



Xcel Sapphire Division Rules Overview **PILOT PROGRAM – REGIONS 3, 6, 7, and 8** (2022-23)

Formal rules are presently in development for the Pilot Season for the Sapphire Division and will be released in the Summer of 2022. For questions, please contact your Regional Xcel Chair.

Purpose:

- Offer a division beyond Xcel Diamond for upper-level gymnasts to continue the sport in a safe and fun environment.
- A Division that would allow Xcel gymnasts to prepare for college Intramural sports or NCAA Acrobatics & Tumbling

Participants:

- Xcel gymnasts who started in the Xcel Program who have already met the challenges presented within Diamond.
- Gymnasts coming from other leagues who have skills beyond the Diamond Division.
- Former Development Program Level 8’s, 9’s, and 10’s.
- Gymnasts who may want to stay in the sport and compete at the intramural Club level in college or NCAA Acrobatics & Tumbling.

Benefits to the Gymnast:

- Longevity in the sport.
- Allow athletes to experience progressive gymnastics with reasonable commitment.
- Continue to experience fun and success within the sport.
- Provides an opportunity for more score differentiation.
- Prepare for college sport opportunities.

Regions Participating: Regions 3, 6, 7 & 8 have volunteered to pilot the Division for the 2022-23 season.

Minimum Age	
12 years of age by first competition	
Mobility Requirements	
Entry From	Requirement
Xcel Diamond	34.00 AA at sanctioned Diamond competition
Development Program	Level 8, 9, and 10 eligible
Programs outside of USA Gymnastics	Submit a petition with a video to the Regional Technical Committee and Regional Xcel Committee chairs.
<i>During the “Pilot” program, gymnasts could choose to compete in either the Diamond Division or the new Sapphire Division. After the initial “Pilot” year, the Xcel committee will reassess if Level 10 gymnasts would be allowed to enter the program at the Diamond Division or only the Sapphire Division.</i>	
Time Limits	
Warm-Up	2:00 per gymnast
Time Limit (Beam/Floor Routines)	1:30



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BARS / BEAM / FLOOR	
Start Value	9.60
Value Part Requirement	<ul style="list-style-type: none"> • 3 “A”, 3 “B”, 1 “C” (The C is also eligible for bonus)
Special Requirements	
BARS	<ol style="list-style-type: none"> 1. Minimum of a “B” skill finishing in clear support at vertical 2. Minimum of “B” 360° circling skill 3. Minimum of “B” release, turn, or 2nd 360° circle (different from #2) 4. Minimum of “B” dismount OR “C” skill directly connected to an “A” salto dismount
BEAM	<ol style="list-style-type: none"> 1. Min 1/1 turn on one (1) foot 2. Dance series and a leap or jump with 180° split (in series or isolated) 3. Acro series with a minimum of one (1) flight skill (a minimum of one (1) skill must pass through or achieve vertical) 4. Min “B” Dismount OR an acro flight skill directly connected to an “A” salto/aerial dismount
FLOOR	<ol style="list-style-type: none"> 1. One acro pass with two (2) saltos, same or different 2. Three different saltos, one (1) is a minimum of a “B” 3. Dance pass with a minimum of two different elements from Group 1 (Leap, Jump, Hop), directly or indirectly connected, one of which is a leap with a 180° split 4. Minimum of a “B” turn on one (1) foot
Bonus	
Maximum Bonus	Up to 0.40
Bonus Categories	<p>There are two (2) bonus categories – Difficulty Bonus and Connection Bonus. Bonus may be achieved from either or both of these categories. All 0.40 may be achieved in one category or a combination of both.</p> <ul style="list-style-type: none"> • C/D Bonus: <ul style="list-style-type: none"> ○ Each “C” is eligible to receive 0.10 in bonus <ul style="list-style-type: none"> ▪ The same “C” skill may receive “C” bonus only 1 time. ○ One (1) “D” skill is eligible for 0.10 in bonus. <ul style="list-style-type: none"> ▪ Additional “D’s” are allowed but not rewarded with bonus. • Connection Value Bonus: “B”+”B” combination. Applies to any connectable skills (as well as indirect acro passes on Floor). “B”+”B” may include any combination of mounts, dismounts, dance and acro.
Difficulty Restrictions	
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SAPPHIRE DIVISION VAULT CHART		
Xcel Code #	Specific Allowable Vault	Sapphire Start Value
1.101	Handspring	9.0
1.102	Handspring → ½ twist off	9.1
1.103	Yamashita	9.0
1.104	Yamashita → ½ twist off	9.1
1.105	½ twist on → ½ twist off OR ¼ twist on → ¾ twist off	9.1
1.106	¼ on → Repulsion off to feet OR ½ twist on → Repulsion off to feet	9.0
1.109	¼ on → 1/4 twist off – to land facing away from Table	9.0
1.201	Handspring → 1/1 twist off	9.4
1.202	Handspring → 1 ½ twist off	9.5
1.203	Yamashita → 1/1 twist off	9.4
1.205	½ twist on → 1 ½ twist off OR ¼ twist on → 1 ¾ twist off	9.6
1.206	½ twist on → 1/1 twist off OR ¼ twist on → 1 ¼ twist off	9.4
1.207	1/1 twist on → Handspring OR Yamashita off	9.5
1.208	1/1 twist on → - ½ twist off	9.6
1.301	Handspring → 2/1 twist off	10.0
1.306	½ twist on → 2/1 twist off OR ¼ twist on → 2 ¼ twist off	10.0
1.307	1/1 twist on → 1/1 twist off	10.0
3.201	Tsukahara → Back Tuck	9.7
3.303	Tsukahara → Back Pike	9.8
3.304	Tsukahara → Back Layout	10.0
4.101	RO, FF on → Repulsion (with flight to feet) off	9.0
4.102	RO, FF on → Repulsion ½ twist off	9.1
4.201	RO, FF on → 1/1 twist off	9.4
4.202	RO, FF on → 1 1/2 twist off (Allen)	9.5
4.203	RO, FF on → Back Tuck	9.7
4.301	RO, FF on → 2 /1 twist off	10.0
4.304	RO, FF on → Back Pike	9.8
4.305	RO, FF on → Back Layout	10.0
5.101	RO, FF ½ on → Handspring	9.1
5.102	RO, FF ½ on → ½ twist off	9.2
5.201	RO, FF ½ on → 1/1 twist off	9.6
5.107	RO, FF 1/1 on → ½ twist off	9.6
5.202	RO, FF ½ on → 1 ½ twist off	9.8
5.207	RO, FF 1/1 on → 1/1 twist off	10.0
5.312	RO, FF ½ on → 2/1 twist off	10.0