Background
The cheerleading performances are as much a highlight of the event as the football is. The cheerleading teams put a significant amount of effort into their outstanding routines. Some of the teams even hire professional coaches, to help develop their routines.

1.0 Scope of the Rules and Information Document
This document is applicable to the cheerleading competition that runs concurrent to the football tournament. It contains the regulations that govern the cheerleading competition and, combined with the EuroCup Cheerleading Rulebook, must be used by all cheerleading teams and coaches. The Cheerleading Coordinator is responsible for maintaining the Rules and Information document, and for ensuring that it is followed.

2.0 Team Members
Each team must provide a list of cheerleaders’ names by March 9th, 2018 with a maximum of 17 cheerleaders per team, including Cheerleading Coach. Only 16 cheerleaders are allowed on the floor during the Special Performance. Teams may be a combination of male and female members. All team members must work for DHL Express and should have been on the payroll working at least 20 hours per week, as of January 1st, 2018. Teams will be disqualified if any team members do not comply with this rule.

Every cheerleader must be approved by the Country Manager and HR Manager.

3.0 Sideline Performance
A sideline performance will not be a competition element. We encourage the teams to cheer for their football teams during the matches, but these performances will not be judged or rewarded.

4.0 Special Performance Categories
The special performance will be judged in 2 categories (basic & advanced). Details are provided in the EuroCup Cheerleading Rulebook.

- Cheer Basic: In this category, stunts are limited to shoulder height.
- Cheer Advanced: In this category, stunts are higher than shoulder height (above the head).
Cheer Basic & Cheer Advanced points

Cheer Criteria - 10 Points

Crowd Leading Ability: The ability to lead the crowd for teams’ Nation, use of signs, poms, megaphone, practical use of stunts/pyramids and execution (native language is encouraged).

Stunts - 60 Points

Partner Stunts: (between 2 participants): difficulty, execution of skill, number of bases, number of stunt groups, synchronization and variety.

Pyramids: difficulty, transitions moving into or dismounting out of skills, execution, timing and creativity.

Basket Tosses: execution of skills, height, synchronization (when applicable), difficulty and variety.

Gymnastic - 10 Points

Tumbling: group tumbling, execution of skills (includes jumps, if applicable), difficulty, proper technique, and synchronization.

Overall - 20 Points

Flow of routine/transitions: execution of routine components, flow, pace, timing of skills, and transitions.

Overall Presentation: presentation, showmanship, dance, facials, energy and crowd effect.

4.1 Special Performance Length

Each team will have a maximum of three minutes to demonstrate its cheerleading style and expertise. Timing will begin with the first movement, voice, or the first note of the music; whichever comes first. Each team’s performance must include at least one cheer. If the team uses music, it must not exceed two minutes and thirty seconds. Thus, special performance should last for three minutes in total with maximum two minutes and thirty seconds of music; the remaining time can be used for vocal cheer(s). The Special Performance starts with either the cheer element or the music as per the team’s choice. However, it is not allowed to split the music in 2 pieces and perform the cheer in the middle of the special performance.

4.2 Special Performance Area, Entry and Exit

The performance area will be approximately 14 X 14 square meters, with actual performance floor size of 12 X 12 square meters. After the team is introduced, it enters the performance area and promptly assumes its starting position.

The team may briefly greet or acknowledge the audience prior to assuming their start position, however excessive posing is discouraged.

Following completion of its performance, the team is to exit promptly from the performance area, thanking or acknowledging the audience briefly.

4.3 False Starts

A false start is defined as when the team is unable to start their performance after assuming their starting position, or the performance is interrupted prior to its intended conclusion.

An acceptable false start is when the circumstances causing the false start are not within the teams’ control. This could include failure of equipment or foreign objects interfering with the performance.

The team will be allowed to repeat their performance if the head judge deems it an acceptable false start. Any decision made by the head judge is final.

NOTE: A repeated performance will be judged purely based on that performance. An interrupted performance will not be considered in the scores.

4.4 Safety

In order to ensure the safety of cheerleaders, any pyramids above two levels, must be carried out with (extra) spotters. If complex stunts are performed without spotters, points may be deducted.

