



2022

RULES & REGULATIONS

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

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CHEER ELIGIBILITY POLICY

1. Gyms must be D2 eligible (125 athletes or less & meet all USASF Guidelines) when they receive a D2 Summit Bid. If a program exceeds 125 athletes or fails to meet USASF D2 guidelines 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. The D2 Summit will use the USASF's definition of D2 when determining eligibility but will also count any athletes who compete at non-USASF sanctioned events towards the 125 maximum.
2. Each PROGRAM must declare which end of season event the ENTIRE PROGRAM plans to attend. A PROGRAM may not compete for a Summit Bid and a D2 Summit Bid at the same qualifying event. If a team in a program receives a bid to the Summit, the ENTIRE PROGRAM is no longer eligible to accept D2 Summit Bids for the remainder of the season. This does not include teams in the International Divisions.
3. Both D1 and D2 Programs may compete in the International Divisions at The Summit. International Divisions are not D1/D2 eligible to be split, therefore if a D2 program earns a Summit Bid in the International Divisions, their D1/D2 status is not impacted.
4. 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.
5. Teams must be in good standing with the USASF & Varsity Spirit.
6. A USASF Team Roster Form will need to be completed prior to participating in the Championship. One roster must be completed per team.
7. 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.
8. Team 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).
9. For the 2021-2022 season, teams that qualify in a coed division but no longer meet the roster requirements for coed will be eligible to compete in the comparable all girl division. All girl teams will be permitted to compete in the comparable coed division as well. These division changes must be made prior to the final registration deadline.
10. Program release waivers will still be required for athletes transferring programs.
11. Teams MUST compete in the same division 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 up to 22 athletes. For the 2021-2022 season, teams that qualify in a coed division but no longer meet the roster requirements for coed will be eligible to compete in the comparable all girl division. All girl teams will be permitted to compete in the comparable coed division as well. These division changes must be made prior to the final registration deadline.

CODE OF CONDUCT

1. The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance in regard 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. 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. 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.
4. We reserve the right to address unsportsmanlike conduct appropriately.

CROSSOVERS AND PERFORMANCE ORDER

1. Crossovers at The D2 Summit:
 - a. For specific details regarding crossovers please refer to the crossover policy in [The D2 Summit Information Packet](#)
 - 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) Non-Worlds Athletes Level 6 and below may only crossover up or down one level at The D2 Summit (Ex: Level 2 athletes may only crossover to a Level 1, Level 2 or Level 3 team).
 - Clarification: L4.2 may only crossover to L2, L3, and/or L4.
 - Clarification: Athletes who compete at The Cheerleading Worlds may crossover to a D2 Summit division in levels 4, 5, and/or 6.
 - Clarification: Athletes who compete at The Cheerleading Worlds in a Non-Tumbling division may crossover to a D2 Summit division in level 4.2.
 - c. Participant may only represent one gym at The Summit.
 - 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.
 - e. The MAXIMUM number of athletes allowed to crossover from the 2022 Cheerleading Worlds to The D2 Summit will be 8 athletes per team. If crossover rules are violated teams may be disqualified.
2. The Summit will attempt to ensure teams from the same program will have up to 20 minutes for overlapping performances during the schedule. However, The D2 Summit cannot guarantee that a performance overlap will not occur during the final schedule.
3. 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.

ROUNDS AND ADVANCEMENTS

1. Prelims: Teams who receive a Wild Card bid will compete in Prelims. The top 5 scoring teams in each division will automatically advance to the Finals. In divisions with less than 5 teams, all will advance to Final. Once registration is FINAL, divisions with 31 or more teams will be evaluated to consider advancing additional teams.
2. Semi-Finals: Teams who receive an At Large, Partial Paid or Paid Bid will compete in Semi-Finals. The number of teams advancing to Finals from Semi-Finals will be based on 50% of the division competing on the day of competition but will be no fewer than 5 teams and no more than 10 teams. Once registration is FINAL, divisions with 31 or more teams will be evaluated to consider advancing additional teams.
3. Finals: Teams who advance from Prelims and Semi-Finals will compete in the Finals. Regardless of placement, ties will not be broken at The Summit, nor will ties impact the number of teams advancing in each round of competition. Exception: if there is a tie for the final team advancing, both teams will advance.
4. Division Splits Divisions with more than 75 teams registered will split into A/B and two D2 Summit Champions will be crowned. Once registration is FINAL, splits will be made accordingly.

