



CONGRATULATIONS!
you're invited!



©Disney

MAY 10-12, 2019

at the **Walt Disney World** Resort





The 2019 D2 Summit

May 10 - 12, 2019 at

Walt Disney World®

TRAVEL PACKAGE FAQ

**TAKE ADVANTAGE OF THE TRUE WALT DISNEY WORLD®
EXPERIENCE WHILE YOU CONQUER THE CLIMB!**

WHAT IS THE TRAVEL PACKAGE?

The Travel Package is an all-inclusive pricing option provided to our participants and their families to create convenient and cost-effective travel. With the Travel Package, transportation is provided, the registration process is smooth and rooms are guaranteed. Varsity works together with your Walt Disney World® Resort to coordinate your accommodations at a discounted rate to make your experience magical!

THE TRAVEL PACKAGE INCLUDES:

- Hotel Accommodations at The Walt Disney World® Resorts
- Discounted Walt Disney World® Park Hopper Passes that INCLUDE admission to the ESPN Wide World of Sports® Complex.
- Resort Parking - Travel Package participants do not pay the additional overnight parking fee
- Bus Transportation to all scheduled events
- DME Transportation to and from the airport
- The Celebration Party- NEW this season: The Celebration Party will be held at the Magic Kingdom® Theme Park. Commuters may purchase Celebration Party passes for an additional \$45.
- Guaranteed group housing for your team! Unlike any other All Star event, Varsity All Star has purchased the entire Disney's All-Star Resort as well as other Walt Disney World® Resort properties to ensure the best experience for all guests. Varsity staff is on-site to answer any questions you and your party may have, along with world class Walt Disney World® Guest Services.

ARE THERE MULTIPLE TRAVEL PACKAGE OPTIONS?

Of course! Varsity offers four night, three night & two night Travel Packages and additional night options. See the pricing sheet for more information.



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ARE THE PARK HOPPERS DISCOUNTED?

Because of our long standing partnership with Walt Disney World®, The D2 Summit is able to offer discounted rates for theme park tickets. For example, a 4-day Park Hopper purchased through Walt Disney World® costs \$494.97. We provide our participants and families with a 4-day Park Hopper for \$380 if purchased through Varsity in advance and \$395 if purchased on site through Varsity – that is a savings of over \$110! Additionally, all Park Hoppers purchased through Varsity also include admission to the ESPN Wide World of Sports® Complex – this is an additional \$35 fee per spectator per day value.

CAN PARENTS AND SPECTATORS SIGN UP FOR THE TRAVEL PACKAGE?

Absolutely! A lot of coaches meet with the parents and include them on the Travel Package with their team. However, we encourage family members and friends to register directly with Varsity.



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Online registration for 2019 Championship will open mid-December. Your team may choose to stay at one of Disney's value resorts, All Star or Pop Century (arrival and departure dates will determine where your reservation will be located) or Disney's Coronado Springs Resort.

REGISTRATION AND DEPOSIT DEADLINES

Teams are not officially registered until a \$100 per person deposit is received.

- If your qualifying competition takes place in October, November or December, registration and deposit are due no later than January 28, 2019 / Final payment is due February 25, 2019.
- If your qualifying competition takes place in January, registration and deposit are due no later than February 28, 2019 / Final payment is due March 27, 2019.
- If your qualifying competition takes place in February, registration and deposit are due no later than March 25, 2019 / Final payment is due April 23, 2019.
- If your qualifying competition takes place in March or April, registration and full payment is due no later than April 29, 2019.
- Hotels may fill prior to published deadlines.
- All Walt Disney World® Theme Park tickets are valid May 8, 2019 – May 15, 2019 (Tickets will be available for pick up starting May 8th)

FOUR NIGHT TRAVEL PACKAGE

Travel package price for the four nights of May 9 (check-in) through May 13 (check-out) or May 10 (check-in) through May 14 (check-out) includes:

- 4 nights of hotel accommodations
- 4 day Walt Disney World® PARK HOPPER® Pass (with 5 days admissions into ESPN Wide World of Sports® Complex) and 2 days admission into The Dance Summit at Disney's Coronado Springs Resort
- Bus Transportation to all scheduled events
- DME Transportation to/from the airport
- Celebration Party

	ALL STAR RESORT/POP CENTURY	CORONADO SPRINGS RESORT/CARIBBEAN BEACH
Quad (4 per room)	\$639 per person	\$721 per person
Triple (3 per room)	\$695 per person	\$779 per person
Double (2 per room)	\$789 per person	\$914 per person
Single (1 per room)	\$1039 per person	\$1312 per person

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed. You may upgrade your 4 Day PARK HOPPER to a 5 Day PARK HOPPER for an additional \$45 per person. Please indicate this on the "add on" section when registering online.

