

2026
SINGAPORE

ASIA SCHOLASTIC CHAMPIONSHIPS

CHEERLEADING | POM | HIP HOP | JAZZ



23 August 2026, Singapore



INFORMATION PACKAGE

version 20260529

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General Information

Asia Scholastic Championships 2026

**DATE**

Sunday, 23 August 2026

**VENUE**

Our Tampines Hub
Community Auditorium
1 Tampines Walk, #03-A3,
Singapore 528523

ASIA SCHOLASTIC CHAMPIONSHIPS, also known as “**ASIA SCHOLASTICS**”, in line with the scholastic focus, is exclusively open to student-athletes who are currently enrolled in a full-time academic program in school.

To cater to student-athletes who do not have the cheer or dance program within their school, we have open divisions where student-athletes may compete and represent their gym, studio, club, or organisation.

The organiser 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 organiser to be essential to the successful execution of the event.

General Admission for Spectators

The competition is a ticketed event. More information will be released closer to the competition. Spectators will be required to adhere to the Media and Photography Policy.

Contact Information

 Website	www.asiascholastics.com/2026
 Email (Competition Office)	asiascholastics@gmail.com
 WhatsApp	+65 8275 1330
 WeChat	+65 8275 1330

For enquiries, we highly encourage **email correspondence**. For privacy reasons and record purposes, phone calls will only be used for emergency cases where you need immediate assistance.

Social Media

@aseactivesports



Facebook



Instagram



RedNote



Telegram



TikTok

[YouTube](#)

We would love to hear about your journey to Asia Scholastics! Be sure to tag us on social media and hashtag your moments with **#AsiaScholastics2026**.

@asiascholastics



Instagram



Telegram

#asiascholastics2026



Event Hashtag

Awards and Entitlements

All Registered Athletes, Coaches, Entourage

- Admission to competition venue
- Access to backstage and warm-up areas
- Public Liability Insurance
- Official Event T-Shirt
- Event Lanyard
- Professional photos
- Individual Participation Medals (*for non-placing athletes*)
- Individual Achievement Award Pin (*for athletes only*)
- Individual Certificate of Participation (*for non-placing athletes*)

Clarification: Registered athletes include registered substitutes.

Top 3 Placing Teams and Athletes

- Team trophy
- Individual Placement Medal
- Individual Certificate of Achievement

Professional Photos

Each team will receive professional photos of their routine. All photos will be available online where the download link will be provided for distribution amongst the team members. This will allow your team to directly download your photos to whatever device you may choose.

Achievement Award Program

We are pleased to announce that we are bringing back the Achievement Award Program (AAP) pioneered by ASE to encourage and reward all athletes' efforts. This program confers teams with awards based on their final score and each athlete will go home with the exclusive custom designed award pin. This system encourages teams to compete against themselves and achieve their personal best. The AAP banding for the scores is as follows:

- Diamond : 90% and above
- Platinum : 80% to below 90%
- Gold : 70% to below 80%
- Silver : 60% to below 70%
- Bronze : 50% to below 60%
- Merit : Below 50%

Certificates

As part of our green effort, all Certificates of Achievement (CoA) and Certificates of Participation (CoP) will be given in digital format and will be downloadable (link given after event) within two [2] months after the event. All certificates come with a unique serial number for authenticity.

Divisions

Cheer Division List

Cheer Divisions	Age Division	Age / Grade Requirement <i>Age in year of event Grade at time of event</i>	Gender	Level						
				Premier	Elite	Advanced	Median	Intermediate	Novice	Beginner
<p>TEAM CHEER 16 to 24 athletes Minimum 1 coach</p> <p>Routine: Total 3:00min 2:00min music + minimum 30sec cheer</p> <p>GROUP CHEER 8 to 16 athletes Minimum 1 coach</p> <p>Routine: Total 3:00min 2:00min music + minimum 30sec cheer</p>	Scholastic		Level Minimum Age:							
	University	18 to 24 years	All Girl Coed	✓	✓	✓	✓			
	Senior High	Grade 10 to 12		✓	✓	✓	✓			
	Secondary	Grade 7 to 12			✓	✓	✓	✓		
	Junior High	Grade 7 to 9			✓	✓	✓	✓		
	Primary	Grade 1 to 6	Unified				✓	✓	✓	✓
	Open		Level Minimum Age not applicable							
	Senior	16 years and older	All Girl Coed	✓	✓	✓	✓			
	Junior	15 to 18 years			✓	✓	✓	✓		
	U18	13 to 18 years			✓	✓	✓	✓		
	U16	12 to 16 years			✓	✓	✓	✓		
	Youth	12 to 14 years				✓	✓	✓	✓	
	U14	10 to 14 years	Unified			✓	✓	✓	✓	
	U12	8 to 12 years						✓	✓	✓
	U10	7 to 10 years							✓	✓
	U8	5 to 8 years								✓
U6	5 to 6 years								✓	✓

Cheer Division List ...continued

Cheer Divisions	Age Division	Age / Grade Requirement <i>Age in year of event Grade at time of event</i>	Gender	Level						
				Premier	Elite	Advanced	Median	Intermediate	Novice	Beginner
<p><u>PYRAMID</u> 10 athletes Minimum 1 coach Routine: 1:30min</p>	<u>Scholastic</u>		Level Minimum Age:							
	University	18 to 24 years	All Girl	✓						
	Senior High	Grade 10 to 12	Coed	✓						
	<u>Open</u>		Level Minimum Age not applicable							
	Senior	16 years and older	All Girl Coed	✓						
<p><u>DOUBLE GROUP STUNT</u> Total: 6 to 10 athletes 2 groups of 3 to 5 athletes each Minimum 1 coach Routine: 1:00min</p>	<u>Scholastic</u>		Level Minimum Age:							
	University	18 to 24 years	All Girl Coed	✓	✓	✓				
	Senior High	Grade 10 to 12		✓	✓	✓				
	Secondary	Grade 7 to 12			✓	✓	✓			
	Junior High	Grade 7 to 9			✓	✓	✓			
	Primary	Grade 1 to 6	Unified				✓	✓	✓	
	<u>Open</u>		Level Minimum Age not applicable							
	Senior	16 years and older	All Girl Coed	✓	✓	✓				
	Junior	15 to 18 years			✓	✓	✓			
	U18	13 to 18 years			✓	✓	✓			
	U16	12 to 16 years			✓	✓	✓			
	Youth	12 to 14 years				✓	✓			
U14	10 to 14 years					✓	✓	✓		
U12	8 to 12 years	Unified					✓	✓	✓	

Cheer Division List ...continued

Cheer Divisions	Age Division	Age / Grade Requirement <i>Age in year of event Grade at time of event</i>	Gender	Level							
				Premier	Elite	Advanced	Median	Intermediate	Novice	Beginner	
<p><u>DOUBLE PARTNER STUNT</u> Total: 4 athletes 2 groups of 2 athletes each Minimum 1 coach</p> <p>Routine: 1:00min</p>	Scholastic		Level Minimum Age:								
	University	18 to 24 years	All Girl Coed	✓	✓						
	Senior High	Grade 10 to 12		✓	✓						
	Secondary	Grade 7 to 12			✓						
	Junior High	Grade 7 to 9			✓						
	Open		Level Minimum Age not applicable								
	Senior	16 years and older	All Girl Coed	✓	✓						
	Junior	15 to 18 years			✓						
	U18	13 to 18 years			✓						
	U16	12 to 16 years			✓						
	Youth	12 to 14 years				✓					

