



CHEERLEADING AND DANCE TEAM
NATIONAL CHAMPIONSHIP

2018-19 UDA COLLEGE CHAMPIONSHIP RULES AND REGULATIONS

Bold and grey denotes change

I. PARTICIPATION GUIDELINES

1. All participants must be registered full-time students for the fall semester of the college or university that they are representing in competition and official members of that school's spirit team (no club teams or competition only teams). Official member's of the school's spirit team is that team recognized by their institution as the actual sideline/courtside spirit team that regularly supports their school athletic teams.
2. The Dean of Students, Director of Compliance or Registrar's office must complete the eligibility form and have notarized. Eligibility form must not be dated any earlier than DECEMBER 1, 2018. Teams violating this rule could forfeit their titles and be prohibited from entering the competition the following year. For any clarification on these rules please call 1-800-DANCEUDA.
3. The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regards to respect for themselves, other teams and the viewing audience of all ages. Teams should refrain from any taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
4. We recommend that the team and each of its members display an overall appearance conducive to serving as public representatives and ambassadors of their school in regards to grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

II. ELIGIBILITY GUIDELINES

1. Any university or college competing in a Varsity College National Championship shall not permit a student-athlete to represent their school unless the student-athlete meets all applicable eligibility requirements, and the coach and program administrative supervisor has certified the student-athlete's eligibility.
2. A student-athlete may only represent ONE (1) school in a National Championship competition for each academic year. For example, a student-athlete may not compete for one school in January, transfer and compete for another school in April.
3. At the Junior College level, any student-athlete will only be eligible to compete in a maximum of three (3) National Championships during the course of his/her college career.
4. A student-athlete can be a part of the institution's cheer / dance spirit squad but will only be allowed to compete for a maximum of five (5) National Championships during the course of his/her college career, regardless of the number of universities or colleges they have attended.
5. A student-athlete may not compete in more than **five (5)** National Championships in combined Junior College and/or 4-year college / university.

6. Individual Championships such as Partner Stunt and Group Stunt will follow **five (5)** year eligibility rules.
7. An alternate or injured student-athlete that does not take the competition floor will not be perceived as a competing member and will not count towards the maximum of five (5) National Championships.
8. This will apply for any student-athlete competing at any one of the Varsity Brands College National Championships (UCA/UDA, NCA/NDA) as well as any other designated College National Championship.
9. Verification of eligibility will be required by the school's Registrar's Office and the program's administrative supervisor in addition to the coach. It will be the responsibility of these individuals to verify that all student-provided information and documentation is correct and valid.
10. Teams violating this rule could forfeit their titles and rankings as well as be prohibited from entering any other Varsity Brands Championship the following year. For any clarification on these rules, please contact the event producer of the Championship you wish to attend.
11. Any interpretations or decision of eligibility for the 2019 College Cheerleading and Dance Team National Championship will be rendered by the Rules Committee, which will consist of the Tournament Director, the UCA/UDA College Program Director and one other UCA/UDA official appointed by the Tournament Director. The Rules Committee will render a judgment in a manner consistent with the general goals of the championship.

III. 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. Total possible score will be 115 points, with 15 points from the Spirit Tape and 100 points for overall routine. In the event of a first place tie, the tie will be broken by carrying the decimal places out for the total score. If the tie remains, the ranking points from each judge will be used to break the tie.

IV. SCORES AND RANKINGS

Individual score sheets are for the exclusive use of each particular 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 as well as their score and the top score in the group. In addition, teams will receive a ranking sheet with the names and average scores of all teams advancing.

V. 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 / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.
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.

VI. SPORTSMANSHIP

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. 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.

VII. INTERRUPTION OF PERFORMANCE

1. UNFORSEEN CIRCUMSTANCES

- a. 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.
- b. 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.

2. FAULT OF TEAM

- a. 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.
- b. The competition officials will determine if the team will be allowed to perform at a later time. 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.

