

Swiss Cup Zürich 2026: Competition Rules

1.	Format	<p>5 teams made of 2 female athletes (WAG) et 2 male athletes (MAG) are invited. They are usually purely national teams. However, the organizer reserves the right to transform a team into a mixed team made of athletes of different nationalities.</p> <p>There are one preliminary round (rounds 1 – 3), one knockout round, semi-finals and a final in the Swiss Cup Zürich.</p> <p>The scoring is ruled by the international Code of points in force for the period 2025-2028 (Code of Points / Newsletters).</p> <p>Hereunder the breakdown of rules for each round.</p>
	Choice of Apparatus	<p>Until and including the semi-finals, the athletes must choose a new apparatus for each routine. Yet, in the final they are free to choose their apparatus.</p>
2.1	Preliminary Rounds (1-3)	<p>During the first 3 rounds, each team adds their results. No result is cancelled.</p> <p>Buzzer: during the first 3 rounds, one result per team can count twice. The coach must signal this just before the routine starts by pushing the buzzer. At the end of the routine the result counts twice (e.g. 13.200 becomes 26.400).</p>
	1st round	<p>Principle: one athlete per teams starts.</p> <p>Restricted choice of the apparatus: only WAG athletes can choose the Vault.</p> <p>The starting order is drawn by lots as follows: Team A 1x MAG / 1x WAG, Team B 1x MAG / 1x WAG, ...</p> <p>Results: the team's scores are added together, and any result can count twice (buzzer).</p>
	2nd round	<p>Principle: both remaining athletes of each team take part.</p> <p>Restricted choice of the apparatus: only MAG athletes can choose the Vault.</p> <p>Same starting order as for the 1st round: Team A 1x MAG / 1x WAG, Team B 1x MAG / 1x WAG, ...</p> <p>Results: scores of the 2nd round are added together with the existing results of the teams from the 1st round, and any result can count twice (buzzer).</p>
	3rd round	<p>Principle: one WAG and one MAG athletes per team (any athlete) take part another time.</p> <p>Apparatuses: any apparatus is possible except those already used by the two athletes.</p> <p>Starting order: reversed starting order compared to the first 2 rounds: Team E 1x WAG / 1x MAG, Team D 1x WAG / 1xMAG, ...</p>

		<p>Results: scores from the 3rd round are added together with the existing results of the first 2 rounds. In total, there are 6 scores per team and one result counts twice (buzzer).</p> <p>Qualification for the next rounds: the team with the highest result is directly qualified for the semi-finals. Teams ranked 2nd- 5th compete in a knockout round.</p>
2.2	Knockout Round	<p>Principle: the 4 teams compete in 2 direct matches (rank 2 against rank 5 and rank 3 against rank 4).</p> <p>Those athletes who did not compete in the 3rd round compete in the knockout round. Therefore, there are one female athlete and one male athlete. The counters are reset.</p> <p>Choice of apparatus: any apparatus already chosen during the first 3 rounds may be chosen.</p> <p>Starting order: Team 5: 1x WAG / 1x MAG, Team 2: 1x WAG / 1x MAG Team 4: 1x WAG / 1x MAG, Team 3: 1x WAG / 1x MAG</p> <p>Both scores from the knockout round are added together. The team with the highest score from both direct matches is qualified for the semi-finals. The team with the lowest score from both direct matches is eliminated.</p>
2.3	Semi-finals	<p>Principle: one male athlete and one female athlete from each of the remaining teams compete, with no restrictions on the choice of athletes. The counters are reset.</p> <p>Choice of apparatus: any apparatus may be chosen except for those already used.</p> <p>Starting order: the team directly qualified from the preliminary round starts (1x MAG / 1x WAG), then the team with the lowest score from the preliminary round (1x MAG / 1x WAG), then the team with the best score from the knockout round (1x MAG / 1x WAG).</p> <p>The teams' both scores are added together.</p> <p>Both teams best ranked are qualified for the final. The team ranked 3rd with the lowest score is eliminated.</p>
2.4	Final	<p>Principle: all 4 athletes of both teams compete, with no restriction as to the choice of apparatus. The counters are reset.</p> <p>Starting order: the team with the lowest score from the semi-finals starts (1x WAG/ 1x MAG), then the 2nd team (1x WAG / 1xMAG), then again the 1st team (1x WAG / 1xMAG), and eventually again the 2nd team (1x WAG / 1x MAG).</p> <p>The team with the highest result (4 scores per team) is the winner of the Swiss Cup Zürich 2026.</p>



3. Tie-breaking Rules

In case of a tie (total of final scores), the following rules shall apply.

A result that counts twice in the first 3 rounds is treated as a result that counts only once.

3.1. After the first 3 rounds

1. The best result from the first 3 rounds shall prevail.
2. If there is still a tie, it shall be broken as follows:
 - a) The total of all E-scores of a team shall prevail,
 - b) If there is still a tie, the ranking shall be drawn by lots.

3.2. After the knockout round

1. The best result from the knockout round shall prevail.
2. If there is still a tie, it shall be broken as follows:
 - a) The total of all E-scores of a team shall prevail,
 - b) If there is still a tie, the result of the first 3 rounds shall prevail,
 - c) If there is still a tie, the ranking shall be drawn by lots.

3.3. After the semi-finals

1. The best result from the semi-finals shall prevail.
2. If there is still a tie, it shall be broken as follows:
 - a) The total of all E-scores of a team shall prevail,
 - b) If there is still a tie, the result of the first 3 rounds shall prevail,
 - c) If there is still a tie, the ranking shall be drawn by lots.

3.4. After the final

1. The best result from the final shall prevail.
2. If there is still a tie, it shall be broken as follows:
 - a) The total of all E-scores of a team shall prevail,
 - b) If there is still a tie, the results from the semi-finals shall prevail,
 - c) If there is still a tie, the result from the first 3 rounds shall prevail,
 - e) If there is still a tie, one athlete from each team, with no restriction of choice, will compete again to determine the winner.

4. Scoring

The scoring is ruled by the international Code of Points in force for the period 2025-2028 (Code of Points/Newsletters).

5. Competition Rules and Restrictions

3.5. Vault

1. Two Vaults according to the Code of Points (C-III).
In the 1st round, only WAG athletes may choose Vault and during the 2nd round only MAG athletes.

3.6. Choice of apparatus

1. First 2 rounds: any apparatus.
2. 3rd round: any apparatus but those chosen during the first 2 rounds.
3. Knockout round: any apparatus but those chosen during the first 3 rounds.
4. Semi-finals: any apparatus but those chosen during the former rounds.
5. Final: any apparatus.



6. Choice of apparatus

The choice of apparatus and the starting order must be announced by Friday evening 6 November 2026 and then confirmed on Saturday morning 7 November 2026.

7. Starting Order

The starting order of the first 3 rounds shall be drawn by lots on Friday 6 November 2026 (subject to change).

8. Bonus and Prize Money

The Swiss Cup Zürich pays a starting bonus and a prize money. The prize money shall be paid out along with the starting bonus on Saturday evening during the banquet. In accordance with cantonal legislation, athletes are required to pay tax on any prize money they win. This tax is deducted directly from the prize money.

