

2017-2018 COMPETITION POLICIES AND PROCEDURES

Varsity Spirit has implemented policies and procedures for all events. In order to provide a positive, fair and professional competition environment the coach of each team is required to sign this form, but before signing, please read and review the following:

A. GENERAL

1. Coaches' credentials must be worn at all times. You will not be allowed to enter the warm up area, Coaches Hospitality Room (if applicable) or enter AccuScore without these valid credentials. Bracelets or lanyards attached to bags do not count.
2. I will follow all USASF (All Star Team) or AACCA (School Team) rules and regulations. I understand that any violation of these rules and regulations could result in a penalty, point deduction or disqualification.
3. I have read and understand the Varsity registration and competition guidelines.

B. SAFETY GUIDELINES

1. I am aware of the rules pertaining to each division and agree to abide by them (athlete eligibility, safety).
2. I understand 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. I understand that my coaches/directors may not challenge scores and/or deductions of other teams.
2. I understand that I have the following amount of time after my performance to report to AccuScore to review my scores. After this time period, I waive the right to review my scores.
 - a. One Day Event – 10 Minutes
 - b. Two Day Event – Approximately 20 Minutes
 - c. Worlds Bid/Specialty Event – Approximately 20 Minutes

D. 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 and 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 they are attending.
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, 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 CD or MP3 device for use on the event provided sound system. Music must be recorded at the correct tempo on a high quality CD or loaded onto an MP3 device.
11. 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.

12. Please make sure that all devices have a head phone jack to connect to sound system and are fully charged, volume turned up and placed in airplane mode. If using a CD make sure it's unscratched so it doesn't skip.
13. 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.
14. Music on CD must be labeled with the team name, division, team size, and be ready to play. One or several selections of music may be used. Due to greater room for technical error with some CDs you must have a back-up MP3 of your routine available.

E. 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 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. Additional spotters must be current members of another team in the program OR a coach listed on the roster as a professional member.

F. 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.
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 (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 consistent with concussion must be removed from the activity at that time and should not be allowed to return to activity that day. The athlete should not return to activity on a subsequent day until evaluated by and receives written clearance for such participation from a qualified physician (**MD or DO specifically trained in concussion management**).

- d. In addition to the USA Cheer head injury policy, we encourage you to be familiar with the specific laws of the state where the competition is being held.

G. 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.

H. LOGO USAGE

Teams will not be allowed to use any Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office. The use of the brand letters will be allowed.

I have read, understand and will abide by all Varsity rules and regulations and at all times I will support the results of the competition, as I am a role model for my program.

Program Name _____ Team Name _____

Event Name _____ Coach/Director's Name _____

Coach/Director's Signature _____ Date _____