



UDA GENERAL RULES 2019-2020- All Star Teams

** Green print denotes a change from prior year. Please note that in addition to these rules, teams will be required to follow all USASF routine rules, guidelines, divisions/categories, etc.**

JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of Universal Dance Association. As the teams make their presentations, the judges will score the teams using a 100-point system. Judges scores will be AVERAGED together to determine the overall team score. In the event of a first-place tie, the tie will be broken by carrying the decimal places out for the total score. If a tie remains, the ranking points from each judge will then be used to break the tie. Should a tie remain, the ranking points from the "Overall Effect" portion of the scoresheet will be used to break the tie.

SCORES AND RANKINGS

Individual score sheets are for the exclusive use of each judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. No scores and rankings will be given over the telephone. After each round of competition, teams will receive the judges' score sheets and comments for their team. In addition, teams will receive a ranking sheet with the names and scores of all teams in their group.

HOW TO HANDLE PROCEDURAL QUESTIONS

1. RULES & PROCEDURES – Any questions concerning the rules or procedures of the competition will be handled exclusively by the advisor/head coach of the team and will be directed to the Competition Director. Such questions should be made prior to the event.
2. PERFORMANCE – Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition. *Coaches will be asked to fill out a Routine Review Form with their concerns and will need to allow up to two business days following the conclusion of the event for their submissions to be reviewed. Questions regarding another team and/or their performance will not be allowed.*
3. Deduction sheets can be picked up shortly following each team's performance. Questions regarding penalties can be made by the head coach of the team only and *must be done within 30 minutes of the final performance of the division or prior to final awards-whichever happens first.* Once results have been announced, no rules violation challenges will be accepted.

SPORTSMANSHIP

1. *All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine.*
2. *The advisor and coach of each team is responsible for seeing that team members, coaches, parents, and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.*
3. *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 may result in a 1-point penalty, removal of coach, or disqualification.*

INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should STOP the routine.
2. The team will perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.

B. FAULT OF TEAM

1. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
2. The competition officials will determine if the team will be allowed to perform later. If decided by officials, the team will perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred.

C. INJURY

1. The only persons that may stop a routine for injury are:
 - a) competition officials,
 - b) the advisor / coach from the team performing or
 - c) an injured individual.
2. The competition officials will determine if the team will be allowed to perform later. If the competition officials allow a routine to be performed later, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred.
3. The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, second the parent (if present) AND THEN the head coach/advisor of the competing team.
 - b. If the medical personnel does not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver. In the event of a suspected concussion/head injury, the participant cannot return to perform without clearance from a licensed medical professional that has training related to head injuries, even with a waiver from a parent or legal guardian.

INTERPRETATIONS AND / OR RULINGS

Any interpretation of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of the Competition Director, Head Judge, and a designated competition official.

DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to disqualification from the competition and will automatically forfeit any right to any prizes or awards presented by the competition.

FINALITY OF DECISIONS

By participating in this competition, each team agrees that all decisions by the judges will be final and will not be subject for review. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

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.

APPEARANCES, ENDORSEMENTS, AND PUBLICITY

All teams winning titles, awards, or prizes agree to have all appearances, endorsements, and publicity approved through the NDTC office.

PENALTIES

- A. A deduction will be given for EACH safety/general competition rule violation. The point value of this deduction will be as follows:
- 0.5 points- starting/ending off the marley surface, performance error- **any skill or trick executed incorrectly that then makes it an illegal skill/trick** (example: touching down on an aerial cartwheel with non- hands-free poms in hand)
 - 1.0 points- General rules violations including (but not limited to) time infractions, not enough kicks, costume/shoe rules, etc.
 - 1.5 points- Routine safety rule violations
- B. If you have any questions concerning the legality of a trick or move, please email the video to udarules@varsity.com. Include your team name, your name, a contact phone number, and the event attending. It must be received by **January 16, 2020** and will only be accepted from the head coach of the team. If received after the deadline, the video is not guaranteed a response. Videos from choreographers will not be allowed. Videos sent via text message will not be accepted. For questions please contact udarules@varsity.com.

AWARDS AND PRIZES- NDTC ONLY

All teams in the final round of competition will receive a trophy. Teams who rank first, second, or third place will additionally receive a bronze, silver, or gold medallion. Teams placing first will also receive a championship jacket, given to every participant who performed on the floor plus two coaches. Based on availability, alternates listed on the roster can receive jackets from our championship office at the All-Star resort after competition has been completed.