3. INJURY

- a. 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.
- b. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, 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.
- c. The injured participant that wishes to perform may not return to the competition floor unless:

1. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) AND THEN the head coach/advisor of the competing team.
2. If the medical personnel do 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.
3. Any athlete who exhibits signs or symptoms consistent with concussion must be removed from the activity at that time and should not be allowed to return to activity that day. The athlete should not return to activity on a subsequent day until evaluated by and receives written clearance for such participation from a qualified physician (MD or DO specifically trained in concussion management).
4. In addition to the Varsity Brands head injury policy, we encourage you to be familiar with the specific laws of the state where the competition is being held.

VIII. 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 in an effort 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.

IX. 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.

X. 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.

XI. 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- performance error (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, starting/ending off the marley surface, etc.**
- **1.5 points- Routine safety rule violations**

B. If you have any questions concerning the legality of a trick or move, please upload a video to: <http://eventuploads.varsityspirit.com/> Include your team name, your name, a contact phone number, and the event attending. It must be received by December 14, 2018 and will only be accepted from the head coach of the team. Videos from choreographers will not be allowed. For questions please contact Ashley Udashen at audashen@varsity.com.

6. Teams will have a maximum of (2) two minutes to demonstrate their style and expertise.
7. Each Game Day performance should not exceed (3:00) three minutes. Timing will begin with the first movement, voice, or note of music, whichever comes first. Each section should have a beginning and end. Note: Spirited crowd leading interaction between each section is encouraged to continue the game day feel.
8. Timing will begin with the first choreographed movement or note of music. Timing will end with the last choreographed movement or note of music, whichever is last.

XII. 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. Coaches must require proficiency before skill progression. Coaches must consider the dancer and team skill level with regard to proper performance placement.
3. All programs should have, and review, an emergency action plan in the event of an injury.
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.

XIII. 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 in all division 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. All staging, backdrops, special effects, or any items that may damage or otherwise alter the performance floor or environment are prohibited (water, powder, feathers, glitter, etc).
4. **Teams may dance off of the marley floor; however, all routine choreography for the entire team must begin and end on the marley floor. Ending off of the marley on a raised surface is prohibited. Jumping on or off a raised performance surface is prohibited.**
5. All team mascots, props, center markers, etc. are prohibited. We will have the center marked on all performance surfaces.

XIII. 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. 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. Teams must be able to provide proof of licensing, in the form of a printed copy, during registration at the event.
4. **If your team is featured in the TV broadcast and uses an original composition created for your performance, your routine music will be used in the show if you also secured synchronization rights. Teams must be able to provide written documentation that synchronization rights were properly secured during registration at the event for the original routine music to be included in the show.**
5. **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.**
6. If you would like to perform your school's original fight song, you may bring a recording of your marching band playing the song. You will need to get the school's permission to use the song and recording. A letter granting permission for the cheer or dance team to use the fight song on school letterhead is sufficient. It should be signed by your program's administrative supervisor. Go to varsity.com/music for more details.
7. 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).
8. 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.
9. If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.
10. A challenge can only be made by the official coach of a team competing at the event at which the challenge is

being made.

11. 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.
12. 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. If using CDs, make sure it's unscratched so it doesn't skip.
13. All teams 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.
14. 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.
15. 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.
16. 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.
17. Music on CD must be labeled with the team 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.
18. Teams may not use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable if following the music guidelines.

XIV. CHOREOGRAPHY AND COSTUMING

1. Routine choreography should be appropriate and entertaining for all audience members. Vulgar or suggestive material, choreography and/or music is not allowed and is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd of profane gestures or implications. Inappropriate choreography, costuming, makeup and/or music may affect the judges' overall impression and/or score of the routine.
2. Shoes, on both feet, must be worn during the competition. Dance paws are acceptable. Shoes with wheels are not allowed (Example: roller skates, roller blades, heelys,

etc). Wearing socks and/or footed tights only is not allowed.

3. Teams may NOT use Disney themes nor may they have costumes that resemble a Disney character, movie, or theme.
4. All male dancers' costumes must include a shirt that is fastened, however it can be sleeveless.
5. Jewelry as part of the costume is allowed.

XV. PROPS

Props are allowed, however, they must fit through a 36 inch door. Props must be handheld and cannot be used to bear the weight of the dancer. Any props used must first be approved through the UDA National Office. To get them approved, please send an email to audashen@varsity.com by January 3, 2019.

XVI. HANDS FREE POMS

The use of hands-free poms will be allowed. Hands-free poms are defined as poms with a strap across the palm of the hand, making them easily transferrable to place a clean hand on the ground for skills, tricks, etc. A hair tie, rubber band, or tying pom strings/pieces together will not be counted as a hands free pom.

XVII. TEAM PARTICIPANTS

Teams who participate in the competition will have the opportunity to compete in two of the three categories. The minimum number of dancers a team may compete with is seven (7). The maximum number of dancers a team may compete with is sixteen (16). Teams with ten (10) members or less who choose to enter two categories must have all of the original members perform in both routines. Teams with ten (10) members or more who choose to enter two categories must have at least 10 of the same members perform in both routines. Teams who compete in two (2) categories do not have to have the same number in each routine, as long as 10 are the same for both performances. If your team chooses pom as one of your categories, male dancers are not required to use poms.

XVIII. COLLEGE DIVISIONS AND CATEGORIES:

The competition is open to all colleges, universities, and junior colleges in the continental United States. All team members must be registered fulltime students of their college or university and official members of the school's spirit squad (no Club Teams). The competition will consist of the following three divisions:

1. **Division IA-** Universities with NCAA Division IA football programs (Football NCAA I-FBS).
 2. **Division I-** NCAA Division I schools (Football NCAA I-FCS)
 3. **Open NCAA Divisions-** II, NAIA, Junior Colleges, and all other schools
- **JAZZ** – A jazz routine incorporates stylized dance movements and combinations, formation changes, group work, leaps and turns. Emphasis is placed on proper technical execution, extension, control, body placement and team uniformity. Creative choreography will capture an audience and judges attention. Having your own "style" will distinguish

your team apart from the rest. See scoresheet for more information.

- POM – Poms must be used at least 80% of the routine. Important characteristics of a pom routine include synchronization and visual effects, along with proper pom placement and dance technique. Motions should be very sharp, clean, and precise. Your team should be synchronized and appear as “one.” A routine that is visually effective is extremely important, including level changes, group work, formation changes, etc. Keep in mind that a pom routine carries a more “traditional” theme, whereas, jazz routines are more stylized. See scoresheet for more information.
- HIP HOP – Routines should include street style movements with an emphasis on execution, style, creativity, body isolations and control. The uniformity of all movement throughout the performance should complement the beats and rhythm of the music. Teams may also put an additional focus on incorporations such as jumps, jump variations, combo jumps, stalls and floor work. See scoresheet for more information.

XIX. ROUTINE SAFETY RULES

A. WEIGHT BEARING SKILLS

Hip over-head rotation skills with hand support are not allowed while holding poms in the supporting hand. (Exception: forward rolls and backward rolls are allowed). The use of hands free poms for hip over-head skills is allowed. ***Please reference the Hands Free Poms section for more details***

B. TUMBLING AND TRICKS (Executed by Individuals)

ALLOWED:

Aerial Cartwheels	Front/Back Walkovers
Forward Rolls	Stalls/Freezes
Backward Rolls	Head spins
Cartwheels	Windmills
Headstands	Kip Ups
Handstands	Round Off
Backbends	Shoulder Rolls
Headsprings (with hands)	

NOT ALLOWED:

Front Handsprings	Front Tucks
Back Handsprings	Back Tucks
Front Aerials	No handed headsprings
Side Somi	Toe Pitch Back Tucks
Layouts	Shushunova
Dive Rolls	
Continuous double (partner) cartwheels	

1. Airborne skills without hand support are not allowed. (Exception: Headsprings with hand support and aerial cartwheels not connected to any tumbling skill are allowed).
2. Aerial cartwheels are not allowed while holding poms. They must be placed in one hand, or be executed with hands free poms. There are no

exceptions to this rule. **If a team chooses to move the poms to one hand, and later touches down with that hand then a penalty will be issued.**

3. Tumbling skills with hip over-head rotation is limited to 3 connected skills. (Example: 3 consecutive headsprings are allowed; 4 are not allowed).
4. Simultaneous tumbling over or under another dancer that includes hip over-head rotation by both dancers is not allowed.
5. Drops to the knee, thigh, back, front, head, shoulder, or seat onto the performing surface are not allowed unless the dancer first bears weight on the hand(s) or foot/feet.
6. Landing in a push-up position onto the performance surface from a jump in which the legs are in front of the body and swing behind are not allowed. All variations of a shushunova (see glossary) are not allowed.