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, mascot/cheer teams should email info@usacheer.net dance teams should email dancemusic@varsity.com. Please check Preferred Provider list for updates and changes periodically.
3. Teams must be able to provide proof of licensing, in the form of a printed copy, during registration at the event.
4. 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.
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.
13. It is required that each team have a responsible adult at the music station that knows the routine and music (no alternates or team members allowed). This representative is responsible for starting the music and stopping the music in case of technical malfunction or injury. Should an adult choose not to stay at the music table for the duration of the routine, and a malfunction occurs, teams may or may not be permitted to perform the routine again. Clarification: Athletes/Alternates are not allowed.
 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. All teams must provide their own device for use on the event provided sound system. Music should be on a digital music player/iPod/iPhone. CD's will no longer be allowed, and CD players will not be provided at competition.
 16. Music must be recorded at the correct tempo and loaded onto an MP3 device.
 17. Please make sure that all devices have a headphone jack to connect to sound system and are fully charged, volume turned up and placed in airplane mode.
 18. 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 headphone jack.
 19. Teams/Mascots 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.

TIME LIMITATIONS

1. Teams that exceed the allotted time by 1 or more seconds are subject to a .05 deduction. Judges will use a stopwatch/clock to measure the official time. Judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 3 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.
2. Teams that exceed the allotted time per category below will be subject to the deduction:
 - All Star Novice – 1:30
 - All Star Prep – 2:00
 - All Star Elite & International – 2:30
 - All Star Non-Tumbling – 2:00
 - Global Divisions – 3:30 (Must adhere to the breakdown below)
 - Cheer: 0:30 seconds (minimum), 0:40 seconds (maximum)
 - 0:20 seconds to move from Cheer to set for music portion
 - 2:30 maximum for music portion

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. While masks are not required on the warmup floor and/or performance floor unless dictated by state or local guidance, an athlete may choose to wear a mask. If an athlete chooses to wear a mask during the performance and the mask restricts the athlete's view and/or interferes with skills or otherwise becomes a safety concern, the athlete should either secure or remove the mask. If the athlete does not secure or remove the mask, the routine is subject to being stopped by competition officials. If stopped, the team will perform the routine again in its entirety, but will be evaluated ONLY from the point where the routine was previously stopped. Competition officials will determine the impact of the interruption.

FAULT OF TEAM

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

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 later. If the competition officials allow a routine to be performed later, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred.
3. The injured participant that wishes to perform may not return to the competition floor unless:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, 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.

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. There should not be any organized exits or other activities after the official ending of the routine.
5. We reserve the right to address unsportsmanlike conduct appropriately.

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 .05 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 Guidelines 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.
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.

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.

2021-2022 GENERAL SAFETY GUIDELINES AND GLOSSARY

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

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.

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.

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.

LOGO USAGE

The D2 Summit and all Varsity All Star logos, wordmarks and imagery are trademarks or registered trademarks of Varsity Spirit. Any use without the express written consent of Varsity Spirit is forbidden. Programs, Teams, Athletes & Spectators will not be allowed to use The Summit logo(s) or the Varsity All Star logo in any capacity, including but not limited to; banners, rings, bows, t-shirts etc. Any unauthorized use of the logo from program affiliates or third parties may result in disqualification from the event or further action.

DEDUCTIONS

1. Coaches will have the autonomy to present deduction and / or scoring range challenges. 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 challenge 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. You will be notified about your challenge result within one hour after the last team in your division performs.
3. Please review your team's performance playback before completing a deduction challenge sheet to make sure your challenge is legitimate.

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.

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.

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 event roster. Additional rings may be ordered on site. Based on availability, rostered alternates may request additional rings after the competition 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.
3. Days of Competition
 - Friday, May 6, 2022
 - Prelims
 - Saturday, May 7, 2022
 - Semi-Finals
 - Sunday, May 8, 2022
 - Finals

APPEARANCES, ENDORSEMENTS AND PUBLICITY

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

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 College Cheerleading and Dance Team National Championship, (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.