



THE JAM BRANDS 2009-2010 CHEER & DANCE REGULATIONS & PROCEDURES

1. Cheer teams must have at least 5 members. Dance teams must have at least 4 members. Please refer to specific divisions in order to see the maximum number of team members allowed in each division. Group stunts may have 4 or 5 members.
2. Mascots are welcome to perform as members of their squad but must adhere to all rules and regulations expected of team members.
3. Time Limits:
 - Cheer Teams – 2 minutes and 30 seconds
 - Dance Teams – 2 minutes and 30 seconds
 - Partner/Group Stunts - 1 minute and 30 seconds*
 - Cheer Individuals - 1 minute and 30 seconds*
 - Crowdleader Individuals - 1 minute and 30 seconds*
 - Dance Solos/Duets/Trios - 2 minutes and 30 seconds*
 - Cheer Duets/Trios/Quads - 1 minute and 30 seconds*
 - Power Jumpers – 45 seconds*
 - Power Tumblers – 1 minute and 30 seconds*
 - Mascots - 1 minute and 30 seconds*

** Divisions listed above may not be offered at all JAM Brands events.*

- There are no minimum time requirements on any type of routine. Timing and judging of routines will begin with the first organized movement or the first note of music. Timing will end with the last note of music or when the ending motion or pose is held. Introductions, spell-outs and/or organized entrances are considered part of the routine and are timed as part of the performance. All participants should walk/spirit onto the floor and immediately start their routine after placement of any props. Cheer performances can consist of any combination of cheer and music.
4. The main performance surface will be approximately 44 feet deep by 56 feet wide. (The exact size of the performance floor could vary slightly by event.) A marly dance floor (approximately 40 feet deep by 49' wide) may be used for dance performances. For safety purposes, we require everyone to perform their routine on the performance surface. There is no deduction for stepping off the surface. Executing a skill off the surface will be treated as a rule infraction and will result in the appropriate point deduction.
 5. The Exhibition Division was created for teams who do not meet the Performance or Division Requirements as set forth by The JAM Brands. Please call for more information. Any team may choose to perform in the Exhibition Division. Exhibition teams are required to pay the same registration fees as the other teams. Each Exhibition team will receive a participation trophy and each participant will receive a participation award/gift. Exhibition teams will receive a comment sheet from the judges without scores. Exhibition teams will not be ranked with the other teams.
 6. Coaches are allowed to sit on the stage/performance floor for Tiny, Exhibition & Special Needs divisions only. Coaches are not allowed to be on the stage/performance floor for

any other divisions. (Exception: Cheer routine spotters. See *Spotter Information* for details.) Coaches can always stand in the designated coaches' area or preferred seating area in front of the performance floor (if applicable). Also, no team is allowed to place "space markers" (i.e. something to show where the kids should stand) on the performance floor except for Tiny, Exhibition or Special Needs teams. If space markers are placed by anyone outside of these divisions, this will be considered a rule infraction and will result in the appropriate point deduction.

7. All routines must be suitable for viewing by audiences of all ages. Vulgar or suggestive music or material is restricted and will result in a point deduction for each incident. Vulgar or suggestive material is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures, implications or lyrics. Vulgarity will be determined at the discretion of the judges and/or event directors.
8. Please bring TWO high quality copies of your music to the event. CDs or IPODS/MP3 PLAYERS ONLY! No tapes are allowed.
9. One representative of your group/individual will be responsible for running the music during the competition. This person must remain at the sound area throughout the entire performance. In the event a routine is delayed/stopped due to the team's operator error, timing of your routine will continue. No unnecessary team members, parents, etc. are allowed in the sound area. This individual is responsible for making any decisions should a routine interruption occur.
10. In the event that a routine is interrupted, the following procedures will be followed:

Music Mishap

- *Due to the failure of JAM Brands equipment:*
If the music skips or cuts out during the routine and it is deemed to be the fault of the equipment, the coach has two minutes to decide if they want to re-perform their routine from the point in which the music was interrupted. If the team decides to re-perform their routine, they will perform their routine immediately. Any performance prior to the initial music interruption will still be scored. If a team decides not to re-perform their routine, the original routine will be scored in full.
- *Due to the failure of team's music/equipment:*
If the music skips or cuts out due to the team's music or equipment during the routine, the coach must provide a second form of music and the team must immediately continue where the music stopped and judging will resume from that point. Any performance prior to the music interruption will still be scored. If the second CD or MP3 cuts off, they will not be allowed a third chance to perform their routine. If a team decides not to re-perform their routine, the original routine will be scored in full.

