

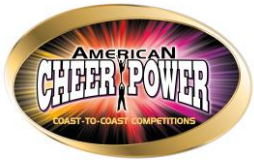
SCHOOL CHEER TEAM RULE BOOK

SCHOOL TEAM

A team that is made up of official school team members or official school competition team members. All members must attend that school. USA Cheer Safety Guidelines apply.

RULES/RESTRICTIONS

- I. The Athlete's 2020-2021 School Grade will be the determining factor for age divisions.
- II. Every member on a team must be enrolled at that school, must be on a team officially representing the school, must be officially recognized by the competing school's administration as a member of the competing team's cheerleading squad and must perform in the official uniform of that school.
 - a. Varsity/Junior High Division squads must consist entirely of students who have not graduated from high school.
 - b. JV/Freshman Division squads must officially represent the JV or Freshman teams at their School.
 - c. Teams comprised exclusively of 9th graders must compete in the JV/Freshman or a High School Division.
 - d. Elementary Teams must represent an Elementary School and not a Junior High or Middle School.
- III. The lowest official grade level for all athletes participating in Varsity divisions is listed as 9th grade. However, athletes younger than 9th grade will be allowed to participate in Varsity Divisions if they are enrolled in the school they are representing, are recognized as full-time cheerleaders for that school and receive written permission from ACP prior to the competition.
- IV. ACP strongly recommends that you have an alternate (not a member of another competing squad at the same event), who is prepared to substitute in the event of injury, probation, etc. No cheerleader may represent more than one School Performance Division Team, even in the event of injury or emergency.
- V. Once a team checks into the championship, the team will not be allowed to change divisions due to an injury.
- VI. Cheerleaders may compete in Performance and Game Day Divisions.
- VII. Teams that compete with fewer than the minimum number of athletes required for that division will receive a 1.0 deduction. Teams that compete with more than the maximum number of athletes will be disqualified.
- VIII. A mascot will count towards participant count. Mascots cannot participate in stunts, pyramids, and or tumbling skills.



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2020-2021 ACP SCHOOL TEAM AGE DIVISIONS

PERFORMANCE DIVISIONS				
NOVICE	Elementary	5 - 30 members	6th grade & below	Female/Male
	Non-Building Elementary	5 - 30 members	6th grade & below	Female/Male
	Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	Non-Building Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	JV/Freshman	5 - 30 members	11th grade & below	Female/Male
	Small Varsity	5 - 16 members	9th - 12th grade*	Female/Male
	Large Varsity	17 - 30 members	9th - 12th grade*	Female/Male
	Non-Building Varsity	5 - 30 members	9th - 12th grade*	Female/Male
INTERMEDIATE	Elementary	5 - 30 members	6th grade & below	Female/Male
	Non-Building Elementary	5 - 30 members	6th grade & below	Female/Male
	Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	Non-Building Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	JV/Freshman	5 - 30 members	11th grade & below	Female/Male
	Small Varsity	5 - 16 members	9th - 12th grade*	Female
	Large Varsity	17 - 30 members	9th - 12th grade*	Female
	Coed Varsity	5 - 30 members	9th - 12th grade*	Female/Male
	Non-Tumbling Varsity	5 - 30 members	9th - 12th grade*	Female/Male
Non-Building Varsity	5 - 30 members	9th - 12th grade*	Female/Male	
ADVANCED	Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
	Small Varsity	5 - 16 members	9th - 12th grade*	Female
	Large Varsity	17 - 30 members	9th - 12th grade*	Female
	Coed Varsity	5 - 30 members	9th - 12th grade*	Female/Male
	Non-Tumbling Varsity	5 - 30 members	9th - 12th grade*	Female/Male
	Non-Building Varsity	5 - 30 members	9th - 12th grade*	Female/Male

GAME DAY DIVISIONS			
Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
JV/Freshman	5 - 30 members	11th grade & below	Female/Male
Varsity	5 - 30 members	9th - 12th grade*	Female/Male

- American Cheer Power reserves the right to split, combine and/or omit any division listed based on enrollment prior to events.
- *Athletes younger than 9th grade will be allowed to participate in the Varsity Divisions if they are enrolled in the School they are representing, are recognized as full time cheerleaders for that school and receive written permission from ACP prior to the competition.



