

# TEAM CHAMPION Agreement & Policies

Revised 10/14/2016

## **Agreement**

This Registration Agreement is an agreement between you, the team or organization registering above, and Team Champion, that governs the terms and conditions under which Team Champion will conduct the competition(s) that you register for. By submitting your online registration, you agree to be bound by the terms and conditions of this Agreement, and by the Team Champion & USASF Safety Guidelines, which are incorporated into this agreement for reference. If you cancel any competition(s) that you have registered for, any payment made by you will be retained by Team Champion as liquidated damages to pay for the costs and expenses that Team Champion incurs in such cancellation, as the parties agree that it would be impossible or extremely difficult to calculate the actual costs and expenses to Team Champion resulting from such cancellation.

Team Champion is not liable for any costs incurred by a team or organization (i.e. travel, hotel, bus fees, etc.) due to cancellation of an event due to low enrollment, natural disaster or terrorist activity.

In the event of any dispute in connection with this Agreement, you agree to reimburse Team Champion for its reasonable attorneys' fees. You release and agree to indemnify, defend and hold harmless Team Champion, its members and employees, from and against all claims, and other costs and expenses, including reasonable attorneys' fees, arising out of or related to this Agreement. This agreement represents the entire agreement between us, is binding on us and our successors, assigns, heirs and personal representatives, and can only be amended in writing.

## ***Cancellation Policies***

If your team needs to cancel their registration for an event please contact us IMMEDIATELY at (630) 596-5191. Please note that the following cancellation policies will apply:

### **Refund requests will be handled in the following manner:**

- Cancellations or Drops received prior to the "on-time" registration deadline will be eligible for a full refund.
- Cancellations or Drops will ONLY be accepted via our online registration system.
- Cancellations or Drops received between 15-29 days prior to the event will be honored, but a cancellation fee equal to 50% of your registration total will be assessed.
- All cancellations or Drops received within 14 days of the event will be processed. However, all registration fees at this point are non-refundable.

**Note: Any refunds (for overpayment) will be processed within 14 days of the conclusion of the event.**

### **Transfer of fees to a future event will be handled in the following manner:**

- 15-29 days prior to event: 75% transfer of overpaid fees toward a future Team Champion event
- 8-14 days prior to event: 50% transfer of overpaid fees toward a future Team Champion event
- 7 days or less: No transfers or refunds allowed

If an event is cancelled by Team Champion and not rescheduled, the team may transfer the payment to another event, or may receive a FULL refund.

## ***Weather Cancellation Policies***

All Team Champion events will go on regardless of the weather conditions – rain, sleet or snow! Please make any necessary travel arrangements so that you will not have any problems making it to the event on time. Revised performance times may be granted to those who arrive late for any reason (weather or otherwise) – however this is NOT guaranteed.

Furthermore, Team Champion will not give refunds to teams for any of the following reasons:

- If a team is unable to make an event for weather-related reasons.
- If a team chooses not to attend a rescheduled event that was postponed due to weather.

## ***Crossovers Policies***

Team Champion allows cheer and dance participants to perform for more than one team and/or additional performances within the same organization. Each participant must pay the FULL registration fee for the first performance. Second performances will be a discounted price. If a member of one organization crosses over to a new organization, (Example: School team to an All-Star team) then that participant must pay the FULL registration fee for BOTH organizations. Both organizations must contact Team Champion with what participant is a crossover from one organization to the other. Registration must indicate all crossover information and payment. Team Champion will do its best to allow time in between performances. However, Team Champion cannot guarantee separations between practice times, awards ceremonies or if a coach is responsible for multiple teams. Please make sure you have crossovers entered on ALL team rosters that they will be competing with. This information is crucial in planning the best day for your teams. If for any reason you did not denote a crossover and have not notified us prior to the deadlines below, the applicable crossover fee per person, will apply. If a division or schedule change occurs because of that missed information, after the deadline, the Administrative Change Fee will also be incurred by the organization.

