter, fire, sliding oil, etc.).
C. Center markers will not be allowed. This includes but is not limited to, stuffed animals, toys, alternate athletes, spacing ropes, etc. Teams are prohibited from bringing any non-used props to the performance area.
D. All athletes (unless injured) must remain within the performance area throughout the entire routine. Athletes can only enter the performance area through the designated entry at the beginning of the routine and exit at the designated exit at the end of the routine. Athletes will not be penalized for leaving the performance surface but must stay within the performance area throughout the duration of the routine.
E. All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a 1 point deduction. Excessive celebration includes but is not limited to, team huddles/break, alternates/coaches entering the competition floor, falling to the ground, dancing, head/hair swinging, split drops, inappropriate gestures, and/or similar moves.

IV. TIME LIMITATIONS

A. COMPETITION ROUTINE
   1. Each team competition routine will have a maximum of 2 minutes to demonstrate the team's style and expertise.
   2. If a team exceeds the time limit by more than 3 seconds, the said team will be issued a penalty.
B. GAME DAY ROUTINE
   1. Each Game Day performance should consist of a Fight Song, Game Situation, and a Performance Routine.
   2. The maximum performance time must not exceed three (3) minutes.
   3. The overall time limit (including transitions) should not exceed 3 minutes (3:00). Timing will begin with your fight song music, any choreographed movement/chants or after exceeding the 30 seconds (:30) after the team's introduction – whichever happens first.
C. COMPETITION & GAME DAY ROUTINE
   1. Timing will begin with the 1st choreographed movement or note of music, whichever comes first. Timing will end with the last choreographed movement or note of music, whichever is last.
   2. Acknowledging the potential variance caused by human reaction speed and sound system variations, judges will not issue a deduction until 3 seconds over the allowed time. If a routine is retimed as part of a review, the exact time will be used without the 3 second allowance listed above.
   3. If a team exceeds the time limit by 1-5 seconds more than the 3 second allowance, a penalty of a 0.5 point deduction will be assessed. If 6 seconds or more over the 3 second allowance, a 1.5 point deduction will be assessed.
   4. Entrances and Exits:
      - Formal entrances which include any performance of technical skills, and all traditions/chants are not permitted. Athletes should enter the performance area in a timely fashion.
      - All entry and rules guidelines apply. The team's entry to the floor will not be judged; however, deductions will still be assessed.
      - Teams have 30 seconds from the team's introduction to start the routine. If a team exceeds this time limit, a penalty of 0.25 points will be assessed for 1-5 seconds over, and a penalty of 0.5 points will be assessed for 6 or more points over the allotted time. This 30 second time limit is not included in the Game Day or Routine competition time limit.
      - Teams should refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a 1.0 point deduction. Excessive celebration includes but is not limited to, team huddles, alternates/coaches entering the competition floor, falling to the ground, dancing, head/hair swinging, split drops, inappropriate hand gestures and/or other similar moves.
   5. Because penalties are severe, it is recommended that all teams time their performance several times prior to competition and leave a cushion of time (a minimum of 2 seconds as a cushion) to address the potential variations of sound equipment.

V. PERFORMANCE CHEER – FLOOR DIMENSIONS & CRITERIA

A. All floors will have 10 panels of Marley floor, each panel approximately 5 feet 3.5 inches / 1.61 meters wide making the full floor approximately 53.5 x 53.5 feet / 16.31 x 16.31 meters.
B. Jumping on or off a raised performance surface is prohibited. This rule applies in all categories, including Game Day.
C. All athletes (unless injured or with an illness) must remain within the performance area throughout the entire routine. Athletes can only enter the performance area through the designated entry at the beginning of the routine and exit at the designated exit at the end of the routine. Athletes will not be penalized for leaving the performance surface but must stay within the performance area throughout the duration of the routine.
D. IN GAME DAY SPIRIT PROGRAM DIVISIONS ONLY (if applicable): Cheerleading and Performance Cheer teams will split the performance surface ½ mat (approximately 25 feet deep x 42 feet wide=5 strips / 7.62 meters deep x 12.8 meters wide = 5 strips) and ½ Marley (approx. 25 feet deep x 53.5 feet wide for Performance Cheer / 7.62 meters deep x 16.31 meters wide for Performance Cheer). Athletes may stand or perform on either surface and must stay within the 53.5 X 53.5 feet area/16.31 x 16.31 meter area. Skills must be performed on the surface that is legal for the skill being performed. Athletes must follow the specific Safety Rules and Regulations for their team (cheerleading/performance cheer).

