

COMPETITION RULES 2026

NATIONS LEAGUE BATON TWIRLING AND MAJORETTE



AUGUST 2026

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ЗАЕДНО | TOGETHER

1. COMPETITION DISCIPLINESS

The disciplines offered at the **NATIONS LEAGUE** shall be as follow:

- Pom / Baton / Accessories Solo
- Pom / Baton / Accessories Duet
- Flag Baton Team / Corps
- Traditional Pom Team / Corps
- Traditional Baton Team / Corps
- Dance on Stage Pom / Baton Team / Corps
- Accessories Team / Corps

2. AGE DIVISIONS:

Where age divisions apply, an athlete's age shall be determined as the age as at December 31st, year 2026. Minimum age of all competitors is 9 yrs.

To determine the age category, the average age of should be calculated.

Discipline	Age	Category
POM / BATON / ACCESSORIES SOLO	9 - 11 12 - 14 15 - 17 18+	JUVENILE YOUTH JUNIOR SENIOR
POM / BATON / ACCESSORIES DUET	COMBINED AGE 18 - 23 24 - 29 30 - 35 36+	JUVENILE YOUTH JUNIOR SENIOR
FLAG BATON TEAM TRADITIONAL POM, TRADITIONAL BATON, DANCE ON STAGE POM / BATON, ACCESSOARIES	AVERAGE AGE 9 - 13.99 14 - 16.99 17+	JUVENILE JUNIOR SENIOR

3. RULES FOR ALL MAJORETTE TEAMS & CORPS:

All **Teams** may be comprised of any combination of men and women, including all female or all male, with 6 – 10 members.

All **Corps** may be comprised of any combination of men and women, including all female or all male, with a minimum of 11 members and a maximum of 30 members.

The Performance Area is the entire floor.

4. MUSIC & TIME LIMITS:

Judges will not assess penalties or give credit to material presented after the music ends. Judging shall discontinue at the conclusion of the music.

Solo Juvenile / Youth	2'00 min max
Solo Junior / Senior	2'30 min max
Duet Juvenile / Youth	2'00 min max
Duet Junior / Senior	2'30 min max
Flag Baton	3'00 min max
Traditional Pom	3'00 min max
Traditional Baton	3'00 min max
Dance on Stage Pom / Baton	3'00 min max
Accessories	4'00 min max

All majorette Corps / Teams use its own choice of music.

A back-up copy of the music is required to have it available at the competition on a USB stick in case of mishap. All music must be submitted to pre-load ready for the music test. This should avoid any problems with music during actual performances.

No music for entry and exit: entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

Music must be respectful, keeping in mind this is a sport. Foul language, violence, political views and similar are not permitted.

5. ACROBATICS AND MOUNTS:

Acrobatic movements and mounts are not allowed in any of the Majorette disciplines with **one exception – allowed only at Dance on Stage Pom / Baton performance.**

ACROBATIC and MOUNT CONTENT RESTRICTIONS

Definition of an Acrobatic Move

A movement will be considered acrobatic when the intent of the movement is for both feet to leave the floor, travel over the head and land on the floor on the opposite side. The feet can leave the floor or land on the floor either at the same time or one at a time. This applies when the move is executed on:

- the hand(s) (e.g. a cartwheel done on the hand(s))
- the arm(s) (e.g. a cartwheel done on the forearm(s))
- the head (e.g. a headstand)
- in the air with the support of another person's body (e.g. a cartwheel done while supporting the body on the leg(s) of another person)

Typical examples are: front or back walkovers, cartwheels, etc.

Definition of an Aerial Acrobatic Move

A body movement in which the athlete turns completely over in the air without being supported or touching hands on the floor

Examples:

- In the air without support of the body (e.g. side aerial; back flip; walkover)

Definition of a Mount

Mounts are defined as any body toss or form that is two stories or more. A story (as in a 10-story building) is defined as a person's height. 1/2 story is defined as a person kneeling/sitting or lunging. Stacking one person on top of another to achieve a pyramid shape or similar form is not permitted.