THREE NIGHT TRAVEL PACKAGE

The travel package price for the three nights of May 10 (check-in) through May 13 (check-out) includes:

- 3 nights of hotel accommodations
- 4 day Walt Disney World® PARK HOPPER® Pass (with 5 days admissions into ESPN Wide World of Sports® Complex) and 2 days admission into The Dance Summit at Disney's Coronado Springs Resort
- Bus Transportation to all scheduled events
- DME Transportation to/from the airport
- Celebration Party

	ALL STAR RESORT/POP CENTURY	CORONADO SPRINGS RESORT/CARIBBEAN BEACH
Quad (4 per room)	\$596 per person	\$641 per person
Triple (3 per room)	\$633 per person	\$690 per person
Double (2 per room)	\$705 per person	\$787 per person
Single (1 per room)	\$923 per person	\$1088 per person

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed. You may upgrade your 4 Day PARK HOPPER to a 5 Day PARK HOPPER for an additional \$45 per person. Please indicate this on the "add on" section when registering online.

***This is for information purposes only. Online registration will be available in mid-December. For more information contact us at 1-800-969-4586**

Note: If you have family members who are traveling separately from the team we suggest you have them register separately with the D2 Summit. This will ensure them to have their own packet when they arrive to registration in Orlando (Walt Disney World® tickets, etc. information). Family and Friends registering for the D2 Summit will need their Team's registration number that they may obtain from the coach.



The 2019 D2 Summit May 10-12, 2019 at the Walt Disney World Resort

TWO NIGHT TRAVEL PACKAGE

Travel package price for the two nights of May 10 (check-in) through May 12 (check-out) includes:

- 2 nights of hotel accommodations
- 3 day **Walt Disney World®** PARK HOPPER® Pass
(with 5 days admissions into **ESPN Wide World of Sports®** Complex)
and 2 days admission into The Dance Summit at Disney's Coronado Springs Resort
- Bus Transportation to all scheduled events
- DME Transportation to/from the airport

	<u>ALL STAR RESORT/POP CENTURY</u>	<u>CORONADO SPRINGS RESORT/CARIBBEAN BEACH</u>
Quad (4 per room).....	\$568 per person	\$592 per person
Triple (3 per room).....	\$589 per person	\$630 per person
Double (2 per room).....	\$637 per person	\$698 per person
Single (1 per room).....	\$784 per person	\$914 per person

(NONE OF THE PRICES INCLUDE AIRFARE.)

* Most rooms will have two double beds, however single rooms may have only one king bed.

You may upgrade your 3 Day PARK HOPPER to a 4 Day PARK HOPPER for an additional \$45 per person. Please indicate this on the "add on" section when registering online.

EXTRA NIGHTS

(Only with the four night package!)

Wednesday, May 8, 2019 • Thursday, May 9, 2019 • Tuesday, May 14, 2019

Optional Extra Nights (Wednesday, May 8, Thursday, May 9, or Tuesday, May 14). Since the hotel has very limited space available for these nights, reservations for the extra nights will be accepted on a first come first served basis. Disregard this section if you plan to stay the regular four nights and five days.

Disney's All Star/Pop Century Resort\$200.00 per room (regardless of occupancy)
Disney's Coronado Springs Resort /Caribbean Beach.....\$275.00 per room (regardless of occupancy)

COMMUTER PACKAGE

(PARTICIPANT/COACH*) \$340

- 3 day WDW Park Hopper Pass
- Registration Fees
- Coaches Lanyard for entrance into the rehearsal areas.
- 5 days admission for **ESPN Wide World of Sports®** Complex

* All coaches must be a Registered Coach with the D2 Summit and listed on the team roster with a green light status.

(COACH ONLY*) \$190

- 5 days admission for **ESPN Wide World of Sports®** Complex
- Registration Fees
- Coaches Lanyard for entrance into the rehearsal areas.

PAID BIDS

Up to \$639 credit will be given to each athlete on the Summit travel package. No credits may be used for family members or for additional tickets. However, if a team chooses the Quad 3 night package the athlete will receive a \$596 credit.

If a Paid Bid team chooses to not stay on property then they will receive the "Commuter Paid Bid" package for free.

A \$430 value per athlete.

The Paid Bid Commuter Package receives the following:

- 4 day Walt Disney World Park Hopper Pass
- Celebration Party wristband
- Registration Fees
- 5 days admission for **ESPN Wide World of Sports®** Complex

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For more information contact us at 1-800-969-4586**



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TERMS AND CONDITIONS

Payments:

Team registrations that are submitted online are not “approved” nor will rooms be held until the deposit has been received. In order for Family and Friends to register, there must be an approved team registration. Registrations that are not paid in full 2 weeks prior to the event are subject to cancellation. Rooms may become unavailable while your registration is on hold waiting for payment.

- If your qualifying competition takes place in October, November or December, registration and deposit are due no later than January 28, 2019 / Final payment is due February 25, 2019.
- If your qualifying competition takes place in January, registration and deposit are due no later than February 28, 2019 / Final payment is due March 27, 2019.
- If your qualifying competition takes place in February, registration and deposit are due no later than March 25, 2019 / Final payment is due April 23, 2019.
- If your qualifying competition takes place in March or April, registration and full payment is due no later than April 29, 2019.

Forms:

Liability Release forms (all athletes and coaches that are attending the event) and Rules and Regulations must be signed and returned with your balance of payment. These must be sent in all together and not individually.

Hotel Accommodations:

Hotels may fill up prior to the published deadlines. Hotel reservations are available on a first come first served basis.

Changes:

All changes must be requested by April 22, 2019. If changes are requested after this date, you will be charged a \$50 fee for every change.

Cancellations:

- For cancellations on or before April 22, 2019, all monies will be refunded with the exception of the one hundred dollars (\$100.00) per person deposit.
- For cancellations between April 22, 2019 and April 29, 2019, an additional \$100.00 per person penalty will apply to cover hotel and entertainment guarantees.
- Cancellations received after April 29, 2019 will result in Full Forfeiture of all monies paid.
- Cancellation fees cannot be applied toward your balance.
- All cancellations must be submitted through the change request on your My Nationals Page on line.

Refunds:

Refunds will be issued after the event is over. Requests for refunds must be sent in writing to your registration specialist.

Contacts:

If you would like to email concerning a team cancellation or a refund, see the table below to find the name of you registration specialist. All changes must be sent through the My Nationals page on the Varsity Portal.

If your team name starts with A-C or Non-Alpha, please contact Chelsea Simoneaux csimoneaux@varsity.com

If your team name starts with D-H, please contact Geneva Smith gsmith@varsity.com

If your team name starts with I-N, please contact Taylor Shelton tshelton@varsity.com

If your team name starts with O-S, please contact Rachel Primm rprimm@varsity.com

If your team name starts with T-Z, please contact Melanie Chaney mchaney@varsity.com



THE D2 SUMMIT

RULES AND REGULATIONS

I. GENERAL RULES

A. ELIGIBILITY POLICY

- 1) The D2 Summit strictly enforces its age requirements for each division. The D2 Summit reserves the right to assess a penalty, disqualify, reclaim any and all awards and/or remove video appearance for any team/gym found to be in violation of the eligibility policy, whether before, during or after the Event.
- 2) A USASF Team Roster Form will need to be completed prior to participating in the Championship. One roster must be completed per team.
- 3) You **MUST** compete with the number of athletes that you qualify with. You can compete with less as long as it keeps you in the same division. You will only be able to replace 25% of your roster from the time you received your bid until you compete at The D2 Summit. Example: A team of 20 competes and receives a bid, they can only replace 5 athletes at the time of The D2 Summit competition.
- 4) All coaches will be required to have a Green Light Background Check Status issued by the National Council of Safety Initiatives and listed on the competing teams' roster.

B. CODE OF CONDUCT

- 1) 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.
- 2) Any unruly, aggressive or belligerent behavior by participants, coaches or spectators toward any other attendee or Event Staff will result in potential team disqualification, removal from the event and / or barred participation from future Championships.
- 3) Teams will be assessed a 2.0 point penalty for exhibiting unsportsmanlike, unprofessional, disrespectful and/or unsupportive behavior.

C. CROSSOVERS AND PERFORMANCE ORDER

- 1) Crossovers at The D2 Summit:
 1. Athletes will not be allowed to compete on more than 2 cheer teams. Example: An all star cheerleader is limited to crossing over to **1 (one)** additional cheer teams from their gym during the competition.
 2. Participant may only represent one gym.
 3. Participants must pay an additional **\$100** registration fee for each additional team performance. However, if there is an athlete that is on a Paid bid team and crossing over to another Paid Bid team there will be no crossover fee

applied. Only if an athlete is on a Paid Bid team as well as an At-Large bid team will that athlete will be required to pay the crossover fee.

4. The **MAXIMUM** number of individuals allowed to crossover from the 2019 Cheerleading Worlds to The D2 Summit will be **5** athletes per team.
5. Level 5 athletes that competed at The Cheerleading Worlds can only cross to level 4 & 5 D2 Summit divisions (Excludes Level 4.2). All Level 4.2 athletes may only crossover to levels 2, 3 or 4. Level 6 athletes that competed at Cheerleading Worlds can only cross over to level 5 D2 Summit division. Exception: Junior 5 (NOT restricted) will be allowed to have up to 8 crossovers from The Cheerleading Worlds to The D2 Summit.
6. No athlete can compete at both The Summit and the D2 Summit in the same competitive season in the USASF divisions. The **ONLY** exception to this is if an athlete competes on an IASF team at the Summit – that athlete will be allowed to compete at the D2 Summit on **ONE TEAM ONLY**.
7. The IASF divisions are not D1/D2 eligible, therefore if a D2 program earns a bid in an IASF division, it will not affect their D2 bid status. All crossover rules will need to be met for each Summit as well as no athletes can compete on both.
- 2) If a team violates the crossover rules, the second and each subsequent team will receive a 10.0 point deduction off of their score for each illegal participant. Maximum penalty is 20.0.
- 3) The D2 Summit will attempt to ensure teams from the same program will have up to 20 minutes for overlapping performances during the preliminary schedule (Friday and Saturday). However, The D2 Summit cannot guarantee that a performance overlap will not occur during the final schedule.
- 4) Wild Card Performance order is created by a random draw where the top FIVE scoring teams in each division will advance into the Finals round on Sunday. There will not be any teams advancing from Wild Card (Friday) to Semi-Finals (Saturday). Teams that advance from the Wild Card round will perform **FIRST** in the division.
- 5) The Finals Performance order for your division is created on Saturday once your Preliminary rankings are official. For Finals, teams perform in reverse order of how they placed in Prelims (i.e. the 1st place team performs last, the 2nd place team performs 2nd to last, etc.). Since we have no control over the Preliminary rankings, we will also have no control over new crossover conflicts.

D. TIME LIMITATIONS:

- 1) All Routines may not exceed **two minutes and thirty** seconds. Timing will begin with the first movement, voice, or note of music.
- 2) 1 (one) or more seconds over time will result in a 1.0 point penalty. The routine time limit is 2:30.
- 3) Routines that exceed this time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time.
- 4) 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 2:33.
- 5) BECAUSE PENALTIES ARE SEVERE, IT IS RECOMMENDED THAT ALL TEAMS TIME THEIR PERFORMANCE SEVERAL TIMES PRIOR TO COMPETITION AND LEAVE A SEVERAL SECOND CUSHION TO ALLOW FOR VARIATIONS IN SOUND EQUIPMENT.
- 6) Judges' decisions on timing of total routine are final.

E. INTRODUCTIONS

- 1) All introductions (tumbling, entrances, chants, spellouts, etc. are considered part of the routine and will be timed as part of the performance.
- 2) All team breaks, rituals and traditions need to take place prior to entering the mat.
- 3) Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, handshakes, etc.
- 4) All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a ONE point deduction.
- 5) There should not be any organized exits or other activities after the official ending of the routine.
- 6) Teams will be assessed a 2.0 point penalty for exhibiting unsportsmanlike, unprofessional, disrespectful and/or unsupportive behavior.

