



2024-2025

Club Stunt Rule Book

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SUMMARY OF CHANGES 2024-2025

- Verbal and physical cues will no longer be regulated by the officials. Teams may use cues if it is not distracting for the opposing team.
- Officials will be filling out a game summary sheet this season. The referee will give it to the coach at the end of the game.
- At elimination tournaments, officials will use recording devices to assist in scoring the Championship (finals) games ONLY. Ding-Ding Gameday Events will also allow for a coach's challenge during the Championship game. Please see *Championship Games* for more details.
- The Age Exemption Waiver will allow athletes to play, if a Club does not field a team within their age division. Please follow the guidelines.

AGE GRID

LEAGUE AGE – Age as of June 1, 2024

6U: 6-4 years old

8U: 5-8 years old

11U: 8-11 years old

14U: 11-14 years old

18U: 14-18 years old

An athlete 18 years old as of June 1, 2024, is eligible to play on an 18U STUNT team regardless of high school graduation status.

Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sep	Oct	Nov	Dec	League Age	Division
2019	2019	2019	2019	2019	2018	2018	2018	2018	2018	2018	2018	5	8U
2018	2018	2018	2018	2018	2017	2017	2017	2017	2017	2017	2017	6	8U
2017	2017	2017	2017	2017	2016	2016	2016	2016	2016	2016	2016	7	8U
2016	2016	2016	2016	2016	2015	2015	2015	2015	2015	2015	2015	8	8U or 11U
2015	2015	2015	2015	2015	2014	2014	2014	2014	2014	2014	2014	9	11U
2014	2014	2014	2014	2014	2013	2013	2013	2013	2013	2013	2013	10	11U
2013	2013	2013	2013	2013	2012	2012	2012	2012	2012	2012	2012	11	11U or 14U
2012	2012	2012	2012	2012	2011	2011	2011	2011	2011	2011	2011	12	14U
2011	2011	2011	2011	2011	2010	2010	2010	2010	2010	2010	2010	13	14U
2010	2010	2010	2010	2010	2009	2009	2009	2009	2009	2009	2009	14	14U or 18U
2009	2009	2009	2009	2009	2008	2008	2008	2008	2008	2008	2008	15	18U
2008	2008	2008	2008	2008	2007	2007	2007	2007	2007	2007	2007	16	18U
2007	2007	2007	2007	2007	2006	2006	2006	2006	2006	2006	2006	17	18U
2006	2006	2006	2006	2006	2005	2005	2005	2005	2005	2005	2005	18	18U
2005	2005	2005	2005	2005								18	18U

CLUB REGISTRATION

New Club Registration: <https://dingdinggameday.com/club-registration/>

Club Registration Renewal: <https://dingdinggameday.com/renewal-login-page/>

Club Registration Fee: \$200

All gyms must be registered to receive the Ding-Ding Gameday Events material and to participate in tournaments and championships.

ATHLETE REGISTRATION

<https://dingdinggameday.com/athlete-registration/>

All athletes must be registered with Ding-Ding Gameday Events to participate in games.

During registration, athletes must upload a government issued ID, such as Birth Certificate, Passport, or Driver's License.

Athletes may only play on one team roster per tournament weekend. Crossovers are not allowed.

Additional athletes may be added to teams at any time during the season.

The number of athletes on a team is unlimited. Minimum participation must be met to play a full game of STUNT.

TOURNAMENT REGISTRATION

<https://dingdinggameday.com/tournament-registration/>

All teams must complete registration prior to the specified deadline.

Late Fee Policy: A \$50 late fee will be applied to registrations submitted after the registration deadline. Acceptance of late entries is at the discretion of Ding-Ding Gameday Events.

Team rosters must be turned in **48 hours** before each tournament. They need to include Team name, age division, athlete names, and jersey numbers.

CLUB STUNT INFORMATION

FIELD OF PLAY

- Each team plays on the dimensions of four (4) standard 6'x42' cheer mats.
- From the spectator's perspective, the HOME TEAM is on the Left Side. The AWAY TEAM is on the Right Side.
- Spacing: 12-inch white tape strips will be placed 10-ft apart starting from the front of the mat.
- STARTING FORMATIONS: Are scored by the STUNT officials. Check each age divisions 8-count sheet file to determine the correct starting position for each routine.

TEAM ZONE

- The space between each team's *field of play* and the team bench area, extended to the wall.

RESTRICTED ZONES

- In FRONT of the *field of play* – This area is defined as the area directly in front of the main floor.
- NEUTRAL ZONE – This area is defined as the center mat.
The referee and officials are the only ones allowed in this area.
- BEHIND the *field of play* – This area is defined as the area directly behind the main floor mats.
Athletes may use this area during the 4th Quarter only.

TEAM ZONE VIOLATION

- A TEAM ZONE VIOLATION will be applied in the event a coach, athlete, or other team personnel leave the designated team zone area at any time **after the warmup has begun.**
- This applies to all timeouts, quarter breaks, and halftime.
- The following exceptions apply: Coaches, athletes or other team personnel may exit the team zone if seeking treatment or attention from an athletic trainer stationed outside of the team zone. They may exit the team zone to use the facility's restroom at any time.

GAME OUTLINE

- **Roster confirmation and Nail/Jewelry check.**
- 15-minute Warmup.
- National Anthem and Announcements at 1st Game of the day.
- Rule Review & Coin Toss (if applicable).
- Quarter 1 – Partner Stunts
 - 2-minute Quarter break
- Quarter 2 – Pyramids & Tosses
 - 8-minute Half Time
- Quarter 3 – Jumps & Tumbling
 - 2-minute Quarter break
- Quarter 4 – Team Performance

DIVISIONS

6U DIVISION

6U is a developmental division for the purpose of PERFORMANCE ONLY.

Athletes will not be scored by STUNT officials.

There is no minimum or maximum number of athletes required to play.

Sideline is limited to one (1) head coach and two (2) assistant coaches.

Routine 1-3 will be called in order by the referee in quarters 1, 2 & 3.

Routines 1&2 will be called in Quarter 4.

Both teams will be recognized for a great performance.

Tournament awards are not guaranteed in this division.

OVERVIEW

Quarter 1 – 3 Rounds

Routine 1 & 2: Unlimited number of athletes on the field of play.

Routine 3: 1 group of 4 athletes recommended.

Quarter 2 – 3 Rounds

Routine 1 & 2: Unlimited number of athletes on the field of play.

Routine 3: 2 groups of 4 athletes recommended.

Quarter 3 – 3 Rounds

Routine 1 & 2: Unlimited number of athletes on the field of play.

Routine 3: 7 athletes recommended.

Quarter 4 – 2 Rounds

Routine 1 & 2: Partner Stunts --> Tumbling --> Pyramids

8U DIVISION

Each team needs a minimum of 8 athletes to play a full game. Roster size is unlimited.

The sideline is limited to one (1) head coach and two (2) assistant coaches.

There is no coin toss or possession.

Routines will be called in numerical order 1-4 for quarters 1-3 and routines 1 & 2 for quarter 4.

In the event of a tie, there will not be overtime in regular season games. Championship games will use overtime to determine a winner (*Please see overtime rules for details*).

Each team gets three (3) 1-minute timeouts to use throughout the game.

OVERVIEW

Quarter 1 – 4 Rounds

Routines 1 & 2: (2) groups of 4 athletes required.

Routines 3 & 4: (1) groups of 4 athletes required.

Quarter 2 – 4 Rounds

Routines 1–4: 8 athletes required.

Quarter 3 – 4 Rounds

Routines 1–4: Require 7 athletes.

Quarter 4 – 3 Rounds

Routines 1–3 in order: Combination of first three quarters. Example:

Partner Stunts 1 --> Jumps & Tumbling 1 --> Pyramids & Tosses 1

11U & 14U DIVISION

Each team needs a minimum of 8 athletes to play a full game. Roster size is unlimited.

Sideline is limited to one (1) head coach and two (2) assistant coaches.

A Coin Toss will determine possession at the beginning of the 1st and 3rd quarters. The Home Team will decide HEADS or TAILS. The winner of the coin toss will choose to keep possession in the 1st quarter or defer to the 3rd quarter. The opposing team will take the possession not selected.