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PERFORMANCE ROUTINE REQUIREMENTS

1. Performance Divisions: Maximum time limit is 2 ½ minutes.
2. Routines should include: cheer/motions, jumps, tumbling, stunts/pyramids and dance. Exceptions: Non-Tumbling Divisions, Non-Building Divisions.
3. Music is allowed for a portion or the entire routine.
4. Routines must adhere to the USA Cheer and ACP Division Rules and Restrictions. ACP reserves the right to be the arbitrator and interpreter of all ACP rules listed in this document.
5. College team members must be currently enrolled at the Institution they are representing at the time of the performance.
6. The Non-Tumbling divisions will follow the ACP Performance Division Guidelines and, in addition, will prohibit all tumbling, except for inversions into or from load in positions, stunts and pyramids. Tumbling is defined as any skill with feet over head rotation. Exception: a back handspring entry into stunts / pyramids will not be allowed.
7. In the Non-Building divisions, no partner stunts, pyramids or tosses are allowed. If an athlete is ever lifted off of the performing surface by another athlete or athletes, it would be considered a 'building skill,' and therefore illegal.
8. Teams may choose to SHOW/EXHIBITION (Not compete). Each participant receives an award. Maximum time limit is 2 ½ minutes. Music may be used for a portion or the entire routine. Routine must follow USA Cheer Safety Guidelines and ACP Level Rules.

USA CHEER

ACP will adhere to USA Cheer Safety Rules and ACP Age Divisions/Restrictions.

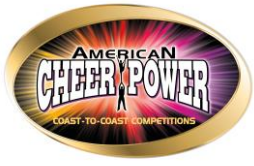
Go to www.usacheer.org for USA Cheer Safety Rules.



SCHOOL CHEER TEAM RULE BOOK

2020 – 2021 PERFORMANCE ROUTINE RULES AND RESTRICTIONS

NOVICE SKILLS RESTRICTIONS	
Novice teams will follow USA Cheer Safety Guidelines with these additional skill restrictions	
STANDING TUMBLING:	Standing tumbling is limited to a standing single back handspring. You can connect rolls and walkovers to a single back handspring. Standing back handspring series and jump/back handspring combinations are not allowed. Standing tucks are not allowed.
RUNNING TUMBLING:	Running tumbling is limited to front and back handspring series. Flips and aerials are not allowed (no tucks).
STUNTS:	Single leg stunts may not be held or pass through an extended position. No extended liberties. Twisting transitions are limited to a ½ twist by the top person. Exception: Log Rolls/Barrel rolls are allowed. All release moves must land in a cradle. Released switch ups are not allowed. The only inversions allowed are transitions from ground level inversions to non-inverted positions. No other inversions are allowed. Example: Going from a handstand on the ground to a non-inverted stunt such as a shoulder sit is allowed. Example: Going from a cradle to a handstand or from a prone position to a forward roll is not allowed.
PYRAMIDS:	Extended one leg stunts must be braced by at least one person at prep level or below. The connection must be made prior to executing single leg extended stunt. Any time a top person is released by the bases and braced by other top persons, they may not perform any skill during transition and must land in a cradle. Inversion in pyramids are not allowed with the exceptions of the inversions allowed under Novice Stunts. Release moves in pyramids are not allowed with the exception of the release moves allowed under Novice Stunts.
DISMOUNTS:	Only straight pop downs, basic straight cradles and ¼ turns are allowed.
TOSES:	The only body position allowed is a straight ride.
INTERMEDIATE SKILLS RESTRICTIONS	
Intermediate teams will follow USA Cheer Safety Guidelines with these additional skill restrictions	
STANDING TUMBLING:	Flips are not allowed. No standing back tucks or back handspring back tucks.
RUNNING TUMBLING:	Flips may ONLY be performed in tuck position only and from a round off or round off back handspring(s). Other skills with hand support prior to the round off or round off back handspring are allowed. Punch fronts are not allowed. No twisting while airborne. (Exception: Aerial cartwheels are allowed.) No tumbling is allowed after a flip or an aerial cartwheel. Cartwheel tucked flips and/or cartwheel – back handspring(s) – tucks are not allowed.
STUNTS:	Twisting transitions to and from an extended position may not exceed ½ twisting transition. Twisting transitions to, from and at prep level may not exceed 1 twisting transition. Release moves must start below prep level and must be caught at prep level or below. Release moves may not pass above extended arm level. Release moves above prep level are NOT allowed.
PYRAMIDS:	Braced flips are not allowed. All pyramid skills must follow stunt rules unless braced from initiation of skill.
DISMOUNTS:	Only straight pop downs, basic straight rides, and ¼ turns are allowed from any single leg stunt. Up to 1¼ twists are allowed from any two leg stunt.
TOSES:	Up to 1 trick allowed during a toss. Tosses may not exceed 1 twisting rotation.
ADVANCED SKILLS RESTRICTIONS	
Advanced teams will follow the standard USA Cheer Safety Guidelines with no other skill restrictions.	
JUNIOR HIGH / MIDDLE SCHOOL / ELEMENTARY SKILLS RESTRICTIONS	
Junior High, Middle School, and Elementary teams will follow Additional Restrictions as listed in the USA Cheer Safety Guidelines.	