NOTE: A horizontal butterfly (where the feet do not go over your head) is not considered aerial acrobatics move. It is considered a major body move.

6. COSTUME, FOOTWEAR & BATON GUIDELINES

Costume - there shall be no restrictions on costume choice for any of the disciplines bearing in mind that it should be in good taste and reflect that this is a sport.

Traditional majorettes style costumes are allowed. Hats are optional.

If a costume or part of the costume is removed or manipulated, it will be considered as an accessory (only allowed in Accessories Corps)

If removed and used, it will be considered as a violation and a one-time 10 pts. penalty will be assessed regardless of the number of members using/manipulating it (except for the Accessories performances).

Footwear - Footwear must meet the requirements of the facility.

Batons

Batons must conform to the definition of "baton".

Penalty for non-conformance: 10 pt. Penalty off of each judges' score.

Definition of Baton

A standard baton is a chrome-plated/silver steel shaft with varying size weights in either end. The weights are either pounded or pressure fitted and covered with a white rubber ball (the large end) and a small white rubber tip covering the other end. Various batons have various balance points depending upon size and weight.

If the baton has a colored shaft and/or colored tips, it will be considered as an accessory.

Use of grip tape on Batons

The use of grip tape is optional, may be used bearing in mind that this is a sport. Grip tape can cover up to ½ of the shaft, divided equally from the center – when measuring only the shaft, not including ball and tip.

Clarification: The outer quarter of each end may not be covered.

Grip tape can be applied in solid, striped or spiral fashion.

Tape can be of any two color (s): One color to wrap and other color to mark the center only. Inside a Majorette Corps, the grip tape must be the same.

Definition of Mace

In a marching drill band, a mace is a ceremonial and signaling instrument. The mace is long, lightweight staff, usually made of metal, fiberglass or carbon fiber, with heavy decorated head. The shaft may be chrome, silver or black, often with colored bands or corps insignia.

The mace is often used by the drum major to conduct and control the band; often used to signal the tempo, starts, stops and transition.

Costume / Footwear / Equipment failure - ALL disciplines

The Head Judge or the Technical Judge may stop the competition if a costume / footwear / equipment failure occurs. Examples of situations that might warrant this stoppage are, but not limited to.

- If costume failure becomes hazardous or indecent
- If a shoe lace becomes untied causing footwork to be dangerous
- Loss of footwear causing danger to the athlete slipping and falling
- Loss of ball or tip from the baton shaft
- Baton shaft breaking

The Technical Judge must be called upon to handle the situation and will be responsible to involve other members as needed. After the issue has been resolved, Technical Judge may restart with performance to commence at the beginning.

7. DESCRIPTION OF THE JUDGING & TABULATION PROCEDURES

The jury/adjudicating staff of the competition is composed of the Head Judge of the contest, the lines judges and the tabulator.

The Head Judge is responsible for the current rules being applied as laid down, but should not intervene in the marking or decisions of the judges. To organize the calculation of the average penalty score for teams and corps and advise all the judges. To appoint penalty judges.

Judges must not judge their own students or any members of their family.

The tabulators are responsible for checking the scores which are keyed into the tablet system by the judges. Overall final results are determined by **lowest total place points** after highest and lowest scores are eliminated. Penalties for teams and corps are averaged with highest and lowest eliminated. Average penalty is shared with judges for final tabulation.

The Head Judge of the competition will study any variations in judging with the designated officials and if necessary, will contact the judges concerned at the end of the day. They will chair the judges' focus meetings; they will decide if a conflict commission meeting is necessary; they will delegate to a member of the technical board to substitute for them if necessary. The decision of the Head Judge on all technical matters throughout the competition is final. At the end of the competition, the members, or those accompanying the competitors, are not to approach the judges concerning the results.