Performance Cheer Division List

Performance Cheer Divisions	Age Division	Age / Grade Requirement <i>Age in year of event Grade at time of event</i>	Category	Level		
				Premier	Intermediate	Novice
<p><u>TEAM</u> 16 to 24 athletes (Pom, Hip Hop) 18 to 24 athletes (Jazz) Minimum 1 coach Routine: 2:00min</p> <p><u>LARGE GROUP</u> 8 to 16 athletes (Pom, Hip Hop) 8 to 18 athletes (Jazz) Minimum 1 coach Routine: 2:00min</p> <p><u>SMALL GROUP</u> 4 to 8 athletes Minimum 1 coach Routine: 2:00min</p>	Scholastic		Level Minimum Age:	8	5	5
	University	18 to 24 years	Pom Hip Hop Jazz	✓	✓	✓
	Senior High	Grade 10 to 12		✓	✓	✓
	Junior High	Grade 7 to 9		✓	✓	✓
	Secondary	Grade 7 to 12		✓	✓	✓
	Primary	Grade 1 to 6		✓	✓	✓
	Open		Level Minimum Age not applicable			
	Senior	16 years and older	Pom Hip Hop Jazz	✓	✓	✓
	Junior	15 to 18 years		✓	✓	✓
	U18	13 to 18 years		✓	✓	✓
	U16	12 to 16 years		✓	✓	✓
	Youth	12 to 14 years		✓	✓	✓
	U14	10 to 14 years		✓	✓	✓
	U12	8 to 12 years		✓	✓	✓
	U10	7 to 10 years			✓	✓
	U8	5 to 8 years			✓	✓
	U6	5 to 6 years			✓	

Performance Cheer Division List ...continued

Performance Cheer Divisions	Age Division	Age / Grade Requirement <i>Age in year of event Grade at time of event</i>	Category	Level		
				Premier	Intermediate	Novice
<p>TRIO 3 athletes Minimum 1 coach Routine: 1:30min</p> <p>DOUBLES Jazz is not available for Doubles Division 2 athletes Minimum 1 coach Routine: 1:30min</p>	Scholastic		Level Minimum Age:	8	5	5
	University	18 to 24 years	Pom Hip Hop Jazz (Trio Only)	✓	✓	✓
	Senior High	Grade 10 to 12		✓	✓	✓
	Junior High	Grade 7 to 9		✓	✓	✓
	Secondary	Grade 7 to 12		✓	✓	✓
	Primary	Grade 1 to 6		✓	✓	✓
	Open		Level Minimum Age not applicable			
	Senior	16 years and older	Pom Hip Hop Jazz (Trio Only)	✓	✓	✓
	Junior	15 to 18 years		✓	✓	✓
	U18	13 to 18 years		✓	✓	✓
	U16	12 to 16 years		✓	✓	✓
	Youth	12 to 14 years		✓	✓	✓
	U14	10 to 14 years		✓	✓	✓
	U12	8 to 12 years		✓	✓	✓
U10	7 to 10 years			✓	✓	
U8	5 to 8 years			✓	✓	
U6	5 to 6 years				✓	

Non-Competitive Division

U6 divisions are non-competitive. Teams will not be ranked but will be adjudicated under the Achievement Award Program and will receive the same awards and entitlements for non-placing teams.

Routine Requirements

Team and Group Cheer Divisions

Cheer Portion

1. A Cheer must be included in the beginning or middle of routine. Use of native language (including sign language) in the Cheer and using a more school pride style cheer is encouraged. The Cheer portion of the routine is based on the ability to lead the crowd for the team's school/organization, use of signs, poms, flags, megaphones, and practical use of stunt/pyramids to lead the crowd.
2. The cheer portion must be performed without music. No voice-overs or words may be recorded to make the team vocal projection louder.

Tumbling Portion

1. To attribute to the unique team nature of the sport of cheerleading, a minimum of two athletes tumbling in synchronization is required for a score in the tumbling component of the score sheet.
2. No scores will be awarded under the tumbling component on the score sheet for individual tumbling but will go under overall effect component on the score sheet.

Pyramid Divisions

Pyramid division is a **PYRAMID-ONLY** division performed to music. The division uses the Group Stunt and Coed Stunt score sheet.

Routine Limitations

1. Props are NOT allowed
2. Stunts, basket tosses, tumbling, dance, and jumps are not adjudicated components in the score sheet. You are permitted to do them but note that they are subjected to legalities.

Double Group and Partner Stunt Divisions

These divisions are **STUNT-ONLY** routines performed to music. Two groups of group/partner stunt groups will perform the exact same routine at the same time. These divisions use the Group Stunt and Coed Stunt score sheet.

Routine Limitations

1. Stunts executed by the two stunt groups should be identical.
2. Pyramids and props are not allowed.
3. Tumbling, dance, and jumps are not adjudicated components in the score sheet. You are permitted to do them but note that they are subjected to legalities.
4. **Double Group Stunt Divisions:**
 - a. Basket tosses are not required but will be considered as a stunt in the score sheet.
 - b. Single base stunts are not allowed.
Clarification: Single based stunts are not allowed as teams who wish to do single based stunts can participate in the Double Partner Stunt division, giving Double Group Stunt division participants an opportunity to compete in the division with "group" stunts as opposed to "partner" stunts.

Routine Requirements...continued

Performance Cheer Category Definitions

Please refer to International Cheer Union (ICU) website for [Performance Cheer Discipline Safety Rules – Category Definitions](https://cheerunion.org/education-schedule/rules-agegrid/) for Pom, Hip Hop and Jazz Category.



ICU Performance
Cheer Category
Definitions

<https://cheerunion.org/education-schedule/rules-agegrid/>

Performance Surface

1. Cheer

The performance floor will be approximately 42 feet x 54 feet / 9 strips (12.8 metres x 16.5 metres). The surface will be traditional carpeted foam mat. Nine [9] mats will be arranged vertically.

2. Performance Cheer

The performance floor will be approximately 42 x 42 feet (12.8 x 12.8 meters). The surface will be professional grade material (e.g. Marley floor or a wooden parquet floor). Fourteen [14] mats will be arranged vertically.

3. Athletes may line up anywhere inside the competition area.

4. There is no penalty for stepping outside the area, however all skills must originate from the performance surface. Penalty will be assessed for skills which do not originate from the performance surface.

Time of Routine

DIVISION	ROUTINE TIME
Cheer	
Team Cheer Group Cheer	Routine Total (Cheer + Music): Maximum three [3:00] minutes 1. <u>Cheer Portion</u> : Minimum thirty [0:30] seconds <i>Can be placed in the beginning or middle of routine</i> 2. <u>Music Portion</u> : Maximum two [2:00] minutes
Pyramid	Maximum one minute, thirty seconds [1:30]
Double Group Stunt Double Partner Stunt	Maximum one [1:00] minute
Performance Cheer: Pom, Hip Hop, Jazz	
Team Large Group Small Group	Maximum two [2:00] minutes
Trio Doubles	Maximum one minute, thirty seconds [1:30]

1. **Routine Timing**: Timing will begin with the first choreographed movement or note of the music and end with the last choreographed movement or note of music whichever comes last.
2. Please refer to **Competition Guidelines – Time Limitations, Floor Entrances and Exit** under Event Rules for more information on time of routine pertaining to floor entrances and exits.

Division Split and Combination

1. To maintain a competitive atmosphere, divisions may be split or combined at any time leading to the competition.
2. All Girl and Coed divisions will be combined into one division if only one team compete in each division.

New Division Request

To encourage participation, new divisions will be added (subject to approval) if there is a minimum of two teams requesting for the new division. Request for new divisions are to be made via the email to the Competition Office.

Crossovers

Athlete Crossovers

1. Crossovers are allowed between divisions. Each athlete may not represent more than one team within the same division.
2. Crossovers are undertaken at the athlete's own risk. Crossover athletes may miss scheduled warm-ups. Although the organisers will try to allow time for uniform changes or rest between routines, an interval of more than 10 minutes between competition performances is not guaranteed. The rehearsal and championship schedule will not be changed or delayed to accommodate crossover athletes.
3. Due to scheduling limitations, we advise a maximum of three [3] routines between all Performance Cheer divisions.

Team Crossovers

1. Teams are allowed to participate in multiple divisions with a single routine performed one time, if the crossover division(s) eligibility criteria are met.

Eligibility

Eligibility Policy Enforcement

1. In fairness to all, the organiser strictly enforces its eligibility policy and requirements for each division.
2. The organiser reserves the right to assess a penalty, disqualify, reclaim any and/or all awards and remove television appearance (if applicable) for any team found to be in violation of the eligibility policy, whether before, during or after the event.

Eligibility Challenge

1. All athletes are required to carry photo identification verifying their age and/or student status.
2. Any concern regarding an athlete's eligibility must be raised with the Competition Director by the coach or manager of a team competing at the event.
3. An athlete eligibility challenge requires a SGD100.00 fee. If the challenge is valid, the fee will be waived. If it is not valid, the fee will be donated to a charity of the organisers' choice.
4. Challenges will be reviewed and determined before awards are issued for the relevant division.

Participation and Substitution

1. Only registered athletes and substitutes may take part in the competition. Any team that fields an unregistered athlete or substitute will be automatically disqualified.
2. The athletes who begin a routine must remain the same throughout; no performer may be replaced during the routine.
3. **Unplanned Athlete Substitution:** If an absent or injured team member cannot be replaced by a registered substitute, and the proposed replacement athlete is not eligible for the division: The team may not compete in that division and may perform only in the exhibition division.
4. **Compliance Ownership:** The organisation, school, gym, studio, club, or programme managers, coaches, and/or owners are responsible for ensuring that that all team participants comply with the division's eligibility requirements.

Waiver Form

1. Each participant is to submit the **INDIVIDUAL PARTICIPANT RELEASE/WAIVER FORM** "Waiver" to complete the registration.
2. Participants who did not submit the Waiver will NOT be eligible to compete in the competition.
3. Participants aged below eighteen years of age "Minors" require a parent/guardian to complete the Waiver.

Scholastic Requirement

- The competition is open to bona-fide student-athletes who are currently enrolled in a **FULL-TIME ACADEMIC PROGRAM** in school and have not graduated (*Exception: University student-athletes*).
Clarification: Graduation is determined by the school's official graduation date. It does not refer to the graduation ceremony or the date the certificate is issued.
- Scholastic Divisions:** Only students from the same school may represent the school in the scholastic divisions.
- University Divisions:** Under the International University Sports Federation (FISU) guidelines, participants in University divisions must meet both the age and the following scholastic requirements:
 - Student Status:** Participants must be officially enrolled in and pursuing a full-time programme leading to a degree or diploma at a university or equivalent institution recognised by their country's national academic authority; OR
 - Recent Graduates:** Individuals who completed their degree or diploma in the year before the event remain eligible.
- Open Divisions:** Student-athletes representing a gym, club, studio, or organisation may compete in Open divisions, subject to the relevant scholastic and age requirements.
Clarification: Student-athletes representing their school may also enter Open divisions if they meet the age requirement.

Grade Requirement

- The applicable grade requirement is based on the athlete's grade level **AT THE TIME OF THE EVENT** for participation in Scholastic divisions.

Scholastic Division	Grade
University	University/College
Senior High	Grade 10 to 12
Junior High	Grade 7 to 9
Secondary	Grade 7 to 12
Primary	Grade 1 to 6

- Secondary, Senior High, Junior High Divisions:** The Secondary division overlaps with the Senior High and Junior High divisions to accommodate differences in school systems across countries and regions. These divisions may include equivalent institutions such as secondary schools, junior colleges, high schools, junior high schools, and middle schools.
- Crossover:** Teams in the Senior High or Junior High divisions may cross over to the Secondary division if they meet the applicable grade and level minimum age requirement
- Primary Divisions:** The Primary division is open to student-athletes enrolled in primary school, elementary school, or an equivalent level.

Age Requirement

1. **Age Requirement:** The age of the athlete must be **IN THE YEAR** of the competition.

E.g. Participants in Junior Divisions (15 to 18 years old) must be at least 15 and no older than 19 on December 31 of the event.

Age Division	Age Range	Year of Birth
Senior	16 years and older	2010 and after
Junior	15 to 18 years	2007 to 2011
U18	13 to 18 years	2007 to 2013
U16	12 to 16 years	2009 to 2014
Youth	12 to 14 years	2011 to 2014
U14	10 to 14 years	2011 to 2016
U12	8 to 12 years	2013 to 2018
U10	7 to 10 years	2015 to 2019
U8	5 to 8 years	2017 to 2021
U6	5 to 6 years	2019 to 2021

2. **University Divisions:** Participants must be at least 18 and no older than 25 years of age on December 31 of the year of the event.

3. **Level Minimum Age Requirement:** For Scholastic divisions (*exception: University divisions*), athletes must meet both the grade requirement and the minimum age requirement for their Cheer or Performance Cheer level. This policy accommodates student-athletes in accelerated academic programmes who may fall outside the usual age range for their grade.

Cheer Level	Minimum Age
Premier	16 years old
Elite	12 years old
Advanced	10 years old
Median	8 years old
Intermediate	7 years old
Novice	5 years old
Beginner	5 years old

Performance Cheer Level	Minimum Age
Premier	8 years old
Intermediate	5 years old
Novice	5 years old

Team Composition

1. **All Girl Divisions:** All members in the team must be female.
2. **Coed Divisions:** At least one male must be participating on the team. All male teams may participate in the Coed Division.
3. **Unified Divisions:** Unified divisions are gender neutral. All Girl and Coed teams will compete together in the same division.
4. **Performance Cheer Divisions:** All Performance Cheer divisions are unified.

Team Size

Athletes

Divisions	Number of Athletes
Team Cheer	16 to 24
Group Cheer	8 to 16
Pyramid	10
Double Group Stunt	6 to 10 (2 groups of 3 to 5)
Double Partner Stunt	4 (2 groups of 2)
Team Pom, Hip Hop	16 to 24
Team Jazz	18 to 24
Large Group Pom, Hip Hop	8 to 16
Large Group Jazz	8 to 18
Small Group Pom, Hip Hop, Jazz	4 to 8
Trio Pom, Hip Hop, Jazz	3
Doubles Pom, Hip Hop	2

Substitutes

1. It is optional to register substitutes on the team roster.
2. Substitutes are considered registered members of the team and may substitute an athlete on the team. Substitutes enjoy the same entitlements as a registered athlete and is required to pay the competition fee as a registered athlete.

Coaches

1. **Registered Coach:** Each team must include **AT LEAST ONE [1] REGISTERED COACH** on its roster be eligible to compete. The organization is responsible for making sure the coach holds the appropriate coaching accreditation for the relevant level or category and is at least twenty-one [21] years of age.
2. **Assistant Coaches:** Teams that have registered coach(es) aged at least twenty-one [21] may also include assistant coaches on the roster, provided they are at least eighteen [18] years of age.

Safety Spotters for Double Partner Stunt

1. Safety Spotters for Double Partner Stunt teams may be:
 - a. Registered as substitutes to receive the same award and entitlements as the athletes; or
 - b. Registered as entourage as safety spotters.

Registration

Competition Fees

Prices are quoted in Singapore dollars per person per division.

Divisions	Athletes and Substitutes	
	Commuter Package	Additional Division
EARLY BIRD: 7 June to 20 June 2026		
Team	\$100	\$50
Group, Pyramid, Double Group Stunt	\$120	\$70
Double Partner Stunt, Trio, Doubles	\$140	\$90
ON-TIME: 21 June to 20 July 2026		
Team	\$120	\$70
Group, Pyramid, Double Group Stunt	\$140	\$90
Double Partner Stunt, Trio, Doubles	\$160	\$110
Registration Deadline 20 July 2026 <i>No team Registration after 20 July</i>		
LATE: 21 July 2026 to 23 August 2027 <i>For addition of athletes to existing registered teams only.</i>		
Team	\$150	\$100
Group, Pyramid, Double Group Stunt	\$170	\$120
Double Partner Stunt, Trio, Doubles	\$190	\$140
Entourage Coaches, Safety Spotters, Staff, Officials		Commuter Package
One-time fee per person		\$50

Athletes and Substitutes



1. **Registration Phase:** The deadline of each registration phase will be strictly adhered to and is based on the latest date (GMT +8) the following is received:
 - a. Registration submitted online through the event portal;
 - b. Payment made; AND
 - c. Proof of Payment (receipt) submitted online through the event portal.
2. **Late Registration Phase:** Teams registration is not allowed during Late Registration Phase. Only registration of athletes/substitutes to existing team roster is allowed
3. **Athletes & Substitutes:** The commuter package and competition fees is applicable for each athlete and substitute.
4. **Commuter Package:** Commuter package for athletes and substitutes includes Competition Participation Fee for one division.
5. **Additional Division:** Athletes who participate in more than one division shall be required to pay the additional division fee for each subsequent division, in addition to the commuter package. The additional division fee shall apply only to participants crossing over within the SAME organisation.
E.g. Athlete registers for Team Cheer, Pyramid, and Double Partner Stunt division during Early Bird period: Total \$260 (\$100 + \$70 + \$90)
6. **Insurance:** It is recommended that athletes and substitutes obtain personal accident and/or travel insurance that covers their participation in the competition.

Commuter Package for Entourage

1. **Commuter Package:** The commuter package for entourage includes admission to competition venue, access to backstage and warm-up areas, public liability insurance, official event t-shirt, and event lanyard. Only registered coaches and entourage are allowed backstage access with the athletes.
2. **Required Coach Registration:** Each team is required to have a registered coach to be eligible to compete.
3. **One-Time Fee:** Entourage members registered under the same organisation shall be required to pay the registration fee only once, regardless of registration on multiple rosters. However, entourage members registered under different schools or organisations must pay the commuter package separately for each registration.
4. **Coach-Athlete:** A participant who is registered as both a coach and an athlete is required to pay only the athlete commuter package.
5. **Insurance:** It is recommended that entourage members purchase personal accident and/or travel insurance to cover their participation in the event.

Registration

Registration is done via the event portal.

 Event Portal	https://asiascholastics.com/register
 Registration Opens	Sunday, 7 June 2026

The event portal serves as a comprehensive platform for participants and organisations to access and manage event registration, scoresheets, certificates, etc. Additional features will be rolled out progressively.

Registration Process

Recommended to complete in advance	
<i>To prevent last minute deadline rush</i>	
1	Create ORGANIZATION ACCOUNT Organization admin to create an individual account, followed by Organization account.
2	Create INDIVIDUAL ACCOUNT (Athletes and Entourage) Option 1: Individual to register an account on portal, add Organization Account ID and Passcode to be added as members of organization Option 2: Organization account admin to create individual accounts via excel template upload.
3	Assign EVENT ADMIN Organization admin to assign event administrator(s) to manage the organization's event registration.
To be completed by Registration Phase Deadline	
<i>To ensure the registration phase competition fees rate is secured.</i>	
1	REGISTER team to event https://asiascholastics.com/register
2	Make PAYMENT Details in payment information link provided in invoice
3	Submit PROOF OF PAYMENT Upload your payment transaction
4	Check registration CONFIRMATION in event portal Registration status will be updated in 5 working days
To be completed by Registration Phase Deadline	
<i>To ensure the registration phase competition fees rate is secured.</i>	
5	Submit WAIVER (Individual Participant Release/Waiver Form) Via link sent to Participant / Parent Email

Payment

1. **Payment Deadlines:** Payment must be received by the applicable registration deadline to qualify for the corresponding registration fee.
Exception: For payments made via GeBIZ or Vendors@Gov, please contact the Competition Office to request an extension.
2. **Cash Payment:** Cash payment is not accepted, except for last-minute registrations or changes approved by the Competition Office for payment on the event day. Payment must be made in exact cash, as no change will be provided. A receipt will be issued for cash payments.
3. **Late Payment:** Payments received after the event will incur a late fee of 2% per month. Registrants are responsible for allowing sufficient processing time with their bank to ensure timely payment.
 - a. PayNow, ATM transfer, or cash deposit
 - b. GeBIZ, Vendors@Gov, or GIRO
 - c. International telegraphic transfer
4. **Additional Fees:** All applicable payment transaction charges are the responsibility of the payer.
5. **Payment Procedures:** Detailed payment instructions and available payment modes are provided in the payment information link included in the invoice.
6. **Receipts:** Receipts will be issued upon verification of payment.

Making Changes to Registration

1. **Event Portal:** All registration changes must be made through the event portal. Changes requiring organiser approval must be submitted to the Competition Office by email.
2. **Division Change:** Division changes may be made through the event portal during the Early Bird and On-Time registration phases. During the Late registration phase, division changes must be requested to the Competition Office by email.
3. **Changes to Team Roster:** Team roster changes may be made through the event portal. Participant replacements must be made by deleting and adding the participant. The applicable registration-phase fees will apply to any additional athletes or substitutes added to the roster.

Withdrawals

1. **Withdrawal Request:** All withdrawal requests must be submitted to the Competition Office by email.
2. **Withdrawals:** Athletes and teams who withdraw during the Early Bird or On-Time registration phases are eligible for an 80% refund of competition fees. No refunds will be granted during the Late registration phase.
3. **Medical Withdrawals:** Athlete withdrawals supported by a valid medical certificate are eligible for a refund, less an administrative fee of SGD50.00 per athlete.

Refund Policy

1. **Credit Balance**: Any refund or overpayment will be applied as a credit to the event invoice. Unused credit after the event will be carried forward to the next event registered for in the current or following year, unless otherwise requested. Credit is not transferable beyond the following year.
2. **Cash Refunds**: Requests for cash refunds must be submitted to the Competition Office by email. Cash refunds are subject to a processing fee of 5% or SGD10.00, whichever is higher, and will be made by bank transfer. The amount received may be lower due to bank charges deducted by the recipient's bank.
3. **Processing Time**: Cash refunds are processed within four [4] to six [6] weeks.
4. **Disqualification**: No refund will be granted in the event of disqualification.

Agreement of Compliance and Confirmation

By submission of the registration, on behalf of the team, the Event Administrator confirms that:

- All participants, coaches, administrators and entourage have read, understood, and agree to comply with the Information Package, official website materials, and Rule Book.
- All registered participants meet the eligibility requirements for their respective divisions.
- The Event Administrator and coach acknowledge that fielding an ineligible athlete will result in automatic disqualification and may require eligibility verification upon request.
- The Team Manager(s) and/or Coach(es) accepts responsibility for the conduct of the team and delegation and confirms compliance with venue policies, Singapore law, and all applicable competition rules and procedures.
- The Event Administrator understands and agrees that once an invoice is issued, the organisation remains liable for payment in accordance with the payment policy, even if the registration is later cancelled or withdrawn, subject to the withdrawal policy.
- All submitted information is true, accurate, and complete.

Event Rules and Regulations

General Guidelines

1. **Code of Conduct:** All participants agree to abide by the Event Code of Conduct (*downloadable from event website*) and conduct themselves in a manner displaying good sportsmanship throughout and post event. This includes but is not limited to social media posts and comments.
2. **Conduct Supervisors:** The coach/team manager is responsible for seeing that team members, coaches, entourage, and any other person's affiliated with the team conduct themselves accordingly. Together with officials, be jointly responsible for the conduct and control of team fans and spectators.
3. **Team Supervision:** All teams must be supervised during all official functions by a qualified coach/team manager. It is recommended that athletes remain with a coach/manager or chaperone during the competition event when not competing.
4. **Chaperone:** Minor athletes (age 17 and below) must always be accompanied by a chaperone during the event.
5. **Credentials:** Entourage members are required to wear the credential issued as part of registration/admissions throughout the duration of the event. The credential may not be shared or transferred. Access to restricted areas will not be allowed without the identification. The organiser reserves the right to revoke the credential if found to be abused.
6. **Performance Level Placement:** Coaches must ensure athletes demonstrate sufficient proficiency before progressing to more advanced skills. Performance level placement shall be based on the ability level of the athlete, group, and team.