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GAME DAY DIVISIONS

Junior High/Middle School	5 - 30 members	9th grade & below	Female/Male
JV/Freshman	5 - 30 members	11th grade & below	Female/Male
Varsity	5 - 30 members	9th - 12th grade*	Female/Male

GAME DAY ROUTINE GENERAL REQUIREMENTS

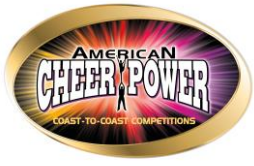
- NEW!** This year, the Game Day format will consist of one 3-minute performance that includes all three Game Day categories, plus a Game Situation Response. These categories will be performed in the following order:
 - Band Chant
 - Game Situation Response
 - Game Day Cheer
 - Fight Song
- Maximum time limit is 3 minutes. Timing will begin with the first organized movement, voice or note of music, whichever comes first and end with the last beat of music or organized movement. Timing will not include the team spiriting or rallying.
- Teams may not set up props in advance of any category. Props may be set once your team has been announced to the floor before your music begins.
- All participants on the performance surface will count as a member of the team. This includes mascots, band members, flag runners, etc. Mascots must be appropriately attired so their mobility, vision, etc. are not impaired. Only cheerleaders may participate in stunts, pyramids, or tumbling skills in any division.
- Routines must adhere to ACP Game Day Rules and Restrictions. ACP reserves the right to be the arbitrator and interpreter of all ACP rules listed in this document.

GAME DAY BAND CHANT REQUIREMENTS

- Traditional school band chant(s).
- Incorporation of props such as signs, poms, megaphones, flags, etc.
- Recorded band music must be used.
- Camp material may be easily adapted to fit this category.

SPECIFIC SKILL RESTRICTIONS

- Tumbling and/or stunting of any kind is prohibited, including during entrances and exits.
- Dance skills (i.e. turns, leaps, kicks, etc.) are permitted.



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GAME DAY SITUATION RESPONSE REQUIREMENTS

Each team will respond to audio cues by a game announcer, as heard at football and basketball games. In order to imitate the Game Day environment, audio cues will include an announcer-lead situational cue to which the team will show a definitive OFFENSE or DEFENSE response. Squads should focus on crowd effectiveness, motion technique and skills relevant to game day. A general response would not meet the criteria.

*Regardless of the sport, you will receive credit for the Game Situation Response if your chant matches the cue given. (Ex- If your cue is an OFFENSE Football chant and you respond with an OFFENSE Basketball chant, you will still receive credit for this category).

Below are some examples of the announcer-lead situational cues:

OFFENSE SIDELINE:

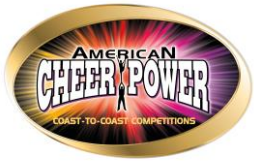
1. "And that's another (team)- FIRST DOWN."
2. "The (team) keeps the drive alive with that FIRST DOWN play."
3. "What a catch (or run)! That sets up the (team) to SCORE."
4. "The (team) takes control of the ball on their own 25-yard line."
5. "It's 1st and 10 for the (team)."
6. "It's a close game and the (team) are driving down the field for a SCORE."
7. "We're down to the final minute, the (team) needs a TOUCHDOWN for the win"
8. "Pass complete to #7 for another (team) -FIRST DOWN"
9. "That run results in another (team)- FIRST DOWN"

DEFENSE SIDELINE:

1. "The (team) needs to make a STOP to seal the win."
2. "It's 3rd down and the (team) needs to make a big STOP."
3. "After that turnover, the (team) needs to make a big STOP."
4. "The (team) needs a big STOP here, Let's Hold 'Em!"
5. "Our opponent has the ball and it's up to the (team) to STOP them"
6. "That will bring 4th down and short, the (team) need a STOP!"