VI. CHOREOGRAPHY & COSTUMING

A. All facets of a performance/routine, including both choreography and music selection, should be appropriate and suitable for all family and audience members viewing and listening. Examples of inappropriate choreography may include, but are not limited to, vulgar or suggestive movement appearing offensive or sexual in content, displaying acts of violence, and/or relaying lewd or profane gestures. Music containing words unsuitable for family listening is not allowed. This includes, but is not limited to, swearwords and connotations of any type of sexual act or behavior, drugs, and/or violent acts or behavior. Removing improper language or words from a song and replacing with sounds effects or other words may still constitute "inappropriate". Music or movement in which the appropriateness is questionable or with a potential level of uncertainty, it is recommended that the coach should remove anything that might be considered "inappropriate" to place the team in its best situation for best results at the UWCC.
B. Shoes, on both feet, are recommended but not required while on the performance surface. Please note that should athletes choose shoes, anything with wheels is not allowed (Example: roller skates, roller blades, Heelys, etc.). Wearing socks and/or footed tights only is not allowed.
C. Teams competing at the UWCC and/or any competition venue at Walt Disney World may NOT use Disney costumes that resemble a Disney character or movie. Any use of Disney music requires prior approval and must be sent to portal@cheerunion.org at minimum 1 month prior to the competition. Any use of a Disney theme and costuming also requires prior approval 1 month prior to competition and must be sent to portal@cheerunion.org for approval.
D. All male dancers' costumes must include a shirt that is fastened; however, it can be sleeveless.
E. Jewelry as part of the costume is allowed.

VII. PROPS

A. Props are allowed in all performance cheer divisions including Game Day divisions
B. Props must fit through a standard 36 inch/.914-meter door in all directions.
C. Handheld props of soft material ONLY are allowed. (Examples: roses, scarves, etc.)
D. Props cannot be tossed or thrown (athlete to athlete or to the crowd)
Clarification: Any soft material handheld prop (such as a bandana, towel, scarf, etc.) may be tossed or thrown from athlete to athlete
E. Props cannot have the ability to bear the weight of the athlete. Props that can be used to bear the weight of an athlete, whether it is intended to be used this way or not, are not allowed (Examples: chairs, stools, benches, ladders, boxes, stairs, etc.).
F. Hip-over-head rotation skills (with or without hand support) that includes a prop(s) are prohibited.

G. Props cannot be used to conceal or cover any portion of the choreography, movement, skill, trick(s), or lift(s) that need to be viewable by a legality official. A 0.5 point deduction will be given for any prop that intentionally conceals or covers any portion of the choreography, movement, skill(s), trick(s) or lift(s).
H. Any props used must first be approved through the UWCC Office. For approval, please send a video of the prop in use to pc.rules@cheerunion.org. Deadline to submit props for approval is 06 January 2027. For prop rules and guidelines for Game Day, please visit the Game Day section of this document.

VIII. HANDS-FREE POMS RULES

The use of hands-free poms is allowed. Hands-free poms are defined as poms specifically designed to affix to the athlete's hand(s), not requiring the athlete to physically grasps the pom, leaving the pom "hands-free" for the athlete. "Proper use" is required which means bars cannot be in the palm of the athlete's hand and only elastic bands can be between the supporting hand and the performance surface for skills, tricks, etc. A hair tie, rubber band or tying pom strings/pieces together will not be considered a hands-free pom.

IX. JUDGING PROCEDURES – ROUTINE (see Game Gay for Game Day Scoring)

The judges for the event will be appointed at the sole discretion of the University World Cup Cheerleading Championships (UWCC). The judges will score each team according to the judging criteria, using a 100-point system for the routine to determine each team's total score. The additional 15 point "crowd segment" score for USA teams will be waived for the UWCC.

X. SCORES AND RANKINGS (Routine & Game Day)

A. The judges for the UWCC will be appointed at the discretion of the ICU/UWCC. The judges will score each team according to the judging criteria of the UWCC to determine each team's final score.
B. Individual score sheets are for the exclusive use of each 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. Judges' decisions are final.
C. Any deductions or violations will be taken off the final score.
D. In the event of a first-place tie, event officials will look at the raw scores per judge to see which team was ranked higher most often in each caption. Should a tie remain, the ranking points from the "overall impression" portion of the score sheet will be used to break the tie.
E. Questions regarding deductions can be made by the head coach of the team only and must be done within 15 minutes from the time that the team's deduction/legality sheets are time stamped and available. Once results have been announced, no deduction challenges will be accepted.
E. By participating in an UWCC, teams give their consent for performances and scores to be made public.
F. UWCC publishes and makes available all competition routine videos from live-streamed events to recognize the hard work and talent of the athletes competing, and ultimately, to serve and grow the global Cheer community. Due to the sheer number of teams and routines published, UWCC is unable to accommodate requests for removal.
G: UWCC PERFORMANCE CHEER ROUTINE & GAME DAY TEAM SCORESHEETS are as follows (*see next page*):

UWCC PERFORMANCE CHEER SCORE SHEET VALUES

ROUTINE JUDGING SHEET–POM, HIP HOP, JAZZ

EXECUTION 40 POINTS

EXECUTION OF MOVEMENT (10)
Proper control, placement and completion of movement/motions while staying true to style. Quality & strength of movement.
EXECUTION OF SKILLS (10)
Proper execution of technical skills, tricks and/or elements.
SYNCHRONIZATION/UNIFORMITY (10)
Consistent unison and timing by the team. Uniformity of team movement within choreography and skills.
SPACING (10)
Consistent and even positioning of athletes throughout all formations and transitions.

Overall Execution (each segment is 5 points each/or = 5 pts via an average)

COMMUNICATION/PROJECTION (5)
Ability to connect with the audience throughout the performance. Includes: projection, genuine expression, emotion, energy, and entertainment value.
OVERALL IMPRESSION (5)
Appropriateness of the music, costume, and choreography. Impact of performance to create a lasting impression.

CHOREOGRAPHY 40 POINTS

CREATIVITY/MUSICALITY (10)
Originality of the routine. New concepts/movement, levels/group work, visual effects and variety that compliments the intricacy of the music.
ROUTINE STAGING (10)
Use of varied formations & creative ways to move from one formation to another for quick & seamless transitions. Adequate use of the performance floor throughout the routine.
COMPLEXITY OF MOVEMENT (10)
Level of difficulty implemented through movement such as, but not limited to, weight changes, varied intricate movement, temp changes, etc.
DIFFICULTY OF SKILLS (10)
Level of difficulty implemented through technical skills, tricks and/or elements. Appropriate utilization of team's ability level.

Overall-Choreography (each segment is 5 pts each/or=5 pts via an average)

COMMUNICATION/PROJECTION (5)
Ability to connect with the audience throughout the performance. Includes: projection, genuine expression, emotion, energy, and entertainment value.
OVERALL IMPRESSION (5)
Appropriateness of the music, costume, and choreography. Impact of performance to create a lasting impression.

ROUTINE TOTAL 100 POINTS

Note: For UWCC, the additional 15-point crowd score – common in the USA Championships, will be waived for the UWCC Performance Cheer Routine Competition.

JUDGING SHEET- GAME DAY

Note: Spirit Program Day & Team Game Day are the same scoresheet with the exception that in "Overall Impression" of each element, the judges will also score on "Integration & Coordination of all performers as 1 cohesive program." The final Game Day element also differs for the Spirit Program Game Day which is "Timeout" instead of "Performance Routine, although the judging criteria remain essentially the same for each element.

*FIGHT SONG Score Sheet- 40 points**

Note: Use of native language is encouraged (if applicable)

GAME DAY MATERIAL 10 POINTS
Appropriate use of materials and skills relevant to your school's traditional Game Day (10)

SYNCHRONIZATION 10 POINTS
Consistent unison and timing by the team. Uniformity of team of team movement within choreography and skills. Consistent and even positioning of athletes throughout all formations and transitions (10)

EXECUTION OF MOVEMENT 10 POINTS
Proper control, placement and completion of motions and skills. Quality of strength of motions and skills (10)

OVERALL EFFECT 10 POINTS
Ability to connect with the crowd. Leave a lasting impression while maintaining a university/collegiate image. Integration & Coordination of all performers as one cohesive programme (10)
**Fight Song, Game Situation & Performance Routine Overall Impression will be averaged together to = 10 points total on the Game Day Total.*

*GAME SITUATION Score Sheet-40 points**

Note: Use of native language is encouraged.

CROWD EFFECTIVENESS 10 POINTS
Proper use of material could include but not limited to (poms/signs). Proper response to situational game cue (if not pre-assigned). Ability to engage and lead the crowd (10)

SYNCHRONIZATION 10 POINTS
Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of athletes throughout all formations and transitions (10)

EXECUTION OF MOVEMENT & SKILLS 10 POINTS
Proper control, placement and completion of motions and skills. Quality of strength of motion and skills (10)

OVERALL EFFECT* 10 POINTS
Ability to connect with the crowd. Leave a lasting impression while maintaining a university/collegiate image. Integration & Coordination of all performers as one cohesive programme (10)
**Fight Song, Game Situation & Performance Routine Overall Impression will be averaged together to = 10 points total on the Game Day Total.*

*PERFORMANCE ROUTINE Score Sheet- 40 points**

Note: Use of native language is encouraged. (if applicable)

CHOREOGRAPHY 10 POINTS
Elements included in choreography (group work, levels, visuals, etc.) for an entertaining and Game Day appropriate performance (10)

SYNCHRONIZATION 10 POINTS
Consistent unison and timing by the team. Uniformity of team of team movement within choreography and skills. Consistent and even positioning of athletes throughout all formations and transitions (10)

EXECUTION OF MOVEMENT & TECHNIQUE 10 POINTS
Proper control, placement and completion of motions and skills. Quality of strength of motions and skills (10)

OVERALL EFFECT 10 POINTS
Ability of connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value while maintaining a university/collegiate image (10)
**Fight Song, Game Situation & Performance Routine Overall Impression will be averaged together to = 10 points total on the Game Day Total.*

GAME DAY TOTAL 100 POINTS

Note: Fight Song, Game Situation & Performance Routine Overall Impression will be averaged together = 100 points total.

XI. ROUTINE CATEGORIES

- **POM –** Incorporates the use of proper Pom motion technique that is sharp, clean, and precise while allowing for the use of concepts from Jazz, Hip Hop and High Kick. An emphasis is placed on group execution including synchronization, uniformity and spacing. The choreography of a dynamic and effective routine focuses on musicality, staging of visual effects through fluid and creative transitions, levels, and groups, along with complexity of movement and skills. Poms are required to be used throughout the routine. The uniform/costuming should reflect the category style.
- **HIP HOP –** Incorporates authentic street style influenced movement that has evolved from Hip Hop culture. Routines should exhibit originality, creativity and movement techniques with engagement, high energy and genuine connection to the music. An emphasis is placed on group execution, including synchronization, uniformity, and spacing. Choreography should highlight genuine groove, authentic rhythm, vibe and style, intricate musicality, visual staging, complexity of movement and athleticism. Costuming should reflect Hip Hop culture in a way that supports both authenticity and performance.
- **JAZZ -** Incorporates traditional or stylized dynamic movements with strength, continuity, presence, and proper technical execution. An emphasis is placed on group execution including synchronization, uniformity, and spacing. The choreography of a dynamic and effective routine utilizes musicality, staging, complexity of movement and skills. The overall impression of the routine should be lively, energetic, and motivating, with the understanding that the dynamics of movement may change to utilize musicality. The uniform/costuming should reflect the category style.

XII. UWCC PERFORMANCE CHEER ROUTINE SAFETY RULES

A. TUMBLING AND SKILLS (Executed by Individuals)

1. Hip over-head rotation skills with hand support are not allowed while holding poms in the supporting hand.
   a. Exception: Forward rolls and backward rolls are allowed.
   b. Exception: Poms are allowed in hip-over-head rotation skills provided they are used correctly. If non hands-free pom touches down during a hip-over-head rotation skill (with or without hand support*) a 0.5 deduction will be assessed. The proper use of hands-free poms for hip over-head skills is allowed. *Please reference the Hands-Free Poms section for more details*
2. Hip over-head rotation skills with hand support that are not airborne in approach are limited to 3 connected skills. (Example: 3 consecutive headsprings are allowed; 4 are not allowed).
3. Hip over-head rotation skills with hand support that are airborne in approach OR hip over-head rotation skills without hand support are allowed provided the following:
   a. Can only connect to one other hip-over-head rotation skill with or without hand support. (Example: Aerial into a standing back tuck is allowed)
   b. Involves no more than 1 twisting transition
   c. Standing full twisting back flip will not be permitted
   d. Clarification: Dive rolls are allowed if the peak of the dive does not surpass shoulder height, and the athlete first bears weight on the hand(s) prior to the head/neck/shoulders making contact with the performance surface
4. Simultaneous tumbling over or under another athlete that includes hip over-head rotation by both athletes is not allowed.
5. Choreographed drops to the knee, thigh, back, front, head, shoulder, or seat onto the performing surface are not allowed unless the athlete first bears weight on the hand(s) or foot/feet.
6. Landing in a push-up position on the performance surface is allowed from a standing or kneeling position or from a jump with forward momentum. All variations of a shushanova are not allowed.