7. **Safety Rules:** It is the coach's responsibility to read and understand the safety rules relevant to the team.
8. **Emergency Response Plan:** All coaches/team managers should have an emergency response plan in the event of an injury.
9. **Costuming Preparation:** Please have athletes come to the event with hair and make-up done and in at least partial uniform/costume.
10. **Baggage:** Athletes must keep their bags with them at all times, except during scheduled warm-up and performance times, when bags must be placed in the designated baggage area and collected immediately after performance. The organiser is not responsible for lost items, and athletes are advised not to bring valuables.
11. **Competition Schedule:** There is no re-arrangement of running order for teams who missed their warm-up or competition timing under any circumstances. Please be on time always.
12. **Solicitation:** Solicitation is prohibited at the event. Any team found recruiting athletes will be disqualified and removed from the premises immediately. Any unauthorised sale of products or services is not endorsed and must be reported to event staff immediately.
13. **Violation of Event Policies:** Breach of the Event Policies may result in a penalty, point deduction, and/or disqualification, at the discretion of the event officials.

Practice Guidelines

1. **Supervision:** No skills or technical elements may be performed without the direct supervision of a coach or manager.
2. **Designated Area:** Practice of skills and technical elements must be conducted only in designated area with an appropriate surface.

Procedural Questions

1. **Rules and Procedures:** Any questions concerning the rules and procedures of the competition will be handled exclusively by the coach/manager of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.
2. **Performance:** Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition by the coach/manager of the team. Questions regarding another team and/or their performance will not be allowed.
3. **Eligibility:** Any questions concerning an athlete's eligibility must be directed to the Competition Director by the coach/manager of the team competing at the event.
4. **Code of Conduct:** Questions will be discussed between one [1] qualified representative of the team and relevant official(s) in private and in an atmosphere of mutual respect and professionalism.
5. **Non-Authorised Team Representatives:** The Competition Director will NOT handle any questions or feedback by any other person other than the advisor / coach of the team. Any other person wishing to provide feedback can do so via email or obtain a feedback form from the Registration Counter. Insistence on directing questions to the Competition Director will constitute as harassment and will risk a deduction for the team(s).

Interpretations and Rulings

1. 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 event officials.
2. Officials will render a judgment to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition.

Disqualification

Any team that does not adhere to the terms and procedures of the policies and rules covered in this Information Package and Rule Book will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate the following year.

Routine Guidelines

- In addition to the routine guidelines highlighted in this Information Package, all teams must comply with the applicable [2026 ICU Cheerleading and Performance Cheer Safety Rules](#) general safety rules, general rules and specific routine guidelines highlighted within.



**2026 Sport of
Cheer Rules
& Guidelines**

<https://cheerunion.org/education-schedule/rules-agegrid/>

Refer to:

- Cheer Divisions:** General Safety rules
 - Performance Cheer Divisions:** General Rules and Specific Routine Guidelines
- Guideline Violation:** Officials may issue a warning, assess a five-point per judge, deduction in the Overall Impression score, and/or disqualify a team for any violations of the routine guidelines.

Appropriate Choreography and Music

- Appropriate Choreography and Music:** Suggestive offensive, or vulgar choreography and/or music are inappropriate for family audiences and therefore lack crowd appeal. All facets of a performance/routine, including both choreography and music selection, should be age appropriate, entertaining and suitable for all audience members. Violations of this guideline will be impacted in the Overall category on the respective score sheet(s).
- Definition of Inappropriate Choreography:** Vulgar or suggestive material is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or replaying lewd or profane gestures or implications. Examples of inappropriate choreography may include, but not

limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another.

- Definition of Inappropriate Music:** Every effort should be made to ensure that the lyrics of the music are appropriate for all audience members. Music or words unsuitable for family listening, which includes, but is not limited to, swear words and connotations of any type of sexual act or behaviour, drugs, explicit mention of specific parts of the body, and/or violent acts or behaviour, are examples of inappropriate. Removing improper language or words from a song and replacing with sound effects or other words may still constitute 'inappropriate'.
- Questionable Choreography and Music:** Music or movement in which appropriateness is questionable or with which uncertainty exists should be assumed by the coach to be inappropriate and removed so as not to put the team in an unfortunate situation.
- Sound Effects and Voiceovers:** Excessive use of sound effects and/or addition of generic and/or custom voiceovers to the music are not appropriate and should be avoided. Exceptions can include the name of the team, team mascot, team colours, the team's country etc. which is recommended to be used a maximum of two [2] times throughout the routine. Violations of this guideline will be impacted in the Overall category on the respective score sheet(s).
- Facial Expressions and Mannerisms:** Facial expressions and mannerisms during performance should be genuine, natural, and authentic. Forced choreographed, aggressive, vulgar, and offensive facial expressions and gestures are not appropriate and should be avoided. Singing and/or pantomiming the lyrics is also not appropriate to the sport and should be avoided. Violations of this guideline will be impacted in the Overall category on the respective score sheet(s).

Props and Staging

1. All staging, backdrops, special effects or any items that may damage or otherwise alter the performance floor or environment are prohibited. These includes, but not limited to liquids, glitter, residues from spray, powders, oils, etc.
2. Use of fire, noxious gases, live animals, and other potentially hazardous elements are strictly prohibited.

Costuming

1. All costuming and make-up should be age appropriate and acceptable for family audiences.
2. All costuming should be secure and offer full coverage of body parts appropriate for family viewing. Costume malfunctions resulting in team members being exposed may be grounds for disqualification.
3. **Make-Up:** Make-up that may leave residue or damage the performance floor or environment is prohibited, including but not limited to loose face, body, or hair glitter, body oils, non-waterproof body paints, etc.

Music Copyright and Licensing

1. **Music Compliance:** Teams are strongly advised to use music that has been properly cleared and licensed for competition use.
2. **Responsibility:** The organiser does not review, approve, or monitor music content or usage rights. Full responsibility rests with the programme owner and/or the party providing the music.
3. **Liability:** By competing and using music at the event, the programme accepts full responsibility and liability for its music selection and any related rights issues. Legal advice should be sought where necessary.
4. **Indemnity:** To the fullest extent permitted by the law of the Republic of Singapore, each registered programme shall indemnify and hold harmless the organiser, its officers, employees, agents, representatives, consultants, and contractors against any loss, claim, damage, penalty, fine, expense, or liability arising from or related to the programme's music selection or use.

Warm-Up Guidelines

1. **Access:** Only the practicing team's registered athletes and substitutes in uniform, and coaches and entourage members with credentials are allowed into the warm-up area.
2. **Supervision:** Warm-Ups should be conducted only in the presence and under the supervision of the coach/manager.
3. **Warm-Up Schedule:** The schedule may run early or late. Teams are responsible for monitoring announcements for updates. No changes to the running order will be made for teams that miss their warm-up time. Teams must report on time.
4. **Sound System:** Only the official event sound system may be used in the warm-up area. Sound systems must not be used while moving to or from the warm-up area and competition venue. Music with explicit lyrics is strictly prohibited.

Performance Guidelines

Music

1. **Music Device:** All teams must provide their own device for use at the event provided sound system. Music should be on a digital music player/tablet. Use of smart phone for playing music is not recommended due to the probability of music interference during the routine.
 - a. The device should be fully charged, volume turned up and placed in airplane mode.
 - b. MP3 devices must be free of any cover (protective, decorative, or otherwise) to assure an unobstructed connection with the event sound system.
 - c. The device should be fully charged, volume turned up, and in airplane mode. The device connection component/jacks must be clean and free of any debris which may impact connectivity.
 - d. Should the device not have a headphone connection component/jack, an adaptor should be prepared to accommodate this device require on site for the competition.
2. **Music Representative:** Each team is required to have a responsible adult that knows the routine and music report and remain at the music station. This representative is responsible for cueing the DJ to play the music for the routine.
 - a. Should this representative not report to the Music Station, the DJ will play the music at the athlete's cue.
 - b. Should this representative choose not to stay at the music station, and a malfunction occurs, teams may or may not be permitted to perform the routine again.
3. In the event a routine fails to start on their appointed time for music-related issues (e.g. *representative cannot find the track or brings the wrong track to the music desk*), the team will have the option to perform immediately to 8-count music, count out loud, or withdraw from the competition. If 8-count music is selected, it may or may not be an option to select specific BPM (Beat Per Minute).

