

2020 COLLEGE MASCOT NATIONAL CHAMPIONSHIP

MASCOT ENTRY RULES AND INFO

A. Divisions

1. Mascot Division IA (NCAA I – FBS)
2. Open Mascot – (Division I [NCAA I – FCS], II, JC and other)

B. Guidelines

1. The competition is open to all officially recognized mascots from all US colleges, universities, and junior colleges in the country.
2. All Videos must be uploaded to uca.varsity.com and must be submitted in MP4 or MOV files.
3. Each entry must include a two minute highlight segment from the current season. Highlights must be actual speed and cannot be sped up for visual effect.
4. Please include highlights from school events, games, community activities and/or public appearances, etc. Be sure to follow the judging sheet below to ensure you meet all judging criteria. Schools with more than one student playing the role of the same character may submit tapes together but only one mascot per character may compete. If both or all want to compete, each mascot must send in separate tapes and will be judged and ranked separately.
5. The video entry must not exceed two minutes. Timing will begin with the first video image presented and will be stopped at 2 minutes.
6. The use of mini-tramps and /or springboards is prohibited.
7. Your video must be uploaded and in our office **no later than 5:00pm Tuesday, November 5, 2019.**

C. Music Guidelines for Mascot Entry Tape

- Only music captured incidentally (i.e., in the background of the video) will be permitted
- No music can be edited into the video
- All music captured from half-times, games, etc. highlighted in the video will need to follow the music guidelines



SAMPLE OF ENTRY JUDGING SCORE SHEET

Overall Character Development 30 points

Game Situations 15 points

Crowd Involvement 15 points

Cheer/Dance/Band Integration 10 points

Community Service 10 points

School Activities (Non-Sporting) 10 points

Overall Impression 10 points



2020 COLLEGE MASCOT NATIONAL CHAMPIONSHIP

MASCOT RULES AND REGULATIONS

(BOLD print indicates a change in rules)

1. The competition is open to all officially recognized mascots that qualified from the video entry preliminaries.
2. 50% of the video entry score will carry over for the national finals.
3. Each mascot will perform a 1 minute and 30 second skit to music.
4. Mascots will have 1 minute to set up and 1 minute to take down their set.
5. If a mascot exceeds either time limit, a penalty will be assessed for each violation. Three (3) point deduction for 1-5 seconds over, Five (5) point deduction for 6-10 seconds over and Seven (7) point deduction for 11 seconds and over.
6. Mascots may have TWO assistants to set up and take down props, but you may not use live assistance in your skit. The assistants must be appropriately dressed in their school's spirit program t-shirts and / or warmups.
7. Specific Rules for props:
 - a. Mascots are limited to no more than 7 props.
 - b. Each prop may not exceed 36" in height, width or depth and must be able to fit through a standard size (72") double door. No attachments will be allowed.
 1. Wheels can be used on the bottom of props for ease of movement and will not be considered an attachment however; they will count in the overall height of the prop.
 2. Props can be stacked but cannot be attached or bound together.
 3. Hinges can be used but when expanded must be part of the original prop measurement and cannot exceed the maximum prop measurements (36" in height, width or depth)
 - c. The bottom of all props, flats and scenery made of wood, metal or PVC type plastic must be padded or taped.
 - d. To avoid damage to the competition floor, props should be constructed so that they may easily be carried or moved to the performance area.
 - e. All equipment tips on batons, prop rifles, flagpoles, and prop sabres must be padded or taped.
 - f. Clapping hands or poms are considered one prop.
 - g. If any part of your uniform / costume is taken off it must be immediately put down. If you use it in your skit it becomes one of your props.
 - h. Each prop will be measured on **Friday January 17th at 12:00pm** at Disney's All Star Resort Celebrity Hall.
8. The use of mini-tramps and/ or spring boards is prohibited.
9. Tumbling or flipping skills will NOT be allowed off of a prop or over a prop.
10. No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids or animals will be permitted in or around the performance area.
11. Electrical (plug-in or battery operated) or compressed air apparatuses, including lights, lasers, and flashcubes (electrical or chemical) will not be allowed.
12. Smoke machines will not be allowed.
13. The use of powder, dirt or any other airborne substance that lingers in the competition area shall be strictly prohibited.
14. Balloons, confetti, dry ice, water guns, motorized devices, fire extinguishers or noise-making devices will not be allowed.
15. Skits should represent good sportsmanship with competing mascots.
16. Mascots are responsible for transporting props to and from the competition venue.
17. **Mascots will be required to bring any necessary tools to properly disassemble and discard all props after the final competition.**
18. Any violation of the specific Rules and Regulations will result in a 10 point deduction.

SPECIFIC MUSIC GUIDELINES

1. I have read and understand the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in our mascot's music shall only be used with written license from the owners(s) of the sound recordings.
2. For the most up to date music information, visit <http://varsity.com/music>. If you have any questions, cheer teams should email info@usacheer.net. Please check Preferred Provider list for updates and changes periodically.
3. Mascots must be able to provide proof of licensing, in the form of a printed copy, during registration at the event.
4. If a mascot does not have required paperwork, they will be given the option to count the routine verbally or perform to an approved track of music or a track with counts (Provided by Varsity Spirit)
5. If a mascot does not have the required paperwork, and chooses not to count the routine or perform to an approved track of music or a track with counts, the mascot will be disqualified from the competition and not allowed to perform or compete.
6. If there are concerns regarding a certain mascot's use of music, a Challenge Form must be completed immediately following the team's performance.
7. A challenge can only be made by the official coach of a mascot competing at the event at which the challenge is being made.

8. Challenge Process
 - a) All music challenges must be submitted in writing to the event director.
 - b) There will be \$100 fee to request a music challenge and must be in the form of a check made out to St Jude Children's Research Hospital.
 - c) Fees collected will be voided if challenge is correct.
 - d) If the mascot challenged can provide documentation during the event and can be verified, the fees will be donated to St. Jude.
 - e) If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.
9. Each mascot is required to have a responsible adult remain at the music station that knows the routine and music. This representative is responsible for starting the music and stopping the music in case of technical malfunction or injury.
10. All mascots must provide their own CD or MP3 device for use on the event provided sound system. Music must be recorded at the correct tempo on a high quality CD or loaded onto an MP3 device.
11. It is not recommended that a smart phone be used for playing music, due to interference that may be caused during a routine. No cover may be on any MP3 player so that a jack may be easily inserted into the device.
12. Please make sure that all devices have a head phone jack to connect to sound system and are fully charged, volume turned up and placed in airplane mode. If using a CD make sure it's unscratched so it doesn't skip.
13. Please ensure that jacks are clean and free of any debris which may impact connectivity. You will need to acquire an adapter in advance if your player does not have a head phone jack.
14. Music on CD must be labeled with the mascot name, division, team size, and be ready to play. One or several selections of music may be used. Due to greater room for technical error with some CDs you must have a back-up MP3 of your routine available.
15. Mascots may not use Disney themes or dress as Disney characters. UCA also prohibits the use of suggestive, offensive, or vulgar themes that are inappropriate for family audiences.

SAMPLE OF JUDGING SCORE SHEET

Crowd Appeal & Crowd Interaction points	15
Creativity points	10
Animation / Enthusiasm points	10
Prop Usage points	10
Overall Impression points	5

I have reviewed the Championship Rules noted above and hereby accept the Championship Rules as a fair and integral part of the Tournament and agree to adhere to the policies contained herein.

School

Participant Signature

Advisor/Coach

Mailing Address

City/State/Zip
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Phone