Note: The following are skills commonly known as Performance Cheer skills; however, this does not indicate that these skills are required in your routine and does not encompass all skills that are legal/illegal within a routine. The rules detailed herein still apply.

ALLOWED

Aerial Cartwheels	Dive Rolls	Handstands	Round Offs (with or without hands)	Standing Front Tucks
Back Handsprings	Forward Rolls	Head Spins	Shoulder Rolls	Windmills
Backbends	Front Aerials	Headsprings (w/hands)	Side Somi	
Backward Rolls	Front/Back Walkovers	Headstands	Stalls/Freezes	
Cartwheels	Front Handsprings	Kip Ups	Standing Back Tucks	

NOT ALLOWED

No Handed Headsprings	Shushanova	Toe Pitch Back Tucks

B. LIFTS AND PARTNERING (Executed in pairs or groups)

1. The Executing/Performing Athlete must receive support from a Supporting Athlete who is in direct contact with the performance surface throughout the entire skill. (Exception: Kick Line Leaps).
2. At least 1 Supporting Athlete must maintain contact with the Executing/Performing Athlete(s) throughout the entire skill.
   a. Lifting with poms is allowed.
   b. Extensions, pyramids, and basket tosses are NOT allowed.
3. Swinging in and out of lifts and tricks is allowed in the prone and/or supine positions; swinging forwards, backwards, or making a complete circular rotation will not be allowed if the Executing/Performing Athlete is in a prone position (body facing the ground).
4. Hip over-head rotation of the Executing/Performing Athlete(s) may occur if a Supporting Athlete maintains contact until the Executing/Performing Athlete returns to the performance surface or is returning to the upright position.
5. Vertical Inversions are allowed if:
   a. The Supporting Athlete(s) maintain contact until the Executing/Performing Athlete returns to the performance surface or returns to the upright position.
   b. When the height of the Executing/Performing Athlete(s) shoulders exceeds shoulder level of the Supporting Athlete, there is at least 1 additional Athlete to spot who does not bear weight.

C. RELEASE MOVES/UNASSISTED DISMOUNTS TO THE PERFORMANCE SURFACE

1. An Executing/Performing Athlete may jump, leap, step, or push off a Supporting Athlete if:
   a. The highest point of the released skill does not elevate the Executing/Performing Athlete's feet above head level of the Supporting Athlete.
   Exception: Toe touches off an Athlete's back/leapfrog jumps will be allowed.
   b. The Executing/Performing Athlete may not pass through the prone or inverted position after the release.
   c. Toe Pitch back tucks are not allowed.
2. A Supporting Athlete may release/toss an Executing/Performing Athlete if:
   a. The highest point of the release/toss does not elevate the Executing/Performing Athlete's hips above head level of the Supporting Athlete.
   b. The Executing/Performing Athlete is not supine or inverted when released.
   c. The Executing/Performing Athlete does not pass through a prone or inverted position after release.
   d. Toe Pitch back tucks are not allowed.

XIII. GLOSSARY OF TERMS

For a full listing of the UWCC Performance Cheer (Pom, Hip Hop, Jazz) Glossary of Terms (with video and visual examples as well), please see https://cheerunion.org/cheerleadingglossary/. For any questions or requests for further clarification, please email pc.rules@cheerunion.org

XIV. DEDUCTIONS

Deduction sheets can be picked up shortly following each team's performance. Questions regarding penalties can be made by the head coach of the team only and much be initiated within 30 minutes of the final performance of the division or prior to final awards- whichever happens first. Once results have been announced, no rules violation challenges will be accepted

XV. PENALTIES

A. A deduction will be given for EACH safety/general competition rule violation. The point values of this deduction will be as follows:
   - 0.25 Points: Failing to start the routine within 30 seconds of being announced by 1-5 seconds. Costume/shoe rule
   - 0.5 Points: Performance error. Any skill or trick executed incorrectly that then makes the skill/trick illegal (Example: Touching down on an aerial cartwheel with a non-hands-free poms in hand). Failing to start the routine within 30 seconds of being announced by 6 or more seconds. Routine time infraction of 3-5 seconds over time. Prop rule infraction.
   - 1.0 Points: General Rule violations including but not limited to prop rules, excessive celebration following the team's performance, music during Game Day transitions, Recorded or Overlayed voice-overs on the music tracks during Game Day routines (Fight Song & Spirit Raising, etc.)
   - 1.5 Points: Timing infractions of 6 or more seconds over time, routine safety rule violations.

B. Acknowledging the potential variance caused by human reaction speed and sound system variations, judges will not issue a deduction until 3 seconds over the allowed time. If a routine is re-timed as part of a review, the exact time will be used without the 3 second allowance listed above.

C. If you have any questions concerning the legality of a trick or move, please email the University World Cup Cheerleading Championships office at pc.rules@cheerunion.org.

XVI. PERFORMANCE CHEER GAME DAY COMPETITION GUIDELINES

A. UWCC Performance Cheer Team and Athlete Game Day competition eligibly matches the UWCC Performance Cheer Team and Athlete routine eligibility rules and criteria outlined herein.

B. Performance Cheer Teams competing in the UWCC Game Day competition must follow the 2027 UWCC Performance Cheer Safety Rules and Regulations.

C. Team size may not exceed 30 team members (male and female).

D. The order for the UWCC Performance Cheer Game Day Divisions will be Fight Song, Game Situation, Performance Routine.
   1. **Fight Song:**
      Skills and choreography should represent a traditional fight song your team performs at games.
   2. **Game Situation:**
      This component of the Game Day Championship includes two elements:
      - Sideline Situation – There will NOT be a verbal cue given for this component. Team should perform a sideline chant appropriate for a game situation.
      - Timeout – A Game Day Timeout (band music/traditional team music) designed for crowd interaction.
   3. **Performance Routine:**
      a. A routine (any style) that is designed for crowd entertainment. This routine has a max time limit of 30 seconds. There will NOT be a verbal cue given for this component.
      b. This is the best time to showcase your team's energy and connection to the crowd.

E. Teams must show a clear separation between elements with no music, voice-overs/recorded or overlayed words being played during these transitions.

F. No voice-overs or words may be recorded and overlayed on the music tracks for Game Day routines in the Fight Song or Game Situation segments. Any voices captured in the original recording are allowed.

G. Teams will be evaluated and scored on each section of the Game Day Competition. Within each section, performances will be scored on synchronization, execution of motions/skills and overall effect. In addition, other components that pertain specifically to each section will be judged. For more information, please contact, pc.rules@cheerunion.org.

F. The use of crowd leading tools such as signs, poms, megaphones, flags, and rally towels are recommended but not required. No other props, musical instruments, etc. may be used by anyone on the performance floor.
G. Props cannot be tossed or thrown except for a pom toss. Props may not be tossed or thrown (athlete to athlete or thrown into the crowd). All equipment tips on flagpoles must be padded or taped.
H. Use of props during hip over-head rotation skills (with or without hand support) will be prohibited.
Exception: Poms are allowed in hip-over-head rotation skills provided that the poms are used correctly. If a non hands-free pom touches down on the performance surface during a hip-over-head rotation skill (with or without hand support) a 0.5 deduction will be assessed.
I. Props may not conceal or cover any portion of choreography, movement, skill(s), trick(s), or lift(s).
J. For Cheerleading and Performance Cheer Teams competing in the Game Day divisions, teams are allowed to have up to a maximum of 30 seconds to enter the floor and set up Game Day props. All entry and rules guidelines will still apply, and keep in mind that your entry to the floor will not be judged; however, deductions will still be assessed. The overall time limit is 3:00.
K. Teams may add up to 2 (two) mascots in their routine. The mascot(s) must meet all the eligibility requirements as all athletes on the team. If mascot(s) are included in the Game Day performance, the mascot(s) must enter the floor with the team and remain on the floor for the entire routine or an out of bounds penalty will be assessed. Mascots should be used to raise crowd energy and participation. The mascot should not be involved in any stunts or skills with hip-over-head rotation and should position themselves away from skills being performed. The mascot will not count toward the number of participants allowed but may impact the overall impression score. Mascots will only be allowed to use the following traditional sideline props i.e., rally towels, signs, pom, megaphones, or flags- any part of the mascot uniform used as a prop must have prior approval here cheer.rules@cheerunion.org
L. The judges will score teams using the criteria listed on the UWCC Game Day Championship score sheet. Each team will be evaluated on a 100-point system.
M. All teams competing at the UWCC (Routine or Game Day) will follow the UWCC Safety Rules and Regulations.
N. Any deductions or violations will be taken off the final average score.
O. Traditional game day uniform is required.

