INDOOR CLOUD LEAGUE 2018

(1) Introduction

The Indoor Cloud League is not only an indoor playground for 4-way teams. It is just as much a project that guides flyers carefully into the 4-way direction later on, a recruiting project that starts at the grass root level of 4-way competition. In fact, most of the experienced 4-way teams and competitors are strongly engaged as player coaches for beginners. It happens all the time that the new flyers then eventually spin off with their own teams and come back for more indoor training independently.

(2) Rules and Procedures

There are six sequences every month, and the ICL groups have the whole month to produce videos and scores of the best performance for each sequence. The organizers invite their participants to any indoor activity and practice the sequences as much as they want. Then they submit the highest scores and videos at any time. Each group may follow up with more scores and videos until the last day of the month. The groups have the opportunity to improve the scores with any new videos after any new tunnel session at any time. Teams and any lineups of individuals may also submit videos for their ICL group after their own flying sessions to improve previous scores.

(3) Lineup Regulations:

AAA - AA: Always open for everybody

A - Rookie RRR: 1 Player coach

Rookie RR - Rookie R: Up to 2 Player coaches

The lineups are flexible, and the organizer may put them together according to common sense, based on experiences and skills. Any complete and identical lineup may post two scores for any two neighboring categories.

Player coach definition: A person who has scored 13+ average in AAA at any outdoor meet or 17+ average in AAA at any tunnel meet.

(4) Category Limitations:

AAA - AA: Always open for everybody

A - Rookie RRR - Rookie RR - Rookie R: Every competitor who scores 25+ twice is required to move up to the next category.

The "move up rule" applies to scores for this indoor competition only. If participants score a 25-pointer or higher twice in the same category, it shows that they are too good for the same category and have to move up.

(5) Working Time:

Teams may enter the tunnel and pick up all grips for the first formation of the respective sequence. Timing begins with the break of the first formation, and scoring includes the first formation. Scoring and point deductions follow the standard competition procedures and end at 35 seconds. RR and R Class sequences always start with a Star (M).

(6) Dive Pools

12-Foot	Category	Sequence	Randoms	Blocks
ICL	AAA	5-6	A-Q	3,5,6,7,9,11,14,15,16,17,18,21
	AA	4-5	A-Q	6,7,9,11,14,15,18,21
	A	3-4	A-Q	6,7,9
	RRR	3	A-Q	None
	RR	3 (M)	A-Q	None
	R	2 (M)	A-Q	None

14-Foot	Category	Sequence	Randoms	Blocks
ICL	AAA	5-6	A-Q	All blocks
	AA	4-5	A-Q	All blocks, except 3,5,10,12,16,17
	A	3-4	A-Q	2,4,6,7,8,9,19,21
	RRR	3	A-Q	None
	RR	3 (M)	A-Q	None
	R	2 (M)	A-Q	None

(7) Group Participation

Below is an overview of the benefits that any ICL tunnel group gets for the membership fee of $50 per month and $25 per submitted category video (AAA – AA – A – RRR – RR – R):

1.) Logo and link at the venue page:

Example: http://ww1.skyleague.com/pages/dzs/showDZ.php?dz=134&league=59

2.) Logo and link at the team page:

Example: http://www.skyleague.com/pages/teams/showTeam.php?team=4129

3.) Additional logos or IDs can be submitted on the videos:

Example: https://youtu.be/tjq848zcggA

4.) Each Indoor Cloud League group gets at least one editorial SKYLEAGUE.COM news story per month:

Example: http://ww1.skyleague.com/pages/news/showArticles.php?story=150034

(8) Team Participation

Below is an overview of the benefits that any participating 4-way team gets for the membership fee of $10 per month:

1.) Team page:

Example: https://www.skyleague.com/pages/teams/showTeam.php?team=619

2.) Link at the YouTube video page to the team page.

Example: https://www.youtube.com/watch?v=X1VDXvFadEo&feature=youtu.be

3.) Additional logos or IDs can be submitted on the videos.

Example: https://youtu.be/tjq848zcggA

4.) Each Indoor Cloud League team gets at least one editorial SKYLEAGUE.COM team profile story.

Example: https://www.skyleague.com/pages/news/showArticles.php?story=150458