GAME DAY CHEER REQUIREMENTS

1. No music may be used during the performance. Live drummer and/or drum track is allowed. All specialty skills (i.e. jumps, stunts, tumbling) must be performed within a safe distance of all drummers. Drummers cannot be involved in any type of specialty skill.
2. Each team's presentation must include at least two components required from the following: cheers, chants, traditional yells, and/ or drum cadences.
3. Teams should utilize all areas of their squad's crowd-leading strengths. The use of poms, signs, flags, megaphones and/or banners is encouraged.
4. Emphasis on crowd involvement and practicality. All material should be suitable for a game or pep rally.



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SPECIFIC SKILL RESTRICTIONS

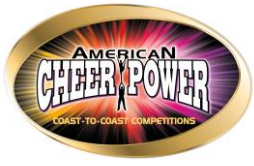
- A. No baskets, sponge, elevator, or similar type tosses permitted.
- B. Switch up stunts are allowed.
- C. No inversions from stunts.
- D. No twisting dismounts from stunts.
- E. Single leg extended stunts are limited to liberties and liberty hitches.
- F. No running tumbling.
- G. Tumbling is limited to a single standing tumbling skill with the highest skill level allowed being a back tuck.

GAME DAY FIGHT SONG REQUIREMENTS

- 1. Teams are encouraged to use their traditional team fight song.
- 2. Timing will end with the last organized movement, voice or note of music, whichever comes first and end with the last beat of music or organized movement.
- 3. Props (poms, signs, flags, megaphones and/or banners) are permitted in this category.
- 4. Performances can incorporate up to three (3) eight counts of skills (stunts, tumbling and/or jumps). The three (3) eight counts must be consecutive. During the fight song, the three (3) eight counts may be repeated, if performed identically. The three (3) eight counts of skills includes loading and dismounting from stunts (unless routine finishes in stunt/pyramid).
- 5. Emphasis will be placed on practicality. All material should be suitable and able to be performed multiple times during a game or pep rally.

SPECIFIC SKILL RESTRICTIONS

- A. No baskets, sponge, elevator, or similar type tosses permitted.
- B. Switch up stunts are allowed.
- C. No inversions from stunts.
- D. No twisting dismounts from stunts.
- E. Single leg extended stunts are limited to liberties and liberty hitches.
- F. A jump is considered a skill and can only be performed in the three (3) eight count segment.
- G. A kick will not be considered as a skill and can be performed at any time during the routine.
- H. No running tumbling.
- I. Tumbling is limited to a single standing tumbling skill with the highest skill level allowed being a back tuck.



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ACP POINT DEDUCTION SYSTEM

*Applies to Performance Divisions only. Teams competing in Game Day Divisions will not be issued Point Deductions.

All deductions may include, but are not limited to the following examples:

ATHLETE FALL -.25

- Drops to the performance surface during tumbling and or/jump skills

Includes the following:

- Hand, hands or head down in tumbling or jump skills
- Knee or knees down in tumbling or jump skills

BUILDING FALL -.75

- Drops to cradle and/or load in position from a stunt, pyramid and/or toss

Includes the following:

- Base or spotter drops to the performance surface during a building skill
- Drops to a cradle and/or load in position

MAJOR BUILDING FALL -1.25

- Drops to the performance surface from a stunt, pyramid or toss by the top person and/or the bases/spotters

Includes the following:

- Top person drops to the performance surface
- Multiple bases and/or spotters drop to the performance surface
- Top person lands on base and/or spotter who drops to the performance surface

MAXIMUM -1.75

- When multiple deductions should be assessed during a stunt or toss (by a single group) or during a pyramid skill, then the sum of those deductions will not be greater than 1.75. During pyramids where a fall continues to effect other portions of the pyramid, the deduction will not exceed 1.75. Two separated pyramids will result in separate deductions. The MAX deduction for a pyramid will not exceed 3.5.

SAFETY VIOLATIONS

- Building skills performed out of level will be issued a 1.0 deduction.
- Tumbling skills performed out of level and violation of any other General Safety Guidelines will be issued a .5 deduction.

BOUNDARY VIOLATIONS

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface. A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Judges decisions are final.

MINIMUM NUMBER OF ATHLETES

Teams that compete with fewer than the minimum number of athletes required for that division will receive a 1.0 deduction. Teams that compete with more than the maximum number of athletes will be disqualified.



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UNIFORM MIDRIFF DEDUCTION

ACP enforces the NFHS ruling that states: "when standing at attention, apparel must cover the midriff." If a School team is found to be in violation of this rule, the team will receive a 1.0 deduction off their final score.