C. DANCE LIFTS AND PARTNERING (Executed in pairs or groups)

1. The Executing Dancer must receive support from a Supporting Dancer who is in direct contact with the performance surface through the entire skill. (Exception: Kick Line Leaps).
2. Elevators, thigh stands, shoulder sits, and chair sits are allowed. Extensions and all other cheer based stunts are not allowed.
3. **Swinging in and out of lifts and tricks is allowed in the prone and/or supine positions; swinging forwards, backwards, or making a complete circular rotation will not be allowed if the Executing Dancer is in a prone position (body facing the ground).**
4. Hip over-head rotation of the Executing Dancer(s) may occur as long as a Supporting Dancer maintains contact until the Executing Dancer returns to the performance surface or is returning to the upright position.
5. Vertical Inversions are allowed as long as:
 - a. The Supporting Dancer(s) maintain contact until the Executing Dancer returns to the performance surface or returns to the upright position.
 - b. When the height of the Executing Dancers shoulders exceeds shoulder level of the Supporting dancer, there is at least one additional dancer to spot who does not bear weight.

D. RELEASE MOVES (Unassisted Dismounts to the performance surface)

1. An Executing Dancer may jump, leap, step, or push off a Supporting Dancer if:
 - a. The highest point of the released skill does not elevate the Executing Dancer's feet above head level.
 - b. The Executing Dancer may not pass through the prone or inverted position after the release.
 - c. Toe pitch back tucks are not allowed.

2. A Supporting Dancer may release/toss an Executing Dancer if:
 - a. The highest point of the release/toss does not elevate the Executing Dancer's hips above head level.
 - b. The Executing Dancer is not supine or inverted when released.
 - c. The Executing Dancer does not pass through a prone or inverted position after release.
 - d. Toe Pitch back tucks are not allowed.

XX. UDA GAME DAY ROUTINE RULES

1. The competition is open to all colleges, universities, and junior colleges in the country.
2. Teams may not exceed thirty (30) team members. Teams must have a minimum of seven (7) dancers; there is no maximum.
3. **Teams are required to wear a traditional uniform that you would wear when representing your school. These should be in school colors.**
4. Individuals may not represent more than one team at any UDA competition.
5. **Teams will be able to enter 2 categories (Pom, Jazz, Hip Hop) PLUS the Game Day Championship.**
6. **Teams will not be able to compete with less team members than their other categories.**
7. Teams may add a drumline into their performance. Drumlines can be incorporated in their routine and may enter the floor with the team but may not stand on the performance floor during the performance. They may stand to the side of the back of the floor. Drumlines will not count toward the total number of participants allowed.
8. Mascots will be allowed to perform with dance teams in their UDA Game Day Championship performance.
9. Individuals may not represent more than one team at the National Championship.
10. There are THREE separate UDA Game Day divisions:
 - a. Game Day Championship-Division IA (NCAA Division I – FBS) – Male / Female (Max 30 Members)
 - b. Game Day Championship-Div I (NCAA Division I – FCS) – Male / Female (Max 30 Members)
 - c. Game Day Championship-Open (NCAA II, Division III, Jr. Colleges, NAIA and all other schools) – Male/Female Only (Max 30 Members)

XXI. UDA GAME DAY FORMAT

This summer at UDA College Camps we introduced UDA Game Day evaluations. This format will now be the components to our UDA Game Day National Championship.

A. Fight Song

Skills and choreography should represent a traditional Fight Song your team performs at games.

B. Game Situation– This component of Game Day Championship includes 2 elements. Teams are encouraged to use spirit raising props such as signs and/or poms.

1. A real life scenario (sideline) where the team will react to an audio cue with an offense, defense, or general game chant.
2. The performance of a Timeout (to band music) of your choice that is designed for crowd interaction. The band dance should be the same, regardless of what situation (offence, defense or general) you are given.