Injury - Performance Area

- Music may be stopped by a coach/representative/event director for a MAJOR injury only (i.e. broken bone, head/neck/back injury, etc.).
 - If a coach stops the music due to a major injury, the team will be asked to exit the floor while an EMT is attending to the injured participant(s).
 - The team will be allotted time to make adjustments to their performance. The time given is up to the discretion of the event manager (45 minutes max.).
11. In the event that an injury in the practice area occurs, the following steps will be taken:
Minor injury – cut, bloody nose, etc.

- In the event of a minor injury in the practice area the team may move to an open area in the practice area to work through their issues, but must perform at their scheduled time.

Major injury – broken bone, head/neck/back injury, etc.

- In the event of a major injury in the practice area, the team will be allotted time to make adjustments to their performance. The amount of time given will be

determined by the event manager and/or the practice area manager (45 minutes max.)

12. Legality Issues/Review Process

- The event manager or appropriate event staff member will attempt to notify the coach or representative soon after the performance to inform him or her that a safety/legality violation has been committed. If the coach or representative believes this is a mistake, he or she will have five minutes to plead his or her case. All decisions made by the event manager are final and are no longer up for discussion or review.
- A coach may point out a rule violation committed by another team to an event manager. However, the event manager may NOT discuss any point deductions with the accusing team. Deductions may only be discussed with the team that incurred the deduction.

13. Participant Age/Grade Discrepancies:

- Only a coach may challenge a participant's age/grade. To challenge a participant's age/grade, the challenge must be immediately brought to the attention of the event manager along with a \$200 (cash or credit) challenge fee per challenged participant. All challenges must be made at the event.
- The event manager will request proof of age/grade for the participant in question. The participant in question must supply official age/grade verification (i.e. birth certificate, driver's license, passport, report card or student ID) to the event manager no later than the Monday following the event at 5:00PM EST. The participant may provide proof to the event manager at the event if it is available.
- If the participant in question IS in violation of age/grade restrictions, the team will be disqualified, and the challenging team will receive their \$200 back.
- If the participant in question is NOT in violation of age/grade restrictions, the challenging team will forfeit their \$200 challenge fee. The \$200 fee will be given to the team that was challenged as compensation for their time spent providing verification.

14. Scoring Errors:

- In the instance a score is added incorrectly and the error is caught at the event, the team will be properly awarded during the next awards ceremony if possible.
- In the instance a score is added incorrectly and the error is caught after the event, the score and placement will be corrected and results will be changed on the website. All teams involved will be notified and correct awards will be mailed.
- Ties: In the event of a true tie (the tie cannot be broken by taking scores to additional decimal points) we will not break the tie and all scores, placements and awards will stand.

15. Inclement Weather Policy:

All JAM Brands events will go on regardless of the weather conditions. Should an extenuating circumstance arise, please check the website for any updates. We encourage you to exercise caution and make any necessary travel arrangements so that you will not have any problems making it to the event. Furthermore, no refunds will be given on any JAM Brands expenses. Please keep an eye on the local and national weather forecasts so that you are prepared for any inclement weather.

16. Unsportsmanlike conduct by coaches and/or athletes during the event may result in a point deduction or disqualification. Teams may report any issues to event management, but in order for us to assess a point deduction or disqualification, a member of our staff must actually witness such conduct and deem it unsportsmanlike. We cannot make a ruling based on hearsay alone. In addition, any judging issues shall be handled in a professional manner. The JAM Brands staff will not tolerate rude, angry, or disrespectful behavior. This behavior could also result in a point deduction or disqualification.

The JAM Brands Sportsmanship Creed:

- The JAM Brands strives to build a fun and family atmosphere for all participants, coaches, and spectators. We value healthy rivalry and encourage team spirit!

Participants, coaches, and spectators must represent themselves and their teams with pride at all times. They shall show respect to their competitors on and off the performance floor. With a positive competition atmosphere, The JAM Brands can ensure great events!

Rule Interpretation

It is the policy of The JAM Brands not to give specific rule interpretations over the phone. All official rule interpretations must be submitted on a DVD, full size VHS videotape or sent via email to:

The JAM Brands
Attn: Rule Interpretations
11500 Champions Way
Louisville, KY 40299
Email: jeremi@thejambrands.com

All videos must contain the following:

1. A front, side and back view of the skill/section in question. Do not send entire routines.
2. A letter stating the question/request.
3. School/Organization name and event(s)/division entering.
4. Contact name, phone number and email address.

All official rule interpretation requests must be received at The JAM Brands office at least 10 days prior to the event attending.

Please bring the rule interpretation response that you receive with you to all JAM Brands events. Only official rule interpretations from The JAM Brands office will be permissible at any event.

Video Review at Events

- No bobble, fall, or fall to the floor infractions will be reviewed.
- Only safety infractions can be reviewed. These safety infractions will only be reviewed on a JAM Brands video reviewing system. These infractions will only be reviewed by an event representative and the coach/director of the team that is being reviewed. No team shot videos will be reviewed.
- All rulings decided at a JAM Brands event are final.