If we are informed of a crossover (or division) concern the day of the competition, the latest deadline Change Fee will need to be collected prior to making a change. We will do our very best to make this accommodation, but we will confirm the ability to do so before collecting the fee. Please note that any schedule change the day of the event may result in competing out of division or in a time best designated for the overall event, or may not be honored.

### **Changes & Schedule Policies**

All corrections or changes must be submitted by the deadlines or the organization will be subject to an Administrative Change Fee as noted below. Teams changing their division the day of the event will be charged the latest deadline Change Fee. CHANGE FEE / DEADLINES (All days are in the week immediately leading up to the event)

**Division changes will be accepted at no additional Change fee until Monday at 10:00AM CST.**

**Monday (10:00AM CST)-Tuesday (7:00PM CST) – \$50.00 fee added per team**

**Tuesday (7:00PM CST) – Friday (12:00N CST) – \$300.00 fee added per team**

**After Friday (12:00N CST) - \$500.00 fee added per team, or change may not be accepted & the team may be moved to an exhibition division.**

### **Eligibility**

In order to be eligible to compete at Team Champion events, all teams, regardless of division and classification, MUST follow the published Division and Rule Guidelines for Team Champion & the USASF (All-Star Cheer & Dance teams). All-Star organizations **must** submit their official Event Roster via USASF.

### **Proof of Age**

If a dispute regarding a participant's age arises, the coach/director **must** provide an official document that legally verifies and certifies the correct name and birth date of the team member in question. Acceptable forms of certified identification include, but not limited to a birth certificate, passport, school-issued photo identification card, USASF ID card or a valid, state-issued driver's license. If the dispute is found to be accurate, the team may be disqualified from competition. Team Champion will use the official USASF Event Roster for Date of Birth verification for All-Star teams.

### **Challenges of Age**

Coaches are required to bring documentation of ages (see above "Proof of Age" for list) for every participant. Coaches ONLY of a competing team within the same division may challenge the eligibility of another team to a Team Champion Event Director. The challenging coach must provide actual proof of ineligibility, simply saying "she is too tall to be on a Youth team" or "she looks too old to be in our division" is not proof. If sufficient evidence warrants at that point, Team Champion will require the challenged team to provide proof of eligibility. Team Champion will use the official USASF Event Roster for Date of Birth verification for All-Star teams. While all attempts to complete the challenge prior to that divisions award ceremony, challenges may take up to 14 days to process. An administrative fee of \$200 (cash only) will be charged to the challenging coach for this challenge (payable at the time of the challenge which will be refunded if the challenge is determined to be valid). If a challenge is deemed to be valid, the challenged team may be disqualified at the Team Champion Event Directors discretion.

### **Music Guidelines**

The use of music and other elements of the recording in your cheer and dance routine, as well as the right to perform your routine to that recording, must be properly licensed. You are responsible to and must obtain those licenses at your sole cost and expense, and by registering your team to participate in a competition, you warrant and represent that you have properly obtained and will continue to maintain all of such licenses. You agree to provide written confirmation and copies of all required licenses to Epic Brands upon request. Failure to obtain the appropriate licenses may be a violation of U.S. copyright law. Epic Brands anticipates that it will provide additional guidelines and procedures regarding the use of recorded music and other sound elements at its events. You are responsible to review this Agreement from time to time, and agree to be bound by any amendments to this Agreement upon reasonable notice to you, including, but not limited to, those relating to the use of recorded music and other sound elements at the events.

### **Music**

Music may be on a CD or Mobile Device. If on a CD, it must be in the CDR format; it SHOULD NOT be in the CDRW (CD re-writable) format. It is to your advantage to use a high quality CD. Please bring back-up CDs; Team Champion will not be responsible if your CD or mobile device cannot be read by the sound equipment. Please label all CDs, iPod and MP3 Players, clearly with your team's name. When your team is called 'on deck', a coach or adult affiliated with your organization must report to the sound station. This representative is responsible for starting, pausing, and stopