



VARSIITY  
ALL STAR

**2020-2021**

## **VARSIITY ALL STAR CHEER AND DANCE COMPETITION RULES AND REGULATIONS**

Varsity Spirit has implemented rules and regulations for all events produced by Varsity Spirit for the upcoming 2020-2021 season. In order to provide a positive, fair and professional competition environment the gym owner/program director acknowledges and agrees that each team associated with the gym owner/program director's gym that is competing at a live (in person) Varsity Spirit event this season or virtual event will comply with the following:

### **A. GENERAL**

1. Coaches' wristbands/credentials must always be worn. No one will be allowed to enter the warm up area and/or Coaches Hospitality Room (if applicable) without this identification. Wristbands or lanyards attached to bags do not count.
2. The gym and all participating teams must comply with the following rules and regulations depending on the event in which the team is participating:
  - U.S. All Star Federation (USASF): All Star competitions
  - NCAA: College competitions

Any violation of these rules and regulations could result in a penalty, point deduction and/or disqualification.

3. All Varsity Spirit registration and competition guidelines applicable to each specific event will always be followed and complied with.

### **B. SAFETY GUIDELINES**

1. All safety rules pertaining to each division (athlete eligibility, safety) will always be followed and complied with.
2. It is understood that Varsity Spirit reserves the right to remove any persons from a competition for unsafe or unsportsmanlike conduct.

### **C. SCORING**

1. Scoring officials will only discuss my routine and scores. Coaches/program directors may not challenge scores and/or deductions of another team(s).

### **D. MUSIC GUIDELINES (LIVE EVENT)**

1. The USA Cheer Music Copyrights Educational Initiative will govern all sound recordings used at the event 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](mailto:info@usacheer.net) and dance teams should email [dancemusic@varsity.com](mailto:dancemusic@varsity.com). Please check the 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 they are attending. For example:
  - a. Clementine – provide team's invoice from camp
  - b. Itunes – provide screenshot of the song you are using from your purchased playlist
  - c. Preferred Provider – provide a printed copy of proof of licensing
  - d. Band Music - If you'd like to perform to a recording of your band playing a single musical composition, you will need to provide documentation that confirms the following:
    - The team has secured a compulsory license to make copies of the recording made by the band or orchestra
    - The band or orchestra recorded the song for and in conjunction with the cheer/dance squad
    - The school principal or dean was aware of and approved this recording
    - The band or orchestra does not provide music to other cheer/dance squads
    - No other musical compositions are embodied in the recording to be used by the authorized cheer/dance squad
4. If a team does not have the required paperwork, they will be given the option to 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 perform to the approved track of music or a track with counts, the team will be disqualified from the competition and not be allowed to perform.
6. If there are concerns regarding a team's use of music, a Challenge Form must be completed within 10 minutes following the team's performance.
7. A challenge can only be made by the official coach, advisor, program director or gym owner 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 a \$100 fee to request a music challenge, which must be in the form of a check made payable to St Jude Children's Research Hospital.
  - c. Challenges will be reviewed and finalized within 48 hours of the event.
  - d. If the challenge is correct, fees collected will be voided. If the challenge is incorrect, fees will be donated to St. Jude.
9. Each team is required to have a representative 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 teams must provide their own MP3 device or smart phone for use on the event provided sound system. Music must be recorded at the correct tempo. Although it is not recommended due to interference that may be caused during a routine, a smart phone may be used for playing music. No cover may be on any MP3 player so that a jack may be easily inserted into the device. All necessary adapters must be acquired in advance if your player does not have headphone jack. One or several selections of music may be used as long as they follow the music licensing rules.

#### E. MUSIC GUIDELINES (VIRTUAL EVENT)

1. The USA Cheer Music Copyrights Educational Initiative will govern all sound recordings used at the event 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](mailto:info@usacheer.net) and dance teams should email [dancemusic@varsity.com](mailto:dancemusic@varsity.com). Please check the Preferred Provider list for updates and changes periodically.
3. All Star: Only music from preferred providers who provide synchronization rights will be played on the website for general viewing. If you're unsure if you have synchronization rights, check with your preferred music provider. If you don't have synchronization rights, your video will be played without music. Routines will be judged without music, and musicality is not being judged on the scoresheets.
4. Dance/School: All routines will be judged with sound as they are uploaded, but all videos will not be available with music on the website for general viewing.

#### F. SPOTTER POLICY

In an effort to promote a higher level of safety for competing athletes, Varsity Spirit will allow programs to provide spotters at Varsity Spirit competitions. We feel that the program is more qualified to provide spotters because of their familiarity with routine skills and safety concerns. The use of spotters is left to the discretion of the coach, program director or gym owner. Programs may use up to 4 spotters for each performance; however, spotters are not required.

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

##### Additional Spotters:

- a. 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.
- b. 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.
- c. 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.
- d. Should not dress or act in a manner that distracts from the athletes and their performance.
- e. 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.
- f. Must be current members of another team in the program OR a coach listed on the roster as a professional member.

## **G. 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.
- c. If an athlete's mask is no longer appropriately secured to their face, competition must stop in order for the athlete to properly affix their mask.

### **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 gym owner / 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 must 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 or legal guardian (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 of a suspected concussion will be removed from the activity immediately and will not be allowed to participate (i) within 24 hours of the incident **AND** (ii) without first being cleared by a medical professional trained in concussion management.
- d. In addition, the gym owner/program director and all of the gym's coaches attending the competition must be familiar with all federal, state and local laws applicable to such individuals and relating to such individuals' duties and responsibilities regarding the recognition and treatment of injuries.

## **H. 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.

## **I. LOGO USAGE**

Teams will not be allowed to use any Varsity Spirit Brand name or logo including: banners, rings, bows, t-shirts, etc. without prior written approval from Varsity Spirit.

## **J. COVID-19 VARSITY COMPETITION RULES**

Safety is our priority for your competition experience. We are deeply committed to the safety and well-being of our athletes, coaches and spectators. We are prepared to administer a competition that will meet the state and local guidelines related to COVID-19 at the time of the event. While the final details and schedule of any competition could require up to the day adjustments, and all guidelines are subject to change based on Centers for Disease Control and Prevention ("CDC"), federal, state and local guidance, please be assured that Varsity Spirit is committed to delivering the same

quality of competition experience for which we are known. We appreciate your understanding of the flexibility this will require. By accepting the Terms and Conditions you are also accepting the COVID-19 Varsity Competition Rules that will follow.

*As of 9/3/2020*