

SECTION IV: CHEER TEAMS

Part 1: Entry Guidelines and Awards

ENTRY GUIDELINES

College/university teams may compete in Co-Ed or All-Girl categories, as well as the Partner/Group Stunt category. Any mascot that is part of a college/university's official spirit program may compete in the Mascot category. A college or university may enter one routine in each team routine style (maximum of 2 routines total), and an unlimited number of Partner/Group Stunt or Mascot routines. If a college/university wishes to enter multiple team routines in a single team category, they must designate different teams (e.g. Lincoln University Gold Team and Lincoln University Silver Team) and only the top scoring team will be eligible to receive a final awards placement. The following team size guidelines will apply:

- a. Team size will be determined as of the registration date.
- b. At least 5 performers must be registered to perform in each team routine. A team will still be allowed to compete if they drop to fewer than five performers at performance time but at least five performers must be registered and paid for in order for the routine to compete.
- c. Teams may use a different number of performers in each routine subject to the minimums above required to be registered.
- d. Two (2) performers must compete in each Partner Stunt routine. Partners may be of the same gender or different genders. Three (3) or four (4) performers must compete in each Group Stunt routine.
- e. Any Co-Ed cheer team with 1-4 male cheerleaders will compete in the Small Co-Ed division; all other Co-Ed teams will compete in the Large Co-Ed division.
- f. Only one (1) mascot may perform in any routine in the Mascot division; however, there is no limit on the number of individual mascots who can enter the Mascot division from the same college/university. Every performer must be an official mascot that is considered as such within the college/university's official spirit program.

ELIGIBLE TEAMS

College/university cheer teams and mascots may not compete at Dance Team Union regional competitions, but are encouraged to compete at The College Classic and the College Virtual Championship. Each team must be an official cheer team at the team's college/university either under athletics or as a club sport or fine arts program. Regardless of the character of the team's designation at the university (athletics, club sport, fine arts), the team will be grouped for competition with other teams in accordance with the Competition Divisions section below. Teams from outside the United States may compete in The College Classic in the division at or above the division they would compete if their team was from the United States.

ELIGIBLE INDIVIDUALS

Any performer who is eligible to be a member of their team or perform as a mascot based on their college's or university's eligibility rules may perform at The College Classic. We reserve the right to require documentation at any time in order to confirm, in our sole discretion, whether an individual is eligible to compete.

COMPETITION DIVISIONS

Teams may be grouped within each style into divisions based upon their college or university football classification (provided, however, that all teams from Division 1A football schools outside the Big Ten, Big 12, ACC, SEC and Pac 12 will be considered Division 1). The split between divisions will be determined by us based upon entries received for each competition. At any event, we may choose to combine categories or divisions or add additional categories or divisions in order to increase competitiveness or for any other reason at its discretion.

NO SINGLE TEAM DIVISIONS

At The College Classic, we may combine any cheer division that contains only one team into any other division at our discretion. Single Division 1A teams may be combined down, while all other single team divisions may be combined up into the next largest division within one or more teams. This may result in divisions that include multiple school sizes in a single style (e.g. Division 1/1A Co-Ed Cheer) or multiple styles in one or more divisions competing in an Open Cheer division. No single team divisions will be permitted at The College Classic.

COLLEGE CLASSIC AWARDS

At least 50% of teams that compete in the preliminary round will ultimately advance to finals. No semifinal or Second Chance Round will be held. Finalists in categories with **six** or more finalists will compete figure skating-style (in sub-groupings with lowest scores competing first, based upon their scores from the previous round, but within each sub-grouping, teams will draw for random order). Finalists in categories with **five** or fewer finalists will compete in reverse order of their preliminary scores. All finalists will receive trophies. In addition, all The College Classic champions will receive banners, jackets or fleeces, and rings. In recognition of the tremendous success of each champion, no Grand Champion award(s) will be given at The College Classic.

THE CHEER BATTLE ROUND AT THE COLLEGE CLASSIC

The College Classic will hold a Cheer Battle Round at the National Championship. The primary purpose of the Battle Round is to promote a fun, supportive environment to showcase selected athletes' skills and routines for each other and the viewing audience. The College Classic will conduct the Battle Round in accordance with the following guidelines:

1. Within the Cheer Battle Round, there will be two Individual Cheer Battles:
 - a. Pyramid Battle, for cheer teams selected by The College Classic for the Battle, and

- b. Tumble Rumble, where any team may select one (1) cheerleader to participate. The College Classic may allow more than 1 cheerleader to represent a team at its sole discretion.

More details will be provided by The College Classic leading up to the event.