C. Performance Routine

1. A 30 second routine (pom, jazz or hip hop) that is designed for crowd entertainment.
2. This is the best time to showcase your team's energy and connection to the crowd.

D. General Notes

1. Teams will be evaluated and scored on each section of the Game Day Competition. Within each section, performances will be scored on synchronization, execution of motions/skills and overall effect. In addition, other components that pertain specifically to each section will be judged. For more information visit uda.varsity.com.
2. The use of crowd leading tools such as signs and poms, is recommended but not required.
3. The order for the Game Day Championship will be random based on the audio cues and will consist of Fight Song, Game Situation and Performance Routine.
4. The judges will score teams using the criteria listed on the UDA Game Day Championship score sheet. Each team will be evaluated on a 100 point system. For detailed score sheets please visit uda.varsity.com.
5. All teams attending the UDA College Cheerleading Championship will follow UDA College Nationals Rules and Regulation.
6. Any deductions or violations will be taken off of the final averaged score. For more information on scoring, score sheets and judging criteria, please visit uda.varsity.com.

E. Time Limitations and Competition Area

1. Total Time should not exceed 3 minutes.
2. Each section should have a beginning and end. Note: Spirited crowd leading interaction between each section is encouraged to continue the game day feel.
3. Approximate floor size will be a minimum of fifty feet wide by fifty feet deep but will be 10 strips of Marley.

F. GAME DAY ROUTINE SAFETY RULES

Teams competing in the Game Day divisions must follow all of the routine safety rules and regulations for the 2019

College Cheerleading and Dance Team National Championship.

XVIII. PRELIMINARIES, SEMI-FINALS, AND FINALS

UDA reserves the right to determine if a preliminary, semi-final or final round will be necessary. There will be a preliminary competition held in most categories. All divisions with only one round prior to the finals will be classified as a semi-final. There will be a minimum of 50% of the teams that will advance from each round of competition. Tournament officials will have full authority to make the final determination of the number of teams selected to advance to the next round. If a category has less than twelve teams participating, the championship reserves the right to hold a finals competition ONLY

XIX. NATIONAL CHAMPIONSHIP PARTICIPATION

It is understood that teams participating in the College Cheerleading and Dance Team National Championship will not knowingly and willingly participate in any other dance event promoted as a “national championship” or “international championship” for the 2018-2019 school year. (Exception: USA National Championship). Teams who do not adhere will automatically be disqualified from the 2019 Championship and will forfeit the opportunity to participate in the tournament the following year.

XX. TELEVISION COVERAGE

The College Cheerleading and Dance Team National Championship will be nationally televised on ESPN and ESPN 2. Because of the format of the show, not all finalist teams will be shown on the telecast.

XXI. TOURNAMENT FACILITY

1. The competition is scheduled to be held at ESPN’s Wide World of Sports® Complex.
2. The performance floor will be professional grade material. All floors will have 8 panels in rehearsal area and 10 panels on the main floor. Dimensions are as follows and can be subject to change if the tournament officials feel it is necessary for the successful execution of the championship. Each panel is approximately 5 feet 3 ½ inches wide.
3. The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament officials to be essential to the successful execution of the championship.

XXII. APPEARANCES, ENDORSEMENTS, AND PUBLICITY

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

XXIII. AWARDS AND PRIZES

All teams in the final round of competition will receive a trophy. Teams who win first, second, or third will additionally receive a gold, silver, or bronze medallions. All Division IA teams advancing to Finals will need to bring their team warm-ups for the awards ceremony.

XXIV. LOGO USAGE

Teams will not be allowed to use the UCA logo including; banners, rings, bows, t-shirts etc. without prior approval for the UCA Office. The use of the UCA letters will be allowed.

XXV. 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.

XXVI. ROUTINE RULES AND GUIDELINES

All teams attending the UDA College Dance Team Championship will follow the UDA College Routine Rules and Guidelines. Rules are subject to change by UDA. For the most recent safety rules and information, uda.varsity.com.

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

(Team Name)

(Division)

(City / State)

(Date)

(Advisor / Coach Signature)

(Administrator / Signature)