UNSPORTSMANLIKE CONDUCT DEDUCTION

When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so will result in 1.0 deduction and removal of coach or disqualification.

Includes the following:

- Inappropriate and deliberate physical contact between athletes during the event
- Abuse of equipment or any items associated with the event
- Using language or a gesture that is obscene, offensive, or insulting
- Using language or gestures that offend race, religion, color, descent or national or ethnic origin
- Failing to perform a routine
- Excessive appealing at AccuScore
- Showing dissent towards scoring official decision by word or action
- Threat of assault to an event representative
- Public criticism of an event related incident or event official

INAPPROPRIATE CHOREOGRAPHY DEDUCTION

A deduction of 1.0 will be given for vulgar or suggestive choreography, which includes, but is not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another. Deductions will be given for music or words unsuitable for family listening, which includes, but is not limited to, swear words and connotations of any type of sexual act or behavior, drugs, mention of specific parts of the body torso, and/or violent acts or behavior.

Removing improper language or words from a song and replacing with sound effects or other words constitutes inappropriate, and deductions will be made accordingly.

DIVISION VIOLATIONS

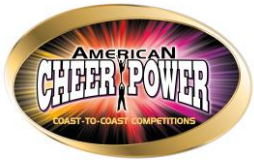
If a team performs with a member participating in more than one performance division, the second and each subsequent team will receive a 1.0 deduction off of their final score for each illegal participant (maximum penalty is 10.0).

TIME LIMIT VIOLATIONS

Teams that exceed division time limits are subject to the following deduction:

- 1 or more seconds over time will result in a .25 deduction
- 6 or more seconds over time will result in a 1.0 deduction

Routines that exceed the time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 3 seconds over the time limit.

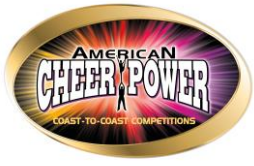


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ACP GENERAL SAFETY GUIDELINES

A Safety Violation will be assessed for violation of the following:

1. **DIVISION VIOLATIONS:** If your division changes at the event, you are subject to a 1-point penalty.
Examples:
 - a. Team number changes that ultimately change your competition division.
 - b. Level and/or division changes.
 - c. In lieu of the penalty, you may be given the option to pay the 'event change fee' and be placed in the correct division (if applicable).
2. **PRACTICE:** Athletes must always practice and perform on an appropriate surface. Technical skills (stunts, pyramids, tosses or tumbling) may not be performed on concrete, asphalt, wet or uneven surfaces.
3. **COMPETITION AREA:**
 - a. ACP Competitions comply with the NFHS and USA Cheer surface ruling that school-based programs may not compete on a spring floor.
 - b. Participants may stand or enter outside the competition area.
 - c. All permitted skills (stunts, pyramids, tumbling etc.) must be performed on the competition mat.
 - d. Approximate floor size will be a traditional mat of 42 feet deep by 54 feet wide (9 strips).
 - e. Objects cannot be thrown outside the competition floor.
 - f. Poms, signs, flags, megaphones and/or banners may be placed or dropped outside the competition area by a team member
4. **COSTUMING/UNIFORMS:**
 - a. All costuming/uniforms should be age appropriate and acceptable for family viewing. Cheer teams must wear cheer/athletic attire while performing.
 - b. Uniform Skirt/Shorts: When a skirt is worn as part of the uniform, briefs under the skirt are required. The skirt must fully cover the hips. The skirt must completely cover the briefs and must fall at least 1 inch below briefs (regular and boy cut briefs). When shorts are worn as part of the uniform, there must be a minimum of a 2" inseam.
 - c. Uniform Top: Uniform tops may not include an exposed midriff (crop top). Uniform tops must be secured by straps or material over at least one shoulder or around the neck (tube tops are not allowed).
 - d. Makeup should be uniform and appropriate for both the performance and the age of the athletes. Face/Eyelid Rhinestones are not allowed. False eyelashes are allowed but may not be decorated in rhinestones or additional jewelry.
 - e. Bows should not be excessive in size (acceptable bows are generally no more than 3" in width) and shouldn't be a distraction to the performance. Bows should be worn in a manner to minimize risk for the participants, should be adequately secured and should not fall over the forehead into the participants' eyes or block the view of the participant while performing.



