



2026 EVENT GUIDELINES

D2 WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS (D2 WSCC)

D1 WORLD SCHOOL CHEERLEADING CHAMPIONSHIPS (D1 WSCC)

Cheerleading & Performance Cheer Teams

GENERAL GUIDELINES

1. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout and post event. This includes but is not limited to social media posts and comments. The coach/director of each team is responsible for seeing that team members, coaches, parents, and any other person's affiliated with the team conduct themselves accordingly.
2. All programs/teams should have, and review, an emergency action plan in the event of an injury.
3. Coaches / Directors must recognize the entire team's ability level and limit the team's activities accordingly.
4. No skills / technical elements should be performed when a coach/director is not present or providing direct supervision.
5. All practice sessions should be held in a location suitable for the activity, and away from noise and distractions.
6. Warm up and stretching should precede and conclude all practice sessions, pep rallies, games, competitions, performances, and other physical activities.
7. The performance surface should be taken into consideration before engaging in any skills / technical elements. The performance area should be reasonably free of obstructions and should not be performed on:
 - a. Concrete, asphalt, or any other hard or uncovered surface
 - b. Wet surfaces
 - c. Uneven surfaces
 - d. Surfaces with obstructions
8. The coach/director or other knowledgeable designated representative should attend all practices, functions, and games.

SAFETY GUIDELINES

1. All teams must follow the event safety rules for the type of team competing i.e. school, club, rec, all star, etc. Clarifications and updates may be made during the year.
2. It is the coach's responsibility to read and understand the Safety Rules appropriate to your team type.

MUSIC GUIDELINES

1. For the 2026 D2/ D1 WSCC, all USA teams must follow the USA National Governing Body "USA Cheer" (www.usacheer.net) Music Copyrights Educational Initiative also required for and in compliance with the 2026 D2/D1 National School Spirit Championships Music Guidelines. All non-USA teams will have the choice of the USA Cheer guidelines (www.usacheer.net) or ICU (www.cheerunion.org) Music Copyrights Educational Initiative.

2. Within accordance of these guidelines, I have read and understand the USA Cheer or ICU Music 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.
3. For the most up to date information, please reference www.usacheer.net 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. Please check the Music Provider list for updates and changes periodically.
4. 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.
 - Local/National Sports Authority Authorization – provide in written form with the signed authorization and a signed Music Clearance Certificate provide by D2/D1 WSCC 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.
5. Should a team choose an original recording that is featured in any potential television broadcast, 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.
6. If available, the D2/ D1 WSCC 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.
7. 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.
8. 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 D2/D1 WSCC).
9. 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.
10. If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.
11. A challenge can only be made by the official coach of a team competing at the event at where the challenge is being made.
12. 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 ("St. Jude").
 - 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.
13. 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 (e.g., "pressing play") 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.
 14. All teams must provide their own device for use on the event provided sound system. Music should be on a digital music player/tablet.
 15. 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.
 16. 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.
 17. 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.
 18. All music selection should be appropriate and suitable for family viewing and listening.
 19. Teams/Mascots may not use Disney themes, nor may they have costumes that resemble a character of the Walt Disney World Resort Championships based in Orlando, FL, USA. However, Disney music is acceptable if following the music guidelines.

INTERRUPTION OF PERFORMANCE

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 alarm, etc.), the coach/director of the team at the music table affected should **STOP** the routine.
Example:
 - a. Equipment issue – Music volume is all the way down and the athletes can't hear the beginning of the routine etc.
 - b. Venue Emergency – Power outage, fire alarm, etc.
2. If the coach/director chooses not to stop the routine, the teams may not have the option to perform again.
3. **UNIFORM MALFUNCTION:** As a precaution, each performer 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 that point 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.

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.

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 sponsor/director and all of the coaches attending the competition must be familiar with all national, state/provincial, and local laws that are 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 maybe allowed backstage during the evaluation process. While backstage, they will need to remain with the athlete or an event staff member.

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 in the schedule where the re-performance is to take place is at the sole discretion of competition officials and must be within 30 minutes after the rest of the division is complete.
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 skills prior to the point of interruption could result in an adjustment in scores based on the skills performed.
5. If a team prefers not to re-perform 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 that category.

COMPETITION AREA

TEAM ENTRY / INTRODUCTION

1. Any introductions (tumbling, entrances, chants, spellouts, etc. are considered part of the routine and will be timed as part of the performance.
2. All team breaks, rituals and traditions need to take place prior to entering the mat/stage area.
3. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures.
4. Any prolonged, excessive, or premeditated celebration by individual athletes or a group of athletes while on the competition floor is not allowed.
5. Coaching staff, parents, fans and/or other members of the performing team entering the competition area before or during a performance is not allowed.
6. The only people allowed on the performance floor are the athletes/performers and competition personnel.

PERFORMANCE AREA

1. Teams may line up anywhere inside the competition area.
2. Approximate cheer floor size will be 54 feet wide by 42 feet deep (9 panels foam /spring). The approximate performance floor size will be 50 feet wide by 50 feet deep.
3. All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside the competition boundary, they must return immediately. Does not apply to performance cheer teams.
4. The competition boundary is defined as the performance surface and any immediate adjacent safety border.
5. All center markers are prohibited. The D2 WSCC/ D1 WSCC will have the center marked on all performance surfaces.

TEAM EXIT

1. There should not be any organized exits or other activities after the official ending of the routine.
2. Coaching staff, parents, fans and/or other members of the performing team entering the competition area during or after a performance is not allowed.
3. The only people allowed on the performance floor are the athletes/performers and competition personnel.

WARM UP POLICY

WARM UP GUIDELINES

1. Approved coaches, directors, personnel and performing participants and alternates in uniform of the team practicing are the only individuals allowed into warm up. Exception:
 - a. A child under the age of 10 and is not competing must accompany an approved coach/director. They will be allowed in warm up for all events but must remain in adult supervision in all backstage and warm up areas.
 - b. Children ages 11 and over will not be allowed in warm up unless they are a rostered on the competing team in warm up.
 - c. All coaches must inform D2/D1 WSCC personnel at registration to receive access credentials.
 - d. Strollers may not be allowed at select events.
2. D2/D1 WSCC will require that all coaches, directors, choreographers, and personnel wishing to access the warm up area, backstage, coaches' box, or athlete areas at our competitions have required credentialing, background check, and safeguarding as required by each event. See Event Eligibility for requirements.

WARM UP MINIMUM STANDARDS

1. The time between when a team finishes warm-ups and is on the competition floor should be no sooner than 8 minutes and no longer than 30 minutes. NOTE: Teams delayed performing after 30 minutes should have the opportunity to warm up again or be given an area and posted a list of exercises to rewarm up their muscles: Quick Toe Raises, Squat Jumps, Jumping Jacks, Bridges, Running with High Knees and or Punches.
2. Based on an event's facilities, the performance schedule may allow for more or less time to get from warm-up to the competition arena. Event Officials will monitor timing and work to provide the safest competition environment for all athletes.