Possession within each quarter is determined by wins and team forfeits. (*Please see possession section for more details*)

The team with less points at the end of the 1st quarter will start with possession in the beginning of the 2nd quarter. The team with less points at the end of the 3rd quarter will start with possession in the beginning of the 4th quarter.

Coaches must show their routine selection to the referee from the FRONT of the *Team Zone*.

There is overtime in these age divisions. (*Please see overtime rules for details*)

Each team gets three (3) 1-minute timeouts to use throughout the game.

OVERVIEW

Quarter 1 – 4 Rounds

Routines 1–3: two (2) groups of 4 athletes required.

Routines 4–6: one (1) group of 4 athletes required.

Quarter 2 – 4 Rounds

Routines 1–6: 8 athletes required

Quarter 3 – 4 Rounds

Routines 1–6: 7 athletes required

Quarter 4 – 3 Rounds

Combination of first 3 quarters. Example:

Partner Stunts 2 --> Jumps & Tumbling 2 --> Pyramid & Tosses 2

18U DIVISION

Each team needs a minimum of 12 athletes to play a full game. Roster size is unlimited.

Sideline is limited to one (1) head coach and two (2) assistant coaches.

A Coin Toss will determine possession at the beginning of the 1st and 3rd quarters. The Home Team will decide HEADS or TAILS. The winner of the coin toss will choose to keep possession in the 1st quarter or defer to the 3rd quarter.

Possession within each quarter is determined by wins and team forfeits. (*Please see possession section for more details*)

The team with less points at the end of the 1st quarter will start with possession in the beginning of the 2nd quarter. The team with less points at the end of the 3rd quarter will start with possession in the beginning of the 4th quarter.

Coaches must show their routine selection to the referee from the FRONT of the Team Zone.

There is overtime in this age division. (*Please see overtime rules for details*)

Each team gets three (3) 1-minute timeouts to use throughout the game.

OVERVIEW

Quarter 1 – 4 Rounds

Routines 1–2: three (3) groups of 4 athletes required.

Routines 3–4: two (2) groups of 4 athletes required.

Routines 5–6: one (1) group of 4 athletes required.

Quarter 2 – 4 Rounds

Routines 1–6: 12 athletes required.

Quarter 3 – 4 Rounds

Routines 1–6: 7 athletes required.

Quarter 4 – 3 Rounds

Combination of first 3 quarters. Example:

Partner Stunts 3 --> Jumps & Tumbling 3 --> Pyramid & Tosses 3

SCORING

Please show respect to officials, referees and Ding-Ding Staff.

PARTNER STUNTS, PYRAMIDS, AND TOSSES

Minor 1 – 1 deduction point

- Stunt bobbles – per athlete
- Steps under stunts – per group
- Missed or wrong motions – per athlete
- Incorrect opening formation – overall
- Pyramid connections and spacing – overall
- Incorrect target vs. Extension – per group
- Synchronization – overall
- Incorrect counts – overall
- Out of bounds – each athlete
- Poor technique – each athlete

Minor 2 – 2 deduction points

- Poor Execution AND Technique – each athlete
 - Example: A baja with bent knees AND a low cradle catch
 - Step or Scooch into a standing tumbling skill

Major 1 – 4 deduction points

- Modifying a skill outlined in the 8-count sheets
- Omitting a skill from a routine
- A fall or complete drop of an intended level (ex. Extension land in prep)
- Use of spotter support or catch during a routine

Major 2 – 6 deduction points

- A fall that hits the ground, or is deemed unsafe by the scoring officials

QUARTER 1 & 2 POINTS

The team with the least amount of deduction points will be awarded one (1) point after each round.

If each team receives the same number of deduction points, the round will end in a tie. Both teams will be awarded one (1) point.

JUMPS AND TUMBLING

Minor 1 – 1 deduction point

- Misses or wrong motion – each athlete
- Synchronization – overall
- Incorrect counts – overall
- Poor technique – each athlete
- Steps out of tumbling – each athlete
- Bobbles in landing – each athlete
- Incorrect starting formation – overall
- Out of bounds – each athlete
- Landing skills with feet apart – each athlete

Minor 2 – 2 deduction points

- Poor Execution AND Technique – each athlete
 - Example: Standing back handspring with froggy legs AND a slow snap down
 - Example: Toe Touch with chest down AND feet apart in landing
- Step or scooch into standing tumbling skill

Major 1 – 4 deduction points

- Modifying a skill from the 8-count sheet
- Omitting a skill from the 8-count sheet
- Hands touch down in landing
- Knees on the ground out of a skill

Major 2 – 6 deduction points

Unsafe fall (head/neck in danger)

QUARTER 3 POINTS

The team with the least amount of deduction points will be awarded one (1) point after each round.

If each team receives the same number of deduction points, the round will end in a tie. Both teams will be awarded one (1) point.

QUARTER 4 SCORING

Each section of the 4th quarter will be scored individually.

Deduction points will be accumulated from minors and majors based on the same scoring procedures as quarters 1, 2, and 3.

Minor 1 – 1 deduction point

- Starting formation is scored at the beginning of each section.
- At the end of partner stunts, athletes must initiate a Pop Off dip on '3' of the 10th 8-count.
- Exception: 6U, 8U, and 11U may bump down to a smooch.
- Jumps & tumbling transition into the *field of play* may not start until '5' of the 10th 8-count.
- At the end of Jumps & Tumbling, athletes must stand clean on '3' of the 21st 8-count.
- Pyramid & Tosses transition into the *field of play* starts on '5' of the 21st 8-count.
- Athletes may ONLY enter from the *team zone* or behind the *field of play* for all 4th quarter transitions.

QUARTER 4 POINTS

The team with the least number of deduction points will be awarded one (1) point per section of the 4th quarter.

If each team receives the same number of deductions points, the section will end in a tie. Both teams will be awarded one (1) point for that section.

Each sections points will be added together for a total out of 3 possible points.

Example:	Partner Stunts	Jumps and Tumbling	Pyramid and Tosses
Team A	1 point	tie	1 point
Team B	0 points	tie	0 points

Team A will receive a total of 3 points.

Team B will receive a total of 1 point.

GAME ELEMENTS

OVERTIME

In the event of a tie at the end of regulation play, the Referee will call the coaches to the center of the mat to review overtime procedures. There is NO possession or coin toss in overtime. Routine 1 from Quarter 4 will be performed by both teams. The team that wins the round is declared the winner of the game. If the round results in a tie, the routine level will advance to Quarter 4 Routine 2. This process will repeat until a winner is determined. If overtime extends past the highest routine level without a winner, the process will start over with Routine 1 until there is a winner. Overtime rounds are performed and scored the same as Quarter 4 regulation play. **Teams have one (1) 60-second timeout between each round in overtime.** Unused timeouts from regulation play do NOT carry over into overtime.

If Quarter 4 Routine 1 was played in the last round of the game, teams will automatically begin overtime with Quarter 4 Routine 2.

BOUNDARY VIOLATIONS

An athlete that touches any portion of the area outside of their team's designated *Field of Play* while a routine is in progress is OUT OF BOUNDS.

Touching the white lines connecting the *Neutral Zone* to the *Field of Play* is NOT considered Out of Bounds. Stepping into the *Neutral Zone* or off the mat space IS considered Out of Bounds.

Boundary Violations can only be applied by Scoring Officials. Referees may not notify scoring officials when they see an athlete perform Out of Bounds.

Each violation will be given a Minor 1 deduction for that round.

SPOTTERS

Designated coaches or athletes may enter the *Field of Play* during a partner stunt or pyramid routine to spot.

Spotters must be wearing opposing colors from their team uniforms. Officials must be able to recognize spotters as non-performers. If they do not stand out, a verbal warning will be issued.

Spotter may count and talk while they are in the Field of Play. If they are loud enough to cause a disturbance for the other team or officials, a verbal warning will be issued. If the disturbance continues, a technical foul will be given to the team.

If a spotter assists with a stunt or touches the group during a dismount or fall, the team will be scored with a Major 1 (4-point) deduction.

GAME ELEMENTS

COIN TOSS

The referee will call coaches and captains to the Neutral Zone following the end of warm up.

The Referee will review game basics with each team at this time:

Number of timeouts (3); Sportsmanship; No technology in the Team Zone; No Counting at a distracting volume; whistle will START and STOP the music.

The referee will toss the coin, and the HOME TEAM will announce heads or tails.

The winner of the coin toss has the option to keep possession for Quarter 1 round 1 or defer until Quarter 3 round 1.

The loser of the coin toss will automatically be given possession for the 1st or 3rd quarter that was not selected by the winner.

Example: Home team wins coin toss and chooses to defer until 3rd quarter. The away team will assume possession for quarter 1 round 1.

POSSESSION

Possession in the first round of the 1st and 3rd quarter is determined by the coin toss at the beginning of the game.

Possession after the first round is given to the team that wins the point from the round.

If the round results in a tie, possession will alternate to the team that did not call the last round.

Possession for the first round of the 2nd and 4th quarter will go to the team with the least number of points after the 1st and 3rd quarter.

If the score is tied entering the 2nd or 4th quarter, possession will be given to the team that did not call the last round.

When a team forfeits, they will receive possession for the next round. If the team forfeits again, possession will alternate to the team that did not call the forfeit. Possession will continue to alternate until the forfeiting or quarter end.

FORFEIT

A team may forfeit a round if they do not have the routine, or to force the opposing to perform under harder scoring standards.

Quarter 1 - Partner stunt routines must be executed with less than eight (8) deduction points for the performing team to receive a point.

Quarter 2 – Pyramid and Toss routines must be executed with less than eight (8) deduction points for the performing team to receive a point.

7 or less deduction points = 1 point awarded

8 or more deduction points = NO SCORE

Quarter 3 – Jumps and Tumbling routines must be executed with less than twelve (12) deduction points for the performing team to receive a point.

11 or less deduction points = 1 point awarded

12 or more deduction points = NO SCORE

Quarter 4 – Each round will be scored individually per the standards of that section.

Teams may choose to forfeit one or two sections of the 4th quarter. If this is done, they will not enter the floor for the forfeited section(s).

Transitions to/from the field of play are scored the same as regulation 4th quarter play.

A team **MUST** Forfeit all 3 sections of a 4th Quarter round to receive possession for the next round. If a team plays one section of a 4th quarter round, they will be officiated for that section and possession will go to the team who scored the most points.

SELF FORFEIT: The team with possession will call a routine and immediately forfeit the routine. The opposing team may take the floor and perform under forfeit standards to earn the point, OR

DOUBLE FORFEIT: Forfeit the round and not take the floor. In a double forfeit, the round is over, and possession will alternate for the next routine to be called.

INJURY PROTOCOL

QUARTERS 1-3 INJURY PROTOCOL

An athlete, coach, or official may stop the routine at any point to assess a suspected injury.

Officials will continue to score until the referee blows the whistle or the music ends.

If the routine is stopped, the round is done and will not be played again.

A Major 1 is given to the team with the injury regardless of how many athletes are hurt.

Officials will calculate what they scored leading up to the injury, in addition to the injury deduction, then award the points.

After the injury is assessed, a 2-minute time out will begin. Teams may also use their 1-minute timeouts, if needed.

If the injured athlete cannot be replaced for future rounds, teams can choose to forfeit the rounds.

QUARTER 4 INJURY PROTOCOL

Officials will continue to score until the whistle is blown.

The injury will be assessed, and officials will give a Major 1 to the injured team.

If the injury was not in the third section of the 4th quarter, teams will need to perform the other section(s) to finish the round. The section with the injury WILL NOT be replayed.

A 2-minute injury timeout will be given. During this time, the team must remove the injured athlete from all other sections of the round. Teams may use their 1-minute time outs, if necessary.

When the team is ready, both teams will stand in their team zone at the start of the music. Teams will begin playing after the section the injury occurred in.

Officials will calculate the deductions and award the results for each section.

If the injured athlete cannot be replaced, the team may forfeit the round. The opposing team will be scored according to standard forfeit procedures.

MUSIC MALFUNCTION

If there is a music malfunction, the referee will blow the whistle to stop the round.

In quarters 1-3, teams will reset for the current routine and perform from the beginning with music.

Any modified or omitted skills leading up to the music malfunction will be given a Major 1.

Officials will restart scoring when the music malfunction occurred.

In quarter 4, if any section of the routine was completed before the music malfunction, teams will NOT need to perform that section again.

Example: A music malfunction occurs in jumps and tumbling.

Teams will stay in the team zone for partner stunts because it was completed, then they will enter the floor for jumps and tumbling and finish with pyramid section.

All skills in the section with the music malfunction must be performed. Any modified or omitted skills leading up to malfunction will be given a Major 1.

Standard scoring resumes at the point of the music malfunction.

TECHNICAL FOULS

JEWELRY AND NAILS

Jewelry and acrylic or long nails will be checked during the referee check-in at the beginning of each game. This is considered a verbal warning for all athletes to remove jewelry and shorten nails prior to start time.

During the game, if the referee sees jewelry or a nail violation, they will call a technical foul.

If a technical foul is given, the opposing team will automatically receive one (1) point. The athlete must remove the jewelry or fix nails to stay in the game.

If the athlete is unable to remove the jewelry or shorten nails, they will not be allowed to continue in the game. EXCEPTION: Medical or religious jewelry may be accepted. It must be approved by the referee prior to the start of the game.

TEAM ZONE VIOLATION

In the event of a TEAM ZONE VIOLATION by any team personnel, the team will first receive one (1) verbal warning from the Referee. Further violations will result in a TECHNICAL FOUL.

After the Technical Foul, the opposing team will be automatically given one (1) point.

TEAM ZONE EXCEPTION: Gym directors may move from Floor A to Floor B in the event two of the gym's teams are playing at the same time.

TEAM CONDUCT

Undesirable or aggressive behavior from a coach, athlete, parent, or the audience will result in a verbal warning from the referee or officials.

If poor conduct continues, a Technical Foul will be given, and the opposing team will receive (1) point. Further misconduct will result in an ejection from the game and venue.

Any delay of game or refusal to play that last longer than five (5) minutes will be given a Technical Foul. If the game does not resume after ten (10) minutes the team will be forced to forfeit. The opposing team will be announced the winner regardless of the score when the delay occurs.

TECHNICAL FOULS

COUNTING

Counting loud enough that it becomes a distraction is not allowed. Counting is allowed but must not exceed a volume that competes with the music volume or the opposing team's sideline in a manner that is distracting. An opposing team or official may report this to the Referee, who will then deliver the verbal warning to the offending team. If a team continues to count too loud, a Technical Foul will be given by the referee. The opposing team will receive one (1) point.

ELECTRONICS

Electronics are NOT allowed on the sideline. This includes cell phones, smart watches, tablets, and any other device that could provide communication with anyone outside of the Team Zone.

If officials see an electronic device in the Team Zone, the team will be given a verbal warning.

An additional violation will result in a Technical Foul. The opposing team will automatically receive one (1) game point.

Electronics must be stored away from the start of warm up until the last round of the 4th quarter. They may not be used during quarter breaks or half time.

EJECTION FROM THE GAME

A third instance, or continued disobedience after a verbal warning and initial technical foul will result in an ejection from the game. The individual(s) who is ejected will be removed from the venue for the entire day. If there is no compliance, the team being represented will be forced to forfeit that game.

PROHIBITED ITEMS

- Hair ribbons exceeding 1" in width.
- Jewelry must be completely removed, not covered.
- Long fingernails must be trimmed to the end of the finger.
- Casts, braces, splints, guards, etc.
- Inappropriate footwear (ex. Stilettoes).

CHAMPIONSHIP GAMES

This season during the final round (championship game) of an elimination tournament, officials will be using recording devices to assist in scoring high stake games.

Recording will NOT be used for regular season play.

COACH'S CHALLENGE

Video review will allow coaches to challenge an official's call during Championship games ONLY.

Each team will get one (1) challenge per half. Unused challenges do not roll over to the second half.

There are no challenges in overtime.

To signal for a coach's challenge, place arms overhead and rotate in a circular motion. Challenges must be called before the next routine is announced to the referee.

A team has to have a 60-second timeout left to challenge a call.

Allowable challenges include:

1. Modifications
2. Omissions
3. Incorrect Counts/Incorrect Motions
4. Fall (or drop a full level)
5. Out of Bounds

The coach will tell the referee the allowable challenge, the exact 8-count it is performed, and the skill that is in question.

If a coach tries to call a challenge that is not allowable, their team will automatically lose a 60-second timeout.

After review, officials will determine if the challenge is correct.

If officials missed the call, it will be added to the deductions for the round.

When updated deductions are enough to change the outcome of the round, the team that challenged wins the challenge.

If the challenge does not change the round score, the challenging team lost the challenge and will lose a 60-second timeout.

Once a challenge motion has been initiated to the referee, that team will not be able to use another challenge for the half regardless of the challenge outcome.

Age Exemption Waiver

To help with the growth of Club Stunt, Ding-Ding Gameday will allow clubs to submit an Age Exemption Waiver for review.

If a STUNT Club can NOT field a team for an athlete's age division, they may submit an Age Exemption Waiver Form to Ding-Ding Gameday Events for consideration to be an eligible team member within the established guidelines. The Age Exemption Waiver Form must be submitted two weeks prior to a tournament. Failure to meet the deadline will result in the athlete being ineligible for that tournament.

Guidelines:

- Athlete(s) will not be accepted if the STUNT Club has a team available in their Age Division.
- Ding-Ding Gameday Events will not approve more than (3) athletes per team.
- Upon approval, each Age Exempt athlete(s) may not participate in more than 50% of the routines being played at the tournament. Club Directors must turn in a Routine Tracker Form 48 hours prior to a tournament for officials to reference.
 - 8U- play 6 routines maximum/ 11U, 14U & 18U- play 9 routines maximum.
 - If a team does not have all the routines, they will have to further limit their Age Exempt Athlete(s) participation to accommodate no more than 50% of the routines.
- Only two Age Exempt Athletes are allowed to participate in the same routine at a time.
- Using three athletes in one routine will be considered a violation.
- The team will be given a technical foul without a verbal warning.

League Age Exemptions are as follows:

- 8U- Athletes league aged 9 may play down to 8U.
- 11U- Athletes league aged 7 may play up to 11U.
Athletes league aged 12 may play down to 11U.
- 14U- Athletes league aged 10 may play up to 14U.
Athletes league aged 15 may play down to 14U.
- 18U- Athletes league aged 13 may play up to 18U.

Uniforms

JERSEYS: Jerseys may be long sleeve, short sleeve, or sleeveless. All jerseys shall have an identifying team name, abbreviation, official school logo, or mascot visible on the front.

NUMBERS: Numbers shall be placed on the front and back of the jersey. Numbers on the front of the jersey shall be a minimum of four (4) inches in height and visible. Numbers on the back of the jersey shall be a minimum of six (6) inches in height and visible. Numbers shall be a color that contrasts with the jersey color and may be bordered by no more than ½ inch border of any color(s). Duplicate numbers are NOT PERMITTED to be worn by members of the same team. A roster may include a 0 or 00, but not both.

COMPRESSION SHORTS: All players shall wear spandex/compression shorts of the same color and design. Shorts may include the athlete's number, or a matching team logo no larger than (3) inches in height.

The graphic features a dark background with a faint image of a person in a blue and red uniform. At the top, a white banner with black text reads "2024-2025". Below this, the words "TOURNAMENT SCHEDULE" are written in large, bold, blue letters. The schedule is organized into seven horizontal rows, each representing a tournament. Each row has a blue box on the left containing the dates and registration deadline, a white box in the middle containing the tournament name and location, and a logo on the right.

Date	Tournament Name	Location	Registration Deadline
OCTOBER 5 & 6	FALL KICK OFF	RIVERSIDE CITY COLLEGE	SEPT 1
NOVEMBER 2 & 3	CALIFORNIA CUP	ELEANOR ROOSEVELT HIGH SCHOOL	OCT 7
DECEMBER 7 & 8	MERRY STUNTMAS	ELSINORE HIGH SCHOOL	NOV 7
JANUARY 18 & 19	VICTORY IN VEGAS	LAS VEGAS, NV	OCT 18
MARCH 1 & 2	STUNT SHOWDOWN	LOCATION TBD	FEB 7
APRIL 26 & 27	SPRING RUMBLE	TAHQUITZ HIGH SCHOOL	MAR 7