Performance Floor

1. Only performing athletes, registered safety spotters, and competition personnels are allowed on the performance floor.
2. Athletes may line up anywhere inside the competition area.
3. There is no penalty for stepping outside the area, however all skills must originate from the performance surface. A 5-point deduction per judge will be assessed for skills which do not originate from the performance surface.

Performance Guidelines *...continued*

Time Limitations, Floor Entrances and Exit

Please refer to International Cheer Union (ICU) website for the Sportsmanship Guidelines video on floor entrances and exit.



ICU Sportsmanship Guidelines Video

<https://cheerunion.org/coaches-sportsmanship/>

1. **Routine Timing Exceed**: If time routine limit is exceeded, a penalty will be assessed for each violation:
 - a. One-point deduction per judge: Five [5] to ten [10] seconds
 - b. Three-point deduction per judge: Eleven [11] seconds and over
 Because penalties are severe, it is recommended to time your performance prior to competition and leave a several second cushion to allow for variations in sound equipment.
2. **Transition between Cheer and Music Section**: For Cheer Team and Group divisions, teams should transition from the cheer section to the music section within **TWENTY [20] SECONDS**.
3. **Entrance/Introduction**: Teams must enter the performance floor as quickly as possible. When teams are introduced, teams are expected to take the floor within a **TWENTY [20] SECOND** window and assume the starting position for their routine.
4. **Exit**: At the conclusion of the routine, teams are expected to exit the performance floor immediately, within a **TWENTY [20] SECOND** window.
5. **Organized Cheer-Music Transitions, Entrances and Exits**: Elaborate entrance/exit/cheer-music transition choreography such as team shout outs, organized team chants, chest bumps, intricate handshakes, etc. and other activities are not allowed.
6. **Deduction**: Judges may deduct from Overall Impression scores for inappropriate and/or too long entrances, transition between cheer and music section, and exits.
7. **Skills**: Skills performed before or after the allotted routine time are prohibited and will be assessed a penalty of five-point deduction per judge.
8. **Poor Sportsmanship and Unprofessional Behaviour**: Actions that exhibit excessive boasting, a delay in competition, poor sportsmanship, unprofessional behaviour, etc, may be assessed a penalty of five-point deduction per judge or in severe cases, disqualification. These actions may include, but not limited to:
 - a. Taunting another team – Use of baiting or taunting acts of words that engender ill will between teams;
 - b. Calling unnecessary attention to themselves;
E.g. High five's, chest bumps, stepping outside of the floor bounds to approach coaching staff, crowd members and/or other members of the audience, collapsing to the floor following a performance when an injury does not seem apparent. etc.
 - c. Excessive celebration;
E.g. Displays of public affection, wrapping legs around each other, victory dances/laps, etc.
 - d. Unauthorised personnel on performance floor.
Coaches, parents/fans, and/or other team members of the performing team entering the competition area before, during, or after the performance is not allowed, unless in direct response to an obvious athlete injury.
9. **Coach Viewing Area**: A Coach Viewing Area "CVA" will be designated for team coaches to view the routine. Coach(es) may proceed to the CVA during the team's performance and vacate the CVA immediately after the team's routine has ended.
10. **U8 Divisions**: Coaches may place the U8 division athletes onto the performance floor and guide them from the Coach Viewing Area. Coaches are advised to provide guidance only if needed by the athletes as nothing impresses the judges more than the athletes being able to do the routine on their own.

Performance Guidelines *...continued*

Interruption of Performance

Unforeseen Circumstances

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should **STOP** the routine.
2. If the team chooses not to stop the routine, the team may not have the option to perform again.

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. **Uniform Malfunction:** As a precaution, each performer is required to take 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.

Injury / Illness

1. The only persons that may stop a routine for injury are:
 - a. Competition officials;
 - b. Coach/Manager from the team performing;
 - c. Injured individual.

2. The injured athlete that wished 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/manager of the competing team.
 - b. If the medical personnel do not clear the injured athlete, the athlete can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver.
 - c. In the event of a suspected concussion/head injury, the participant cannot return to perform without clearance from a physician (MD/DO) that has training related to head injuries, and waiting twenty-four [24] hours, even with a waiver from a parent or legal guardian.
 - d. In addition to head injury policy, it is encouraged to be familiar with the laws of the Republic of Singapore.

Re-Performance Schedule

1. Competition officials will determine whether a team may re-perform at a later time. If approved, the timing of the re-performance will be at the sole discretion of the competition officials.
2. If a re-performance is permitted, the team must perform the routine in full, with all skills executed full-out from the beginning.
3. Judging will resume only from the point where the interruption occurred. All point deduction up to that point (if any) will carry over.
4. If a team is permitted to re-perform its routine but fails to do the routine in its entirety, the team will receive a score based on the lower-level performance.
5. If a team prefers not to re-perform the routine, at the coach's/manager's discretion, they will receive the score they have received up to that point. If a skill has not been performed, a zero [0] will be given in the category.

Safety Spotter Policy

1. **Required Spotters:** Each team should have required spotters, who are part of the team roster as a competing member, for the routine in accordance with the corresponding level rules and is trained in proper spotting techniques.
Exception: Double Partner Stunt divisions spotters are not part of the team roster.
2. **Definition of Safety Spotter:** Individuals on the competition floor provided as a safety precaution to spot certain elements of a routine. Safety spotters are allowed for Cheer divisions only.
3. **Number of Safety Spotters:** Teams are allowed up to two safety spotters for double partner, group stunt and pyramid divisions and four safety spotters for team cheer divisions during the competition.
4. **Registration:** Safety spotters must be registered during registration as an entourage member.
5. **Reporting:** Safety spotter(s) are to report to the backstage with the team at the team's reporting time.
6. **Guidelines:** Safety spotters for Cheer divisions should:
 - a. Only be used during the stunt, pyramid and/or basket toss sections. Safety spotters are provided for added safety and should stand at the back of the floor when not spotting those sections.
 - b. Not touch, assist, or save skills being performed. Safety spotters should only be used to prevent a fall to the competition floor. Any touch, assist, or saved skill, the top should be returned to the performance surface.
Exception: In Double Coed Partner Stunt division in which the safety spotter is required to assist in catching a cradle. The spotter may not then assist in tossing the Flyer from the cradle catch to another skill.
 - c. Be dressed in accordance with the General Safety Rules and Appearance and Image policy, and are presentable, professional, and distinguishable from the performing athletes. Safety Spotters should not wear any lanyards, badges or pins including event lanyard credential (kept before stepping onto performance/warm-up floor) and no bags are to be carried.
 - d. Not dress or act in a manner that distracts from the athletes and their performance and conduct any form of verbal coaching during the routine.
 - e. Should be at least eighteen years old (within the year) and familiar with spotting the skills of the performing team.
7. Teams with safety spotters in violation of the guidelines will be assessed a five-point penalty per judge.
8. To provide the safest competitive environment, teams should not attempt skills beyond their level.