GENERAL GUIDELINES

1. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the event. The coach of each team is responsible for seeing that team members, coaches, parents, and any other person affiliated with the team conduct themselves accordingly.
2. All programs should have, and review, an emergency action plan in the event of an injury.
3. Coaches must recognize the entire team's ability level and limit the team's activities accordingly.
4. No technical skills should be performed when a coach is not present or providing direct supervision.
5. All practice sessions should be held in a location suitable for the activities of dance, and away from noise and distractions.
6. Warm-up and stretching should precede and conclude all practice sessions, pep rallies, games, competitions, performances, and other physical activities.
7. The performance surface should be taken into consideration before engaging in any technical aspect of dance. The performance area should be reasonably free of obstructions. Dancers should not perform technical skills on:
 - a. Concrete, asphalt, or any other hard or uncovered surface
 - b. Wet surfaces
 - c. Uneven surfaces
 - d. Surfaces with obstructions
8. The dance team coach or other knowledgeable designated representative should be in attendance at all practices, functions, and games.

COMPETITION ROUTINE GUIDELINES

1. Substitutions may be made in the event of an injury or other serious circumstance. Substitutes must also abide by the age restrictions per the USASF in all divisions in which they compete.
2. Formal entrances which involve dance, technical skills, and all traditions/chants are not permitted. Dancers should enter the performance area in a timely fashion.
3. Center markers will not be allowed. This includes but is not limited to- stuffed animals, toys, alternate dancers, spacing ropes, etc.
4. Teams may NOT use Disney themes nor may they have costumes that resemble a Disney character, movie, or theme.
5. Teams may dance off the marley floor; however, all routine choreography for the entire team must begin and end on the marley floor. Jumping on or off a raised performance surface is prohibited. This rule applies in all categories, including Game Day. Teams competing at a regional event with a marley floor will be warned for starting/ending on or off the marley; teams WILL be penalized at NDTC. Please note that the tape which surrounds the edges will count as the marley floor.
6. Time limit is as follows:
 - a. ALL STAR teams will have a required minimum of (1:45) one minute forty-five seconds and a maximum of (2:15) two minutes fifteen seconds to demonstrate their style and expertise. If a team exceeds the time limit over or under (3) three seconds, they will be issued a penalty.
7. Timing will begin with the first choreographed movement or note of music, whichever is first. Timing will end with the last choreographed movement or note of music, whichever is last.

NUMBER OF PERFORMANCES

1. For dancers who participate on just a school team, the max number of performances a dancer can do is two (2), unless participating in the Game Day division as well.
2. For dancers who participate in both a school AND an all-star team, the MAX number of performances each dancer may perform is five (5).
3. For dancers who participate on just an all-star team, the MAX number of performances each dancer may perform is five (5).

FLOOR DIMENSIONS (NDTC Only)

All main floors will have 10 panels of marley floor, each panel approximately 5 feet 3.5 inches wide making the full floor approximately 53.5 x 53.5. All rehearsal areas will ONLY hold 8 panels of marley. Teams may dance off the marley floor; however, all routine choreography for the entire team must begin and end on the marley floor. Jumping on or off a raised performance surface is prohibited. This rule applies in all categories, including Game Day. Teams competing at a regional event with a marley floor will be warned for starting/ending on or off the marley; teams WILL be penalized at NDTC. Please note that the tape which surrounds the edges will count as the marley floor.

MUSIC GUIDELINES

1. I have read and understand the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in our team's music shall only be used with written license from the owners(s) of the sound recordings.
2. These guidelines are as of June 16, 2016. For the most up to date music information, visit <http://varsity.com/music>. If you have any questions, dance teams should email dancemusic@varsity.com. Please check Preferred Provider list for updates and changes periodically.
3. Teams must be able to provide proof of licensing, in the form of a printed copy, during registration at the event.
4. If a team 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 team 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 team will be disqualified from the competition and not allowed to perform or compete.

6. If there are concerns regarding a certain team’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 team 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 team 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 team 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. Please make sure that all devices are fully charged, volume turned up and placed in airplane mode. Please make sure the responsible adult playing the music is aware of any passcodes needed to lock/unlock a phone. Teams will also need to provide their own adapter should one be needed to play off a specific device. If using CDs, make sure it’s unscratched so it doesn’t skip.
10. When recording your music for the event, coaches or music editors should edit their song in a Digital Audio Workstation (DAW) and make sure that the volume of the song is at 0. Things to note: Most DAW’s have a default that sets a track at -6 when a track is added. Check to see if there is a normalization process after you render or save your work.

Safety Routine Rules and Guidelines can be found at usasf.net

ON BEHALF OF MY TEAM, I HEREBY ACCEPT THE COMPETITION AND ROUTINE RULES AND GUIDELINES AND AGREE TO ABIDE BY THESE RULES.

(Studio/Program Name)

(Date)

(City/State)

(Advisor / Coach’s Signature)

(Division — Junior High, Senior All Star, etc.)

[Retain a copy of these rules for your file](#)