All coaches, technical trainers and choreographers must respect the ethical and moral code both for athletes, for parents and for the public or spectators. All the technicians mentioned above must adhere to the following:

- do not use inappropriate themes for the age of the athletes or the public;
- do not use themes that deal with discrimination, violence, alcohol, diseases;
- do not use music, costumes or accessories with bad words.

We ask to always use good taste and always have respect for everyone.

Number of Judges - Solo/ Duet Disciplines

There will be a minimum of 3 judges and maximum of 7 judges per panel, plus penalty judges to record drops and to assess content restriction violations is applicable.

Number of Judges - Teams and Corps

There will be a minimum number of 5 and maximum of 9 Judges for Team and Corps Disciplines.

In addition: all the disciplines listed above use Technical Judge to Record the time of the music, to record drops and another penalty judge to assess content restriction violations.

8. AWARDS

1st, 2nd and 3rd place Corps/Team members shall all receive a medallion.

The Awards Ceremony takes place immediately following the final rounds.

All Majorette Solo / Duet / Team and Corps athletes are required to take part in the Presentation Ceremony.

9. POM / BATON / ACCESSORIES SOLO & DUET

A Solo/Duet routine with pom/baton with or without props choreographed to personal choice of music. The main focus is the combination of dance and pom/baton movements that are correlated to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities. The simultaneous blending of body and pom/baton will be demonstrated while displaying a wide range of skills. Credit will be given for props used in an appropriate manner to which they are intended, highlighting the story or theme of the routine. The story or theme of the routine should be displayed in respectful and tasteful manner; it should also be suitable for the age range of the audience.

Entrance / Exit: A maximum of 45 seconds is allowed for props/accessories placement and removal. Accessories should be placed/removed by the athlete(s) at the beginning/end of the performance.

Production

Choreography should display quality work with pom/baton of basic twirling concepts. The props are to be used to complement the routine and to show the theme in a manner to which they are intended.

Pom/Baton plus (+) a minimum of 2 accessories is obligatory.

Accessories have to be used, held, touched or manipulated at sometime during the show.

The competitor has to use a baton or accessory during the whole time of the routine. During the performance no member should leave the floor.

Floor moves description

Floor moves are acceptable and can be Dance moves, as long as they are not also classified as an Acrobatic Move.

Accessories Description

Accessories are not size limited (accessories may extend during the production: after the first note of music till the last note of music but must meet the maximum limit to enter and exit the floor). Scenery and stationary backdrops that are not used /touched/manipulated are not allowed. The use of hazardous or pyrotechnics props is strictly prohibited along with any product or equipment that has the ability to set off fire alarms or compromise the health and safety of anyone in attendance to the competition.

Costume could be used and manipulated: it will then be considered as accessories

Total Caption Marking = 100 points

Choreography	20 points
Twirl Content	20 points
Twirl Technique	20 points
Dance Technique	20 points
Showmanship, Presentation	20 points

10. FLAG BATON TEAM / CORPS

A Flag Baton Team performs a routine with marching and dancing combined with twirling a flag baton and choreographed to personal choice of music. The main focus is the combination of Marching and flag-baton twirling. The choreography should display good foundations of flag- baton twirling and excellence of basic flag-baton twirling concepts. Variety of maneuvers, floor patterns and effects are required.

Changing of formations is expected.

The athletes have to finish the choreography by holding the equipment. Salute is not required

Exchanges are allowed.

Qualified Equipment:

Flag is one piece of material attached to a flagpole (a special baton) and used as a flag. The flagpole must have only one flag. Swivels on the baton are mandatory.

Material on chains, ropes or clothing are not permitted. The length of one-ended pole is maximum 82 cm long; Width of flag-material on Flag Baton should be according to the length of the pole. There are no restrictions for the flag size.

Number of Members

Team: 6 to 10 members

Corps: minimum of 11 members

Production Time:

3.00 minutes max. 1st note to last note of music. Entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

CONTENT RESTRICTIONS:

- Illusion is not allowed
- Maximum of 2 spins (front reception /no extra turn or spin to complete the reception)
- No other material is allowed than a qualified flag baton
- Flag Batons must not be intentionally placed on the floor
- Floor movements are ONLY allowed for opening and final positions

Total Caption Marking = 100 points

Routine Content- Choreography	20 points
Teamwork	20 points
Production & General effects	20 points
Technique & Quality of Performance	20 points
Showmanship & Presentation	20 points

11. TRADITIONAL POM TEAM / CORPS

Pom Team / Corps performing a routine with marching combined with the use of Poms and choreographed to personal choice of music. The choreography should include special effects, maneuvers and teamwork set to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities. Changings of formations are expected and encouraged.

Costume: A traditional majorette style is recommended

Expectations:

Athletes performing a routine with marching combined with the use of poms and choreographed to the music. The choreography should include special effects, maneuvers and teamwork in line with the music.

Changing of formations is encouraged.

Standing/stationary should be limited to waves and general effects.

All members have to use one pair of Poms. All Poms should be the same size and type. No props or accessories are allowed.

Exchanges and passes are not permitted.

Tossing Poms to another team member or to oneself is not permitted.

Grounding is not permitted with exceptions of opening and final position. If starting pose on the floor, Maximum of 8 counts in order to stand up/ Maximum of 8 counts at the end in order to go on the floor/finish on the floor.

Illusions are not allowed throughout the entire choreography

Number of Members

Team: 6 to 10 members

Corps: minimum of 11 members

Production Time:

3.00 minutes max. 1st note to last note of music. Entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

Total Caption Marking = 100 points

Marching & Maneuvering	20 points
Teamwork	20 points
Production & General effects	20 points
Execution & Special effects	20 points
Appearance, Showmanship & Presentation	20 points

12. TRADITIONAL BATON TEAM / CORPS

This is a routine which shows the majorette tradition, choreographed to personal choice of music. The main focus is on Marching and Maneuvering with the use of baton, choreographed to the musical phrases, tempo and rhythm and presented with proper technique and appropriate performance qualities.

Emphasis is to be placed on precision of marching & maneuvering, floor coverage, teamwork and effects throughout the entire program.

Every member of the group must use a baton.

Number of Members

Team: 6 to 10 members

Corps: minimum of 11 members

Production Time:

3.00 minutes max. 1st note to last note of music. Entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

Expectations:

Entertaining and Unique routine with good balance between the use of marching and use of baton

Marching and Body movements: Variety and Diversity / Marching with Correct Technique / Unison / Uniformity / Rhythm / Various styles of small dance steps are acceptable

Maneuvering: Variety and Difficulty of formations / Definition of the formations: Designs / Alignments / Spacings Floor coverage / Use of the floor / Transitions

Baton:

Only basic baton handling and twirls are permitted: full hand materials, loops and swings

Hand to hand passes only (to ourself or to another team member)

Production: Teamwork / General effects / Staging / Showmanship and Presentation/ Projection / Entertainment value

Content restrictions:

- No releasing/tossing of the baton is permitted
- No exchanges
- Kneeling and floor moves are not allowed at any time.
- No intentional grounding of the baton is permitted. In the event of a drop, competitor must retrieve the baton as quickly as possible.

Total Caption Marking = 100 points

Marching & Maneuvering	20 points
Teamwork	20 points
Execution & General Effect	20 points
Production & Special Effects	20 points
Entertainment Value	20 points

13. DANCE ON STAGE POM / BATONE TEAM / CORPS

The emphasis of this discipline is a corps performing a routine with marching and changing formations, with timing, perfection and precision. The routine may begin and end anywhere on the floor. The choreography must be a mix of various style of marching and dancing with the emphasis being on the drill design, maneuvering, staging and creating pictures and patterns. The choreography should display good quality of twirling skills and concepts. Continual changing of formations and precision and unison are the key elements during the entire routine.

All members must use one baton.

Number of Members

Team: 6 to 10 members

Corps: minimum of 11 members

Production Time:

3.00 minutes max. 1st note to last note of music.

Content restrictions:

- More than two-baton work is not allowed.
- All modes of twirling, exchange work and dance footwork are permitted.
- No floor movements are permitted with exceptions of opening and final position
- No props permitted
- No acrobatics or mounts allowed
- Maximum of 2 spins permitted (front reception /no extra turn or spin to complete the reception)
- Illusions are permitted

Total Caption Marking = 100 points

Marching	20 points
Formation & Maneuvering	20 points
Twirling & Body Movements	20 points
General Effect	20 points
Showmanship & Presentation	20 points

14. ACCESSORIES TEAM / CORPS

The emphasis of this event is on entertainment and balance between the use of baton and chosen props. The main importance is the baton and dance combinations to implement the show and simultaneous blending of body and baton should be demonstrated while displaying a wide range of skills in all modes of twirling and bodywork.

Accessories must be included to compliment the chosen theme of the program to create musical interpretation and visual effectiveness. Stationary moves as well as travelling moves and floor moves are part of the choreography.

Content restrictions:

- 3 Spins maximum (front reception /no extra turn or spin to complete the reception)
- One Illusion only under a toss with baton or prop /no other body movement combined (front reception /no extra turn or spin to complete the reception)
- Acrobatics and mounts are allowed

Expectations:

Members' responsibilities include:

- Teamwork
- Staging (utilization of floor, design patterns, creating pictures to music with all props including batons)
- Seamless transitions between equipment
- Precision and unison of all members with all props including batons
- Creative handling of all equipment chosen to be used as props
- Musical interpretations with all equipment chosen as props
- Accessories:

Any number of props/equipment can be included but a baton and a **minimum of 2 accessories of props/equipment is obligatory.**

Number of Members

Team: 6 to 10 members

Corps: minimum of 11 members

Production Time:

3.00 minutes max. 1st note to last note of music.

Accessories description

Accessories are not size limited. The use of hazardous or pyrotechnics props is strictly prohibited along with any product or equipment that has the ability to set off fire alarms or compromise the health and safety of anyone in attendance to the competition.

Costume could be used and manipulated: it will then be considered as accessories.

Total Caption Marking = 100 points

Choreography	20 points
Dance and Twirl Content	20 points
Dance and Twirl Technique	20 points
Production	20 points
Showmanship & Presentation	20 points

15. PENALTIES & CONTENT RESTRICTIONS

Drop Baton and Fall Definitions:

Drop Baton: when unintentionally the baton leaves the hand of the athlete and simultaneously one end of the shaft (tip and/or ball) touches the floor. If the baton is in the hand and one end touches the floor, that is not a drop.

Fall: total loss of control that results in unintentional contact of the body with the floor

A 1% penalty which equals a one full point tenth **(1.0 point) penalty per drop/fall** for all Teams & Corps will be deducted from each judge's score on a 100-pt. scale.

All other penalties are assessed in the athlete's proficiency and execution.

Content Restrictions (5 points) will be recorded by a judge who will display a yellow card indicating a content restriction has been assessed. A white card with numbers indicates the number of drops assessed.

16. COMPETITION ENTRIES

COMPETITION ENTRY FEES:

For Solo discipline = \$ 30.00 EUR per athlete

For Duet discipline = \$ 20.00 EUR per athlete

For Teams and Corps = \$ 15.00 EUR per athlete one time paid for all team / corps performances

ENTRY FEES AND ADMINISTRATIVE FEE:

An invoice will be sent from the registrar to pay for the entry fee berths. The invoice must be paid to organizer **by no later than October 5th 2026.**