

2021 Rules and Regulations



The D2 Summit
May 13-15, 2021

TABLE OF CONTENTS

*all updates and changes displayed in **BOLD** font*

TABLE OF CONTENTS	1
ELIGIBILITY POLICY	2
CODE OF CONDUCT	2
CROSSOVERS	3
TIME LIMITATIONS	3
INTRODUCTIONS	4
MUSIC GUIDELINES	4
COMPETITION PERFORMANCE AREA	5
VIOLATIONS	6
SPOTTER POLICY	6
INTERRUPTION OF PERFORMANCE	7
HOW TO HANDLE PROCEDURAL QUESTIONS	7
INTERPRETATIONS AND / OR RULINGS	7
SPORTSMANSHIP	8
DEDUCTIONS	8
DISQUALIFICATION	8
FINALITY OF DECISIONS	8
SCORES AND RANKINGS	8
JUDGING CRITERIA	8
USASF RULES VIOLATIONS	8
JUDGING PROCEDURES	9
2020-2021 SAFETY GUIDELINES AND GLOSSARY	9
AWARDS AND PRIZES	9
TOURNAMENT FACILITY	9
APPEARANCE, ENDORSEMENT AND PUBLICITY	9
VIDEO MEDIA POLICY	9
LOGO USAGE	10
COVID-19 VARSITY COMPETITION RULES	10
RULES AND REGULATIONS AGREEMENT	10

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. Gyms must be Division II eligible (125 athletes or less & meet all USASF Division II Guidelines) when they receive a D2 Summit Bid and must remain Division II eligible through their D2 Summit Performances. If a program exceed 125 athletes or fails to meet the D2 requirements set forth by the USASF at ANY TIME throughout the season, they will no longer be considered D2 and will forfeit their D2 Summit Bids. These programs will remain ineligible for the D2 Summit for the remainder of the season.
3. Teams must be in good standing with USASF & Varsity Spirit.
4. A USASF Team Roster Form will need to be completed prior to participating in the Championship. One roster must be completed per team.
5. Teams MUST compete in the same divisions (age and level) in which they qualified for but are allowed to add up to the MAXIMUM number of athletes in the division. For example, a team qualifying with 16 athletes may compete at The Summit with 22 (see athlete replacement regulations in the Championship FAQ's).
6. 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.
7. Program release waivers will still be required for athletes transferring programs.
8. **For the 2020-2021 season bids, Teams that qualified in a Coed Division but no longer meet the roster requirements for Coed will not be eligible to compete in the comparable All Girl Division. A new bid in an All Girl Division will be required to attend. For questions, please email D2summit@varsity.com.**

CODE OF CONDUCT

Varsity encourages and supports sportsmanship, integrity and fairness among participants and coaches in all facets of cheerleading including, but not limited to, team/squad practice and performance. We strive to uphold the highest standards and promote this to the best of our abilities, and believe that coaches are instrumental in promoting and instilling this among their respective team members.

To ensure the most positive experience for all attendees, Varsity asks that the following Code of Conduct be adhered to during the D2 Summit:

1. Any questions or concerns that affect a team's performance or experience must be communicated by the coach to the AccuScore Table. The appropriate Official will then be called to discuss the situation with the coach.
2. Participants, coaches or spectators are prohibited from contacting the Judges during the competition.
3. Judges' rulings are final related to deductions, final team placements and legalities.
4. Any unruly, aggressive or belligerent behavior by participants, coaches or spectators toward any other attendee or Event Staff will result in a deduction, potential team disqualification, removal from the event and/or barred participation from future events.
5. Varsity Spirit reserves the right to remove any persons from a competition for unsafe or unsportsmanlike conduct.
6. Teams will be assessed a 1.0 penalty for exhibiting unsportsmanlike, unprofessional, disrespectful and/or unsupportive behavior.

CROSSOVERS AND PERFORMANCE ORDER

1. Crossovers at The D2 Summit:
 - a. For specific details regarding the crossover policy please refer to the crossover policy in the [D2 Championship FAQ's](#)
 - b. 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.
 - c. Participant may only represent one gym.
 - d. 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.
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. However, The D2 Summit cannot guarantee that a performance overlap will not occur during the final schedule.
4. Competition Rounds
 - a. 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. There will not be any teams advancing from Wild Card to Semi-Finals. Teams that advance from the Wild Card round will perform FIRST in the division.
 - b. Semi-Finals Performance order for your division is created by a random draw
 - All divisions with 10 or less teams in Semi-Finals will have no more than 5 teams advance to finals. *In the event of a tie for the 5th spot, both teams will advance to Finals.
 - All divisions with 11 – 19 teams in Semi-Finals will have no more than 50% of the division advance to finals.
 - All divisions with 20 – 30 teams in Semi-Finals will have no more than 10 teams advance to finals. *In the event of a tie for the 10th spot, both teams will advance to Finals.
 - Once registration is FINAL, division with 31 or more teams in Semi-Finals will be evaluated to consider advancing additional teams.
 - c. The Finals Performance order, teams perform in reverse order of how they placed in Wild Card/Semi-Finals (i.e. the 1st place team performs last, the 2nd place team performs 2nd to last, etc.). Since we have no control over the rankings, we will also have no control over new crossover conflicts.

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. 2 (two) or more seconds over time will result in a .25 deduction. 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. Judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.
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.

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 1.0 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 1.0 point penalty for exhibiting unsportsmanlike, unprofessional, disrespectful and/or unsupportive behavior.

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.
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. Music 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. 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. 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 enough. 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
 - 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.
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.
13. All teams must provide their own MP3 device for use on the event provided sound system. Music must be recorded at the correct tempo 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.
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. 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.
18. Music must be appropriate for family viewing. Any vulgar or suggestive words or music will result in a score deduction.

COMPETITION PERFORMANCE 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.

VIOLATIONS

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

SPOTTER POLICY

In an effort to promote a higher level of safety for competing athletes, The 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. Spotters will be available on the main competition floor at all venues.
2. Coaches may choose to use The Summit provided spotters OR their own spotters OR elect not to use spotters on the main competition floor.
3. Teams may provide their own spotters in the rehearsal area or elect not to use spotters. The Summit will not have spotters available in the rehearsal area.

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.

INTERRUPTION OF PERFORMANCE

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.
3. **If worn, and 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.**

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.

INJURY

1. The only persons that may stop a routine for injury are: competition officials, the advisor / coach from the team performing or 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 must 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 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.
4. In addition, the sponsor/director and all of the 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.

HOW TO HANDLE PROCEDURAL QUESTIONS

1. 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.
2. 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.
3. MUSIC/AGE – Any questions concerning a specific violation in an athlete's age or music compliance must be submitted in writing to the Competition Director immediately following the team's performance.

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.

SPORTSMANSHIP

1. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition.
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.
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 1.0 deduction, removal of coach or disqualification.

DEDUCTIONS

1. **Score Sheets and Deduction sheets will be emailed to all teams. Please know the contact assigned to receive scores and have someone review the deduction sheet IMMEDIATELY after your team's performance.**
2. After receiving your score sheets, coaches will have a specified time to submit a review for deductions, safety infractions and difficulty scores that are out of range. Reviews will be submitted digitally.

DISQUALIFICATION

Any team that does not adhere to the terms and procedures of these "Rules and Regulations" will be subject to deductions and/or 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.

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.

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.

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.

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.

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

2020-2021 SAFETY GUIDELINES AND GLOSSARY

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

AWARDS AND PRIZES

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 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 multiple divisions only ONE Championship ring will be awarded.

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.

APPEARANCE, ENDORSEMENT AND PUBLICITY

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

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, noncommercial 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.

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.

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 as the authorized person from my program I agree and acknowledge to abide by the COVID-19 Varsity Competition Rules.

RULES AND REGULATIONS AGREEMENT

By accepting the Terms and Conditions as the authorized person from my program I agree and acknowledge that (i) I am the sponsor/director of the team (ii) I have read and understand the foregoing, (iii) I will be solely responsible for communicating the foregoing to all coaches/directors in my program that will coaching and directing teams at the D2 SUMMIT, (iv) I will ensure that my teams will comply with all rules and regulations at all times, and (v) my team will support the results of the competition, as I am a role model for my programs.