Spotters may or may not be a team member of the cheerleading squad. They will not be counted as part of the team member numbers, if they only support the team during pyramids. In this case, they must enter the performance area for the pyramids only and then stand outside during the remainder of the performance.

Music must be sent to the attention of cheerleading@dhleurocup.com by the 30th of April 2018 latest. In case the music cannot start at the beginning of the team’s special performance, the Cheerleading Coach (or deputy) of the performing team must make themselves known at the start of the performance. Preferably, they should stand next to the music installation to give a sign that prompts the music’s start.
4.5 Performances and Teams
Performances will consist of 2 categories (Cheer Basic & Cheer Advanced); teams can only register for 1 category. The performances will be executed in the chosen category and concluded with a final. The pools and performance time will be communicated to the team coaches. All scores will be posted on the scoreboard within 4 hours of completion of the performance (sooner if possible). The score sheets will be submitted via email to the Cheerleader Coach by end of day.

4.6 First Round
The first round will take place on Saturday with the teams competing at set times. Half of the teams in each category (with a maximum of 14 teams total) will advance to the final on Sunday. The judges for this will be the cheerleading judging panel, as described in 4.8.

4.7 The Final
The top scoring in each category (with a maximum of 14 teams total) from the first round will advance to the final on Sunday. The judges for this will be the cheerleading judging panel, as described in 4.8.

The first round performance will not be considered in the scoring of the final performance. The final performances will be judged independently and the score sheets start at zero.

4.8 Judging
The panel of judges will consist of independent professional cheerleading judges, judging all scoring elements of the special

5.0 Scoring
The maximum score is 100 points for both categories (Cheer Basic & Cheer Advanced). For the final performance on Sunday, first and second place in both categories will be awarded to teams with the highest scores. If there is a tie, the team with the highest skill score will be declared the winner. For those teams that have skill scores identical, they may be asked to repeat their performance in its entirety for re-judging. The scores will start at zero.

6.0 Chart of Deductions / Penalties
Penalties will be given by the deductions judge in the following cases:

Wearing Accessories: (per team)
- Jewelry (2 points)
- Loose hair/Long nails (2 points)
- Other Apparel/Accessories (2 points)

Timing: (per team)
- Failure to report at the Performance area on time (2 points)
- Exceeding maximum routine length (2 points)

General: (per team)
- Blatant rules violation (5 points)
- Wrong Category* (15 points)
- Performance hazard (2 points)
- Ineligible/incorrect number of athletes > 16 Cheerleaders (2 points)

Stunts: (per occurrence)
- Fall/Drop during pyramids, tumbling etc. (1 point)
- Early Dismounts / Releases (1 point)
- No spotters** (2 points)

* Only applies to Basic Category
** Only applies to Advanced Category

7.0 Procedural Questions
Questions concerning the rules or procedures of the cheerleading competition will be handled exclusively by the Cheerleading Coach, and directed to the head of the Cheerleading Organization.

Questions concerning the team’s performance should be addressed to the head of the Cheerleading Organization immediately after the performance.

7.1 Disputes
Questions concerning the final score or team rankings must be handled exclusively by your Cheerleading Coach, and directed to the head of the Cheerleading Organization.

Any protest will be evaluated by the head of the Cheerleading Organization and a final decision made to uphold or dismiss the protest.

7.2 Sportsmanship
All participants shall conduct themselves in a manner displaying good sportsmanship throughout the cheerleading competition.

The Cheerleading Coach is responsible for seeing that team members and any other persons affiliated with the team conduct themselves accordingly throughout the entire event. Severe cases of unsportsmanlike conduct are grounds for disqualification.

7.3 Interpretation
Interpretation of any aspect of these regulations, or any decision involving any other issue of the cheerleading competition, will be rendered by the Organizing Steering Committee. The committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit of the cheerleading competition.

7.4 Use of Illegal Substances
The use of drugs is strictly against DHL policy.

8.0 Disclaimer
These rules are subject to revision at any time. Any revisions will take precedence over the original version.