2. No scoring or critiques will be done by judges in the Battle Round. Judges will view all performances in each Battle, collaborate and announce a Battle champion shortly after the conclusion of the applicable Battle. Each judge will be asked to vote for a winner based on overall technical quality, crowd appeal, difficulty and creativity. Battle champions will receive a Battle Cup (and bragging rights until next year's National Championship!).
3. The College Classic may invite teams to participate in the Pyramid Battle beginning after the conclusion of all preliminary routines for teams eligible for that Battle Round, and invitations may continue to be issued throughout finals for that group of teams. For example, if preliminaries for all divisions eligible for the Cheer Battle conclude Saturday at 5:00 pm, and the Cheer Battle is scheduled to begin Sunday at 7:00 pm, then The College Classic may issue Cheer Battle invitations at any time between those times, based on either preliminary or finals performance, in The College Classic's sole discretion.
4. Preliminary round scores and finals performance quality will be a factor in determining Battle Round invitees; however, these will not be the only determining factors. The College Classic may also consider factors such as entertainment value, showmanship, creativity, appropriateness for a "battle" atmosphere, and/or judge recommendations in issuing invitations. No team is guaranteed to participate in the Battle Round by virtue of having the highest score in preliminaries, and a team with a lower score may be invited to the Battle Round if it meets one or more criteria set forth above.
5. A schedule for each Battle within the applicable Battle Round will be published in advance of the National Championship with start times for each Battle category; however, a specific performance time for each participating team will not be published in advance.
6. **Battle Round invitations and results are completely independent of the official results of The College Classic National Championship. Battle Round results are based solely on performance in the Battle Round, in accordance with the Battle judging criteria set forth above. National Champion results are based solely on performance in Finals for that style and division, in accordance with the score sheet for such division.**



Part 2: Cheer Routine Rules and Guidelines

GENERAL SAFETY

The coach of a team is responsible for monitoring the safety of each element of a cheer or mascot routine and determining that it is safe to perform. The character of the skills being performed, as well as the skill level of the athletes performing those skills, should be considered by the coach in making this determination. All of the skills listed below as well as any other movement should be evaluated for safety by the advisor/coach prior to competition.

SAFETY GUIDELINES

All teams and partners competing in any cheer division(s) at The College Classic should adhere to USASF safety rules and regulations in effect as of the competition date. Visit www.usasf.net for more information.

COMPETITION ROUTINE GUIDELINES

1. Teams may make substitutions in the event of injury. Substitute participants must be listed on the team's participant roster in the team's registration form.
2. Any equipment or items that may damage the performance floor are prohibited.
3. There is no minimum time limit for any routine. The maximum time limit is 2:30. Routines will be evaluated upon the first sound in the music or the first physical movement. The final note or physical movement will be considered the end of the performance. Routines will be given a maximum grace period of five seconds above the 2:30 time limit to account for minor differences in music equipment timing or performance errors.
4. A responsible adult must be present to assist in the start and finish of the routine music. **IT IS RECOMMENDED TO UPLOAD YOUR MUSIC TO THE REGISTRATION SOFTWARE BY ONE WEEK PRIOR TO COMPETITION.**

JEWELRY

Jewelry will not be allowed for cheer team members. We reserve the right to require a team member to remove any jewelry we deem hazardous at any point during the competition.

PROPS

Props are permitted in any category as long as they are wearable, handheld, or freestanding and can be taken off or released safely (as determined by DTU or The College Classic). No dry ice, confetti, glass, canned smoke, water or other liquid, **flammable material** or other similar loose material that may obstruct the judges' view or affect the condition of the performance floor may be used. Backdrops are not permitted - any props must be able to be used/moved by a single athlete. **No prop may be tossed off the performance floor or used in any way that risks damage to any persons or property in the vicinity of the performance floor (including, without limitation, the ceiling, a performance backdrop or any lighting on the front of the floor).** For any questions

or concerns regarding prop choice, please send a photo of the prop to us prior to the competition.

AUDIENCE INVOLVEMENT

Crowd appeal is an important element of any cheer or mascot performance; however, teams will be judged based only on performance elements taking place on the competition floor. Involvement of non-regular members of a team (“Other Participants”) in the performance of the routine is allowed in the Spirit Showdown divisions only, subject to the following restrictions:

1. Only registered and paid individuals may be on the official performance floor
2. Any Other Participants must be located in the Fan Zone and stay in the Fan Zone for the entire performance
3. The involvement of Other Participants is subject to all of the rules and regulations set forth herein for competing performers, including the safety guidelines.