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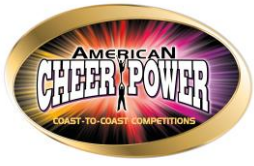
5. **ROUTINE APPROPRIATENESS:**

- a. All facets of a performance/routine, including both choreography and music selection, should be appropriate and suitable for family viewing and listening.
- b. Examples of inappropriate choreography may include, but are not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another. Music or words unsuitable for family listening, which includes, but not limited to, swearwords and connotations of any type of sexual act or behavior, drugs, explicit mention of specific parts of the body. Violent acts or behavior are other examples of inappropriate choreography.
- c. Removing improper language or words from a song and replacing with sound effects or other words, may still constitute 'appropriate'.

6. **JUDGES DISCRETION:** Judges reserve the right to assess warnings and/or deductions when a team's choreography, uniform, makeup, bows, etc. do not meet the standards of what ACP deems 'appropriate'.

7. **TIME VIOLATIONS:** Timing will begin/end with the first/last organized word, movement or note of music by the team after they are officially announced and have taken the floor.
- a. Teams must enter and exit in a timely manner.
 - b. Organized entrances are not allowed. Teams should walk on the floor, place their props and immediately go to their starting positions.

8. **MUSIC GUIDELINES:** ACP will follow the Varsity Spirit Music Guidelines for all competitions. Please visit varsity.com/music for the most up-to-date guidelines and latest resources.
- a. You must provide a representative from your program to play music.
 - b. We will NOT provide CD players. We will require playing music from MP3 player or phone (MUST be in airplane/do not disturb mode).
 - c. We highly recommend using an iPod or other music-playing device without cellular connection for music playback. Avoiding using a cellular phone during performances is best, however if this is a must follow these tips:
 - Use a phone with a headphone jack. The newest phones, including the iPhone 7, 8, 10 and Samsung Galaxy S7 do not have headphone jacks and this can cause issues during playback.
 - Take off the case! Failure to do so may disconnect the phone jack from the playback system causing a skip in the music or complete cut off.
 - Make sure the device is turned on airplane mode.
 - Download the music directly to the device and play using the playback software. Using a secondary platform, online services, or streaming music can cause disruptions during playback due to internet connections within convention centers and venues.
 - Update the Operating System on the device. Failure to do so may cause interruptions during playback.
 - d. If there is a music interruption that occurs during a performance and is the fault of YOUR adapter or equipment, you will NOT be able to do your routine again. Music interruption that is due to the fault of OUR equipment, will be addressed immediately by the event official and you will be able to do your Routine, full out, in its entirety again.



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9. **INTERRUPTION OF PERFORMANCE POLICY:**

- a. **Injury/Illness:** The Safety Judge, Panel Judge, Coach, Athlete or Competition Official reserves the right to stop a routine due to an obvious injury/illness. In the event that an injury causes the team's routine to be interrupted, the team will be given up to 30 minutes or until right before the award ceremony, whichever comes first, before performing their routine again from the beginning. Judging will resume from the point at which the injury/interruption occurred as determined by the Judges. The routine must be performed full-out from the beginning of the routine. All point deductions accumulated to that point will carry over. If a team prefers not to re-work the routine then, at the coach's discretion, they may take the score they have received up to that point. If a skill has not been performed a "0" will be given in the category.
- b. **Music:** In the event a technical error causes a team's music to be interrupted, the coach will have the opportunity to stop the performance. The team may perform that routine again in its entirety or let the performance stand as-is. If a team performs again, the routine must be performed full out, from the beginning and the judges will begin evaluating the routine from the point of interruption as determined by the Judges.

10. **COACHES BOX:** Coaches must remain in the designated coach's area during the team's performance. Coaches will not be allowed to assist the team during the team's entrance, routine performance or exit.

11. **SPORTSMANSHIP:** Coaches must display good sportsmanship and require the same from members of their program. Any unruly, aggressive or belligerent behavior by participants, coaches or spectators toward any other attendee or ACP Event Staff may result in potential deduction, team disqualification, removal from the event and/or barred participation from future ACP Championships.

LOGO USAGE

Teams will not be allowed to use any Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office. The use of the brand letters will be allowed.

VIDEO MEDIA POLICY

No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, "Event Locations"). In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal, non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of a performance during the event is not permitted. By attending/purchasing admission to the event, each attendee grants permission to Varsity Spirit, LLC and its affiliates, designees, agents, licensees, and invitees to use the image, likeness, actions and statements of the attendee in any live or recorded audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation.