



SUMMIT[®]

CHEER CHAMPIONSHIP



'22
'23

RULES & REGULATIONS

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

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CHEER ELIGIBILITY POLICY

1. The Summit strictly enforces its age requirements for each division. The 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. Teams must be in good standing with the USASF/IASF & Varsity Spirit.
3. A USASF Team Roster Form will need to be completed prior to participating in the Championship. One roster must be completed per team.
4. All IASF teams will need to complete an event roster verifying all ages and grade requirements when registering for the event. All USA teams competing in the IASF divisions must have an official roster completed with USASF prior to participating in the Championship.
5. 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.
6. 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 Summit Info Guide).
7. Program release waivers will still be required for athletes transferring programs.
8. For the 2022-2023 season, teams that qualify 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, and vice versa. Should this situation arise, teams will be required to compete for a new bid.
9. Team Eligibility IASF Divisions - Eligible teams include any team that competes AND receives a bid in one of the above IASF divisions to The Summit at a qualifying event. At qualifying events, a team must have a minimum of 10 athletes to be considered eligible for bids. Teams must be in good standing with the USASF/IASF & Varsity Spirit. IASF Divisions do not split between D1 & D2.
10. **NEW! CheerABILITIES teams have an opportunity to compete at The Summit and D2 Summit. All teams in this division will advance directly to Finals on Sunday at their respective championship. To earn a bid to the Summit Championships in a CheerABILITIES division, teams must compete in the CheerABILITIES - Elite division at least once at a Varsity event during the 22-23 season. (Teams that compete in a Novice division or perform in an Exhibition division will not be eligible to compete at The Summit and D2 Summit).**

CODE OF CONDUCT

Varsity Spirit 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 Spirit asks that the following Code of Conduct be adhered to during all events:

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. 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.
4. Participants, coaches or spectators are prohibited from contacting the Judges during the competition.
5. Judges' rulings are final related to deductions, final team placements and legalities.
6. 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.
7. 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 Varsity Spirit events.

8. Varsity Spirit reserves the right to remove any persons from a competition for unsafe or unsportsmanlike conduct.

CROSSOVERS AND PERFORMANCE ORDER

1. Crossovers at The Summit:
 - a. **The Summit event requires that all athletes must be registered members of the USASF, provide an official USASF event roster and compete in the correct USASF division that matches their roster. Any team who has a roster violation (including, but not limited to: age violation, team size violation, athlete eligibility violation, tier violation, crossover violation, etc) may be disqualified from the event.**
 - b. **If disqualified, teams who have USASF eligible athletes of the same tier may exhibition (only violating age requirement rules), but if the violation is due to ineligible athletes, the team may not exhibition or perform. Please see “Unplanned Athlete Replacement” in the USASF Cheer Age Grid 22-23 for sudden situations and/or COVID related issues.**
 - c. For specific details regarding crossovers please refer to the crossover policy in the [VAS Summit Info Guide](#)
 - d. Athletes will not be allowed to compete on more than two cheer teams. Athletes Level 6 and below may only crossover up or down one level at The Summit (Ex: Level 2 athletes may only crossover to a Level 1, Level 2 or Level 3 team).
 - Exception: L4.2 may only crossover to L2, L3, and/or L4
 - Exception: Level 6 Summit athletes may only crossover to Levels 4, 5, and/or 6
 - e. Participant may only represent one gym at The Summit.
 - f. No crossovers will be allowed to compete on both a cheer & dance team at The Summit. However, a Cheerleading Worlds athlete may compete at The Dance Summit and a Dance Worlds Athlete may compete at The Summit.
 - g. Competing at The Cheerleading Worlds and The Summit - The MAXIMUM number of athletes allowed to compete at The 2023 Cheerleading Worlds and The Summit will be 8 athletes per team. Athletes who compete at The Cheerleading Worlds may only compete in a Summit division in levels 4, 5, and/or 6.
 - Exception - Athletes who compete at The Cheerleading Worlds in a Non-Tumbling division may compete in a Summit division in level 4.2.
 - h. Athletes competing with a program at The Cheerleading Worlds may represent a different program at The Summit. These athletes will still be considered “Worlds” athletes as it pertains to the Crossover Policy.
 - i. Competing at The Summit & The D2 Summit - Athletes competing in the International Divisions at The Summit are allowed to compete at The D2 Summit. Athletes may only represent one program throughout The Summit Championships. An athlete competing in the International Divisions at The Summit as well as at The D2 Summit are NOT considered traditional crossovers as these are 2 different events.
 - j. Competing in the International Divisions at The Summit & The Dance Summit - Athletes will be allowed to compete in both the International Divisions at The Summit and The Dance Summit.
 - k. 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.
 - l. If crossover rules are violated teams may be disqualified.
 - m. 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 Summit cannot guarantee that a performance overlap will not occur during the final schedule.

ROUNDS AND ADVANCEMENTS – IASF DIVISIONS

1. Semi-Finals:

Teams who receive an At Large 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.

- For divisions with 31-40 teams, 2 additional teams will advance. For 41-50 teams, 4 additional teams advance, for 51-60 teams, 6 teams will advance. For 61-70, 8 teams will advance. Advancements will be dependent on teams competing on the day of competition.
 - 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.
 - Division Splits: Divisions with more than 71 total teams registered will split into A/B and two Summit Champions will be crowned. Once registration is FINAL, divisions will be split.
 - **The top scoring team from each country is guaranteed to advance.**
2. 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.

ROUNDS AND ADVANCEMENTS – USASF DIVISIONS

1. 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.
 - For divisions with 31-40 teams, 2 additional teams will advance. For 41-50 teams, 4 additional teams advance, for 51-60 teams, 6 teams will advance. For 61-70, 8 teams will advance. Advancements will be dependent on teams competing on the day of competition.
 - 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.
 - Division Splits: Divisions with more than 71 total teams registered will split into A/B and two Summit Champions will be crowned. Once registration is FINAL, divisions will be split.
- 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 crossover conflicts.

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 musicinfo@varsity.com. Please check Music 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. If your team is featured in the TV broadcast and uses an original composition created for your performance, your routine music will be used in the show if you also secured synchronization rights. Teams must be able to provide written documentation that synchronization rights were properly secured during registration at the event for the original routine music to be included in the show.
5. When recording your music for the event, coaches or music editors should edit their song in a Digital Audio Workstation (DAW) and make sure that the volume of the song is at 0. Things to note: Most DAW's have a default that sets a track at -6 when a track is added. Check to see if there is a normalization process after you render or save your work.
6. If you would like to perform your school's original fight song, you may bring a recording of your marching band playing the song. You will need to get the school's permission to use the song and recording. A letter granting permission for the cheer or dance team to use the fight song on school letterhead is 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
 - a. All music challenges must be submitted in writing to the event director.
 - b. There will be \$100 fee to request a music challenge and must be in the form of a check made out to St Jude Children's Research Hospital.
 - c. Fees collected will be voided if challenge is correct.
 - d. If the team challenged can provide documentation during the event and can be verified, the fees will be donated to St. Jude.
 - e. If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.
12. 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 pressing "play". 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.
13. 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.
14. 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.
15. 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.
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 headphone 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.

TIME LIMITATIONS

1. 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 **1 second** over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.
2. 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.

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, **venue (power outage, fire alarm, etc.) or weather rather than the team, the coach of the team at the music stand** affected should STOP the routine.
 - a. **Examples: Equipment Issue – Music volume is all the way down and athletes can't hear the beginning of the routine, etc. Venue Emergency – power outage, fire alarm, etc.**
 - b. **If the coach chooses not to stop the routine, the team may not have the option to perform again.**
 - c. 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 athletes 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.
 - d. **UNIFORM MALFUNCTION As a precaution, each performer is required to take the necessary steps to avoid inappropriate exposure during the performance. Should a uniform malfunction resulting in indecent exposure occur, the routine should be stopped immediately. This is a shared responsibility of all parties involved to recognize a malfunction has occurred.**

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.

INJURY / ILLNESS

1. The only persons that may stop a routine for injury are: competition officials, the advisor/coach of the team performing or an injured individual. **This is a shared responsibility of all parties involved to recognize an injury has occurred.**
2. 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. **An athlete who has a suspected concussion should be removed from the activity immediately and should not be allowed to return to participation the same day of the incident and without being cleared by a medical professional in accordance with state law or organizational policy.**
3. In addition, the sponsor/gym owner 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.
4. **In the event of an injury or emergency, 1 parent or legal guardian may be escorted backstage during the evaluation process. While backstage, they will need to remain with the athlete or an event staff member.**

RE-PERFORMANCE SCHEDULE

1. The competition officials will determine whether the team will be allowed to perform at a later time.
2. **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 and must be within thirty minutes after the rest of the division is complete.**
3. **If allowed to perform again, judging will resume from the point at which the injury/interruption occurred as determined by the judges. The routine must be performed full-out from the beginning of the routine. All point deductions accumulated to that point will carry over.**
4. **Teams that limit/mark skills prior to the point of interruption could result in an adjustment in scores based on the skills performed.**

5. **If a team prefers not to re-perform the routine, at the coach's discretion, they will take the score they have received up to that point. If a skill has not been performed a "0" will be given in the category.**

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 54 feet wide by 42 feet deep spring floor (9 panels).
3. All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary.
4. All center markers are prohibited. We will have the center marked on all performance surfaces.

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

SCORES AND RANKINGS

1. 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.
2. Scoring officials will only discuss my routine and scores. Coaches/program directors may not challenge scores and/or deductions of another team(s).
3. **By participating in a Varsity event, teams give their consent for performances and scores to be made public.**
4. **Varsity TV publishes and makes available all competition routine videos from live-streamed events to recognize the hard work and talent of the athletes competing, and ultimately, to serve and grow the**

cheerleading and dance community. Due to the sheer number of teams and routines published, Varsity Spirit is unable to accommodate requests for removal.

2022-2023 GENERAL SAFETY GUIDELINES AND GLOSSARY

The Summit will follow the USASF/IASF 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.

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.

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

The 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.

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 Summit and Dance Summit Bid Winner banner for competing at The Summit.
2. All participants will receive a participation medallion for competing at The Summit and Dance 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
 - Thursday, April 27, 2023
 - Semi-Finals (IASF Divisions)
 - Friday, April 28, 2023
 - Finals (IASF Divisions)
 - Prelims (USASF Divisions)
 - Saturday, April 29, 2023
 - Semi-Finals (USASF Divisions)
 - Sunday, April 30, 2023
 - Finals (USASF Divisions)

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 Summit 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.