F. MUSIC

- 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) Should a team choose an original recording and is featured in the TV broadcast, your routine music may be used if synchronization rights are also secured. Teams must be able to provide proof of synchronization rights in the form of a printed copy during registration at the event.
- 5) 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).
- 6) 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.
- 7) If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.
- 8) A challenge can only be made by the official coach of a team competing at the event at which the challenge is being made.
- 9) Challenge Process
 - All music challenges must be submitted in writing to the event director.
 - 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.
 - Fees collected will be voided if challenge is correct.
 - If the team challenged can provide documentation during the event and can be verified, the fees will be donated to St. Jude.
 - If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.
- 10) 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.
- 11) 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.
- 12) 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.
- 13) 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.
- 14) 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.
- 15) 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.
- 16) 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.
- 17) Music must be appropriate for family viewing. Any vulgar or suggestive words or music will result in a score deduction.

F. COMPETITION AREA

- 1) Teams may line up anywhere inside the competition area.
- 2) Approximate floor size will be 42 feet deep by 54 feet wide (9 strips).
- 3) All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside the competition boundary, they must return immediately.

- 4) The competition boundary is defined as the performance surface and any immediate adjacent safety border.
- 5) A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.
- 6) All center markers are prohibited. We will have the center marked on all performance surfaces.

G. THE D2 SUMMIT CHAMPIONSHIP QUALIFICATION

- 1) Teams attending the Championship must compete in the same skill level and the same age division that they qualified.
- 2) Gyms must be Division II eligible (125 athletes or less) when they receive a D2 Summit Bid and must remain Division II eligible (125 athletes or less) when they arrive at the D2 Summit.

H. VIOLATIONS--Teams in violation of any USASF Safety Guideline or these Rules and Regulations will be subject to deductions and/or disqualification.

I. SPOTTER POLICY

In an effort to promote a higher level of safety for competing athletes, The D2 Summit will allow programs to provide additional spotters. An all star program is more qualified to provide additional spotters because of their familiarity with routine skills and safety concerns.

The use of additional spotters is left to the discretion of the coach or gym owner. All star programs may use up to 4 additional spotters for each performance; however, additional spotters are not required.

- 1) The use of additional spotters is not mandatory and will be at the discretion of the coach or gym owner. D2 Summit provided spotters will be available on the main competition floor at all competitions. Coaches may choose to use The D2 Summit provided spotters OR their own spotters OR elect not to use spotters on the main competition floor. Teams may provide their own spotters in the rehearsal area or elect not to use spotters. The D2 Summit will not have spotters available in the rehearsal area.
- 2) The D2 Summit will provide spotters for all main competition floors. Teams may choose NOT to use provided spotters with the exception of when television production is taking place. All teams during this time MUST use The D2 Summit provided spotters on the main competition floor. Just a reminder all teams who are taped during this time are not guaranteed to be shown on the telecast.
- 3) See the Varsity All Star policy below for guidelines on the use of additional spotters.

Definition of Additional Spotter: Individuals on the competition floor provided as a safety precaution to spot certain elements of a routine.

Guidelines

Additional Spotters:

- 1) Should only be used during the stunt, pyramid, and/or basket toss sections. Additional spotters are provided for added safety

and should stand at the back of the floor when not spotting those sections.

- 2) Should not touch, assist, or save skills being performed. Additional spotters should only be used to prevent a fall to the competition floor. Any touch, assist, or saved skill will be given a major fall deduction.
- 3) Should be dressed so that they are presentable, professional, and distinguishable from the performing athletes. Program provided additional spotters should not wear clothing similar to the performing team's uniform.
- 4) Should not dress or act in a manner that distracts from the athletes and their performance.
- 5) Should be at least 18 years old and familiar with spotting the skills of the performing team.

Note: To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

II. 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 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.

C. INJURY

- 1) The only persons that may stop a routine for injury are: a) competition officials, b) the gym owner / coach from the team performing or c) an injured individual.
- 2) 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.
- 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, the parent (if present) AND THEN the head coach/advisor of the competing team.
 - b. 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.

- c. Any athlete who exhibits signs or symptoms consistent with concussion should 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).
- d. 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.

III. HOW TO HANDLE PROCEDURAL QUESTIONS

A. RULES & PROCEDURES --Any questions concerning the rules or procedures of the competition will be handled exclusively by the owner / coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.