Entourage

- Definition:** Entourage is the group of people who travel with and assist the athlete. They may include:
 - Coaches**, including assistant coaches, choreographers, trainers;
 - Managers**, such as team director/advisor, officer/teacher in-charge, Chef de Mission;
 - Safety spotters** for Cheer divisions;
 - Media staff**, such as photographer, videographer;
 - Support Staff** such as chaperones (for minor athletes), medical staff, hair and make-up staff, etc.; and
 - Officials**, such as club/gym/studio owner, school/organization official/representative, sponsor, etc.
- Registration:** Entourage members are required to be registered to the team roster. As entourage members have access to restricted areas, we ask that you only register support staff that the team requires. Team supporters may purchase admission tickets instead.
- Chaperone:** Minor athletes (age 17 and below) must always be accompanied by a qualified chaperone during the event. Coach/managers are considered chaperones. Please ensure that your team has sufficient chaperones.
- Code of Conduct:** Entourage are required to abide by the code of conduct in the Event Guidelines and the guidelines and responsibilities highlighted in the following documents by International Cheer Union (ICU) Entourage Commission.



Entourage in the Sport of Cheer

https://cheerunion.org.ismmedia.com/ISM3/std-content/repos/Top/2013_Website/About%20Us/Documents/Entourage_ICU_webpage_info.pdf



Guidelines for the Conduct of Athletes' Entourage

https://cheerunion.org.ismmedia.com/ISM3/std-content/repos/Top/2013_Website/About%20Us/Documents/Guidelines_Conduct_of_the_Athlete_Entourage-eng.pdf

Sportsmanship

1. **Code of Conduct:** We are committed to creating a safe and welcoming environment for everyone at our events. To help ensure a positive experience, all event attendees is expected to observe and uphold the Event Code of Conduct.



**Event Code
of Conduct**

www.asiascholastics.com/2026

2. **Sportsmanship:** All athletes, coaches, and entourage 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.
3. **Supervisors:** The coach and manager of each team is responsible for seeing that that team members, coaches, entourage and any other person's affiliated with the team conduct themselves accordingly.
4. **Professional Conduct:** When a coach/manager is in discussion with an official, other coaches/managers, athletes, parents/spectators, they must maintain professional conduct. Failure to do so will result induction, removal of coach/manager, or disqualification.
5. **Reporting:** Any event staff member can report any unsportsmanlike behaviour from cheerleaders, coaches, managers, parents and/or supporters to the organiser. Every report will be reviewed, and a decision will be rendered by the organiser and judging panel.
6. **Violation:** A deduction of five-point per judge may be given to the team's composite score. Severe cases of unsportsmanlike conduct are grounds for disqualification and/or suspension or ban from future championships.
7. **Eviction:** The organiser reserves the right to evict any person in violation of the code of conduct.

Substance Abuse

1. Athletes and coaches may not be under the influence of alcohol, narcotics, performance enhancing substances or over-the-counter medications that would hinder the ability to supervise or execute a routine safely while participating in a practice or performance.
2. Should an individual be found in guilty of substance abuse, the following actions may or will be taken:
 - a. Team disqualification from the competition
 - b. Automatic notification to the school and/or parents/guardians
 - c. Suspension from future competitions for a period to be determined by Competition Officials
3. In all instances deemed appropriate by the organisers, law enforcement officials may be contacted.

Appearances, Endorsements, and Publicity

All teams winning titles or awards agree to have all appearances, endorsements and publicity approved through the organiser's office.

Health Precautions and Guidelines

1. The organiser will fully comply with all health policies and guidelines by local authorities at the event and full compliance will be require of all attendees as well.
2. Should any measures be required, the organiser reserves the right to take any required measures, at any time, to assure the safety of our athletes and all attendees in relation to these events.

Media Policy

By attending/purchasing admission to the event, each attendee grants permission to the organiser and its affiliates, designees, agents, licensees, and invitees to use the image and likeness, action, 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 authorisation or compensation.

Photography Policy

We understand the importance of capturing memories and at the same time we seek to protect the privacy and safety of our athletes, spectators, teams, organizations and programmes. As such, all attendees at the event must abide by the photography policy:

All attendees at the event must abide by event staff's photography requests. Please be courteous and respectful to our staff.

Photos and Video Capture

NON-COMMERCIAL photos and videos taking of your **OWN TEAM, CLUB, OR CHILD** is allowed only **IN SPECTATOR AREA** with the following equipment:

- Mobile phone or tablets (no zoom lenses)
- Amateur camera equipment (e.g. small digital or point-and-click cameras, larger digital camera with non-removable zoom lenses) and camcorders

Not Allowed

1. **Commercial Recording/Streaming**: No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues.
2. **Non-Commercial Live Streaming**: Personal, non-commercial use of live-streaming apps to capture all or any parts of a performance during the event is not permitted.
3. **Non-Affiliated Teams**: Filming of teams that you have no affiliation with or those that you do not have expressed permission from in advance and for personal and commercial gains is strictly prohibited.
4. **Equipment**: Lighting equipment, monopods/ bipods/ tripods or drone equipment are not permitted.
5. **Flash Photography**: Strictly NO use of flash photography, continuous flash, or any other lighting during competition as this can produce glare and be distracting and dangerous for the competitors. This includes small flashes such as (but not limited to) those from a camera phone.
6. **Professional Equipment**: To comply with child protection and privacy policy, use of specialist professional photography lens equipment for unauthorised personnel is forbidden at our events. The organiser reserves the right to determine if equipment falls under this category based on inspection and ask users to desist from usage at any time.

Media Policy *...continued*

Photography Policy *...continued*

Photography Policy Enforcement

1. The organiser reserves the right to reserve the right to refuse anyone from taking photographs and videos at any events at any time.
2. The organiser reserves the right to request inspection of images on any equipment for any reason and request deletion of unauthorised photos.
3. The organiser reserves the right to request the equipment be put away for the remainder of the event, and to remove the person from the event entirely, or to call authorities in extreme situations, such as but not limited to persons causing disturbance or refusing to comply with requests.
4. In the event a team authorises the photography policy violation, the team will be automatically disqualified.
5. Should any audience members witness photography in any questionable format, there is an obligation to report any potential threat to the event staff.
7. The organiser reserves the right to amend these rules at any time.

Team Media Staff

All photos and videos of your team competing at the competition are taken by our team of professional photographers and videographers and are available complimentary to every athlete and coach after the event.

Should your team have appointed media staff who wishes to capture photos and/or videos of the team with professional equipment at the event, they may request team media credentials.

1. **Entourage:** All team media staff (photographer and videographer) must be listed on a team roster as entourage.
2. **Team Media Credential:** Each team is allowed to request up to two [2] Team Media Credential.
3. **Credential Request:** Team media staff will request their Team Media credentials on-site at each event at Registration Check-In.

Team Media Guidelines

1. **Photography Policy:** All guidelines, except for Professional Equipment, in the Photography Policy applies.
2. **Number of Team Media Staff:** Only two [2] team media staff is allowed for each performance.
3. **Backstage/Warm-Up Area:** Backstage and warm-up room photography or videography of any kind is strictly prohibited. Photography or videography, including professional and personal cameras or video devices, is prohibited in the warmup area or any backstage area.
4. **Commercial Use:** No photography or videography from this event can be offered for purchase or resold for any purpose. Content captured cannot be distributed outside of the Program for commercial use.
5. **Permissible Area:** Photography and videography will be permissible only in spectator or designated areas, provided that it does not interfere with the event appointed photographers, personnel, or the conduct of the event.
6. **Violation:** Failure to abide by these policies may result in revoke of the media credential and removal from the venue. By applying for a Team Media credential, you agree to the above policy.
7. The organiser reserves the right to amend these rules at any time and can remove a photographer or videographer at any time for any reason.

Safety Rules and Scoring

International Cheer Union (ICU) rules and scoring will be used for the competition. The rules and guidelines stated in this Information Package will override the Rule Book if there are differences.

General and Safety Rules

All teams must follow the [2026 ICU Cheerleading and Performance Cheer Safety Rules](#) general rules, routine guidelines and the relevant level safety rules.



2026 Sport of Cheer Rules & Guidelines

<https://cheerunion.org/education-schedule/rules-agegrid/>

1. **Cheer Divisions**: Refer to ICU Cheerleading Rules & Guidelines section, Page 3 to 30
2. **Performance Cheer Divisions**: ICU Performance Cheer Rules & Guidelines section, Page 31 to 44.