For any clarification or interpretation of the above safety guidelines, please email pc.rules@cheerunion.org

ON BEHALF OF MY TEAM, I HEREBY ACCEPT THE UWCC PERFORMANCE CHEER COMPETITION AND ROUTINE RULES AND GUIDELINES AND AGREE TO ABIDE BY THESE RULES.

_____	_____
(School/Team Name)	(Division- Team Cheer Pom, Hip Hop, etc.)
_____	_____
(City/State-Province/Country)	(Advisor/Coach/Director's Signature)
_____	_____
(Date)	(Administrator's Signature

2027 UNIVERSITY WORLD CUP CHEERLEADING CHAMPIONSHIPS (UWCC)

CHEERLEADING & PERFORMANCE CHEER DIVISIONS RULES & REGULATIONS

I. DIVISIONS

A. Pom Doubles
B. Hip Hop Doubles

II. MUSIC, TIME LIMITATIONS AND ROUTINE FORMAT

A. The competition is open to all USA & non-USA teams competing in the University World Cup Cheerleading Championships.
B. All routines must be "Music" only and must comply with the UWCC music guidelines.
C. Performance time may not exceed one minute and thirty seconds (1:30) in length.
D. Timing will begin with the first movement, voice or note of music whichever comes first. Timing will end with the last choreographed movement or note of music whichever comes last.
E. There should not be any organized entrances, exits, or other activities before the routine begins or after the official ending.

III. GENERAL RULES

A. UWCC eligibility requirements apply.
B. Up to 2 entries are allowed per university / scholastic institution per each Doubles (Pom Doubles, Hop Hop Doubles) Divisions.
C. Each Doubles group will be comprised of two (2) members.
D. Each Doubles group performance is required to follow the University World Cup Cheerleading Championships (UWCC) Safety Rules and Regulations.

IV. PENALITIES/VIOLATIONS

A. Any Doubles group in violation of any of the Specific Guidelines or these Rules and Regulations will be assessed a deduction(s) compliant with the UWCC Performance Cheer violation policies detailed herein.
B. Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to deductions and/or 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 in the competition or the University World Cup Cheerleading Championships the following year.

V. DOUBLES SCORE SHEET

TECHNICAL EXECUTION

Execution of Category Specific Style 10_____
POM**:** Pom motion technic, control, levels, placement complete, precise, and strong
HIP HOP: Groove and quality of authentic hip hop/street style

Execution of Overall Movement 10_____
Body alignment, placement, balance, control, completion of movement, extension, and flexibility

Execution of Technical Skills & Movement Used Within Category 10_____
Kicks, leaps, jumps, turns, floor work, freezes, partner work, lifts, etc.

Execution of Quality of Movement 10_____
Strength, intensity, presence, and commitment to the movement

EXECUTION AS A PAIR

Synchronization 10_____
Timing of movement with the music
Synchronization & uniformity of the athletes

CHOREOGRAPHY

Musicality 10_____
Movement that compliments the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative & original manner

Routine Staging 10_____
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

Complexity of Movement 10_____
Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc.

Difficult of Skills 10_____
Level of difficulty of technical skills, partner work, lifts, etc.

OVERALL EFFECT

Communication/Projection/Audience Appeal & Appropriateness 10_____
Ability to exhibit a dynamic routine with genuine showmanship and audience appeal. The performance fulfills the category description and has age-appropriate music, costume & choreography that enhances the performance

TOTAL **100 PTS**_____

_____
(Advisor/Coach/Director's Signature)

_____
(Administrator's Signature)