B. PERFORMANCE --Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance or following the outcome of the competition.

IV. 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.

V. 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 gym owner 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 4.0 deduction, removal of coach or disqualification.

VI. DEDUCTIONS

- 1) Coaches will have the autonomy to request deduction, safety and / or scoring range review. Should your team receive a score that you determine is not in the appropriate range as explained in the coaches meeting, or if your team receives a deduction for performance infractions stated in the Varsity standard of Scoring, please pick up a deduction/score range review form at the coaches information table located in each venue.

- 2) Complete the form, detailing your explanation for the challenge and give it back to the coaches' information table personnel.
- 3) Please have someone pick up your deduction sheet IMMEDIATELY after your team's performance.
- 4) Please review your team's performance playback before completing a deduction challenge sheet to make sure your challenge is legitimate.

VII. 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, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate in a competition or the Championship the following year.

VIII. FINALITY OF DECISIONS

By participating in this championship, each team agrees that the decisions by the judges will be final and results may ONLY be reviewed for clarification. 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.

IX. SCORES AND RANKINGS

Each judge has the responsibility and authority to review and submit his/her final scores and rankings prior to the calculation of final scores. Scores and rankings will be available only to gym owners or coaches at the conclusion of the competition.

X. JUDGING CRITERIA

- 1) Panel Judges are responsible for scoring each team's performance based on the Varsity All Star Score sheet. Each Panel Judge fills out his/her own score sheet for each performance. Panel Judges score technical ability and the overall routine, but they do not determine or score deductions or safety violations.
- 2) The Safety Judge is responsible for administering all safety violations, time violations, and boundary violations.
- 3) The Point Deduction Judge is responsible for assessing deductions in each routine for obvious bobbles or falls from technical skills.
- 4) For more information, please visit www.varsityallstar.com.

XI. USASF RULES VIOLATIONS

Any team in violation of any USASF General Safety (.5), Image Policy (.25), Tumbling Restriction (.5) or an above mentioned rule or regulation will be assessed for each violation. Any team in violation of a Building Restriction will be issued a ONE point (1) deduction for each violation. This deduction does not apply to violations mentioned above that are designated a different point value.

XII. JUDGING PROCEDURES

The judges for the event will be appointed at the sole discretion of The D2 Summit. In the event of a first place tie, the tie will be broken by least amount of deductions. If deductions for both teams remain equal, the bid will be awarded to the team with the highest

performance score. If the performance scores remain equal, the tie cannot be broken and both teams will be awarded 1st place.

multiple divisions only ONE Championship ring will be awarded.

XIII. 2017-2019 GENERAL SAFETY GUIDELINES AND GLOSSARY

The D2 Summit will follow the USASF Safety Guidelines. Clarifications and updates may be made throughout the season.

XIV. AWARDS AND PRIZE

- 1) All teams will receive The D2 Summit Bid Winner banner for competing at The D2 Summit.
- 2) All participants will receive a participation medallion for competing at The D2 Summit.
- 3) Teams who make their "Final Quest" in each division on Sunday will be awarded a personalized team banner with their division and placement.
- 4) Teams that place 1st, 2nd or 3rd in their respective division, will also receive a team banner and each participant from those teams will receive individual mini banners recognizing their accomplishment.
- 5) Each rostered athlete who performed on the floor plus two coaches will be awarded rings and must be listed on the USASF event roster. Additional rings may be ordered on site. Based on availability, rostered alternates may request additional rings after the completion of our final awards sessions on Sunday evening. If any athlete and/or coach wins

XVI. TOURNAMENT FACILITY

- 1) The competition is scheduled to be held at Disney’s Wide World of Sports® Complex.
- 2) 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.

XVII. APPEARANCES, ENDORSEMENTS AND PUBLICITY

All teams winning titles or awards agree to have all appearances, endorsements and publicity approved through The D2 Summit office.

XVIII. LOGO USAGE

Teams will not be allowed to use The D2 Summit logo or the Varsity All Star logo including; banners, rings, bows, t-shirts etc.

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

(Team Name)

(Date)

(City/State)

(Owner’s Signature)

(Division — Youth, Junior, Senior etc. Level: 1, 2, 3, 4, 4.2 & 5)

(Coach’s Signature)

• Retain a copy of these rules for your files •