Alternatively, you can download Safety Rules specific to your division at the same website link:

1. **Cheer Divisions**: Cheerleading Discipline Safety Rules
2. **Performance Cheer Divisions**: (under Performance Cheer Discipline Safety Rules)
 - a. General Rules / Guidelines
 - b. Novice Rules (chart format)
 - c. Intermediate Rules (char format)
 - d. Premier Rules (chart format)

Glossary

Please refer to the following links for ICU Glossary of Terms (with video and visual reference library).



Cheerleading Glossary

<https://cheerunion.org/cheerleading-glossary/>



Performance Cheer Glossary

<https://cheerunion.org/education-schedule/performancecheerglossary/>

Judging Criteria and Scoresheets

Please refer to the following link for ICU Scoresheets.



ICU Scoresheets

<https://cheerunion.org/education-schedule/scoresheets/>

1. **Team and Group Divisions**: Refer to the relevant level score sheet under ICU Cheerleading Divisions:
 - a. Beginner & Novice
 - b. Intermediate & Median
 - c. Advanced, Elite, Premier
2. **Pyramid, Double Group & Partner Stunts Divisions**: Refer to “Group Stunt & Coed Stunt” under ICU Cheerleading Divisions.
3. **Team and Group (Small & Large) Performance Cheer Divisions**: Refer to “Team Divisions” under ICU Performance Cheer Divisions.
4. **Trios & Doubles Divisions**: Refer to “Doubles Divisions” under ICU Performance Cheer Divisions.

Infractions

Any team in violation of the rules will be assessed deductions to the composite score which include, but are not limited to, those listed in the infraction table below. The infraction table below list the common violations but should not be deemed a comprehensive and exclusive list.



VIOLATIONS	Deduction Per Judge
Division Requirements	5 Points
Time of Routine:	
Exceeds 5 to 10 seconds	1 Point
Exceeds 11 seconds and over	3 Points
Competition Area: Skill originating outside performance area	5 Points
Floor Entrances and Exits: Skills performed before/after routine	5 Points
Floor Entrances and Exits: Unprofessional behaviour	5 Points
Safety Spotters for Cheer Divisions	5 Points
Sportsmanship and Code of Conduct	5 Points
Photography Policy	3 Points
Practising in unauthorised venue premises	5 Points
Rules covered in the Rule Book	5 Points
Procedural Questions and Feedback During Competition and Infraction Review: Harassment	5 Points

Violations of the following rules can result in disqualification and/or suspension from future events.

1. Eligibility
 - a. Participation and Substitution
 - b. Participant Release/Waiver Form not submitted
 - c. Team Composition (Gender and Size)
 - d. Scholastic and/or Age Criteria of Athletes
 - e. No coach(es) registered in team roster
2. Floor Entrances and Exits: Unprofessional behaviour (#1)
3. Costuming: Costume malfunction (#1)
4. Photography Policy
5. Sportsmanship and Code of Conduct (#1)
6. Substance Abuse
7. Solicitation

#1 Depending on severity, these violations can be assessed deductions to composite scores instead.

Legality Ruling Enquiry

 Competition Office Email	asiascholastics@gmail.com
 Subject Header	Legality [Number] – [Organization Name] <i>E.g. “<u>Legality 1 – ABC University</u>” for 1st email sent regarding legality, “<u>Legality 2 – ABC University</u>” for 2nd email sent regarding legality</i>

If you have any questions concerning the legality of a move or trick, please send a video or video link of your skills to the competition office email with the proposed subject header.

The video should fulfil the following guidelines:

1. Every email should state the level or category of the skill is seeking ruling for.
2. Every email should be answerable with one word, LEGAL or ILLEGAL.
3. Coaches are to review videos prior to sending them to ensure they are clear, such as view is not being obstructed or blocked, and may be utilized for review, including ensuring they display in an upright manner.
- 4.
5. Please ensure there are no extra people in the video that could impact the ruling, such as someone that is in view and could unintentionally be considered a spotter.
6. Videos should be filmed specifically for the purpose of getting a ruling.
7. Videos must be of your team in a practice environment. Videos from competitions or believed to be of other teams will not receive a reply.

8. Videos must be of a single skill or sequence. If you have questions regarding multiple skills, they should be sent in separate emails. Sending multiple angles of the same skill in a single email is allowed, but a separate email is required for each different skill.
9. Videos should include the minimal number of athletes possible.
 - a. One person for individual skills (e.g. tumbling)
 - b. One group for group skills (e.g. stunts, tumbling, pyramid)
10. A video of a skill with a description of the difference with the skill you would like to perform, or a description of a skill will not receive any reply.
11. We can only tell you a skill is LEGAL for a specific division or a skill is ILLEGAL along with citing the rule violated. We will not assist with changing choreography.
12. We expect you to have knowledge of the rules and will not be teaching the rules in our replies.
13. We only rule on the legality of the skill in the video, not the participants.
14. Our ruling is only valid if the skill is performed the same way in the video and at the event. If called on a skill that was ruled legal, the official at the event should point out the difference.

If the video(s) sent do not fulfil the guidelines, no ruling will be given.

Please allow ten [10] working days for review of your video and be aware response time is likely to increase leading up to competitions due to the volume of inquiries, so please be patient and plan accordingly. An acknowledgement email will be sent to confirm receipt of your email. Please do not wait until last minute to send in your legality enquiries. We will not be able to expedite the ruling on your skill video.

Infraction Review

The Infraction Review “IR” allows coach(es) to review the safety deductions of the team. IR will be implemented during the competition.

The procedure of the IR is as follows:

1. After your team has performed, the music representative should wait at the music console to be notified if there is any infraction applied and when to report for IR if coach wishes to query the infraction. Note: This process might be different on actual day as judges will be using digital scoring system where coach(es) can view their infractions in the online registration system. The updated process will be included in the competition handbook.
2. During IR, the coach (with Coach Pass) can query the infraction which they feel is not correctly applied. The Infraction Judge will assess and review the query via a video recording of the routine. If infraction is found to be incorrect, the infraction will be retracted immediately.
3. If the Infraction Judge saw any rule infraction during video review that was previously missed out, it will be applied.
4. If the coach is being argumentative and unreasonable with their challenge, the Infraction Judge reserves the right to ignore the challenge and/or apply five-point per judge infractions for harassment.

Judging Procedures

1. The judges for the event will be appointed at the sole discretion of the organiser.
2. As the teams make their presentations, judges will score the teams using a 100-point system.
3. Each panel will have a minimum of three [3] scoring judges and one legality Judge.
4. If panel has 4 or more judges, the highest and lowest score given for each team will be dropped and the remaining judges scored will be totalled to determine the team score. Infractions will be applied on the composite scores of each judge.
5. In the event of a tie, the high and low score will be added back into the total score. If a tie remains, the ranking points from each judge will be used to break the tie.

Scores and Ranking

1. Individual judges 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.
2. Scores and rankings will be available only to coaches or managers after the conclusion of the competition. No scores or rankings will be given over the telephone.
3. After each round of competition, teams will receive the judges' score sheets as well as their infraction sheet (if any). In addition, teams will receive a division ranking sheet with the names and scores of the teams' final placement.

Achievement Award

The Achievement Award is an award system designed to encourage and reward all athletes and coaches' effort and ensure that every athlete who participates in the event goes home a winner! This system introduces the concept to teams to challenge to compete against themselves and achieve their personal best. The Achievement Award will be reflected on each athlete's Certificate of Participation/Achievement.

The Achievement Award confers all teams Diamond, Platinum, Gold, Silver, or Bronze award based on the final score achieved. The award banding for the scores is as follows:

- Diamond : 90% and above
- Platinum : 80% to below 90%
- Gold : 65% to below 80%
- Silver : 50% to below 65%
- Bronze : Below 50%

Finality of Decisions

1. By participating in this championship, each team agrees that decision by the judges will be final and will not be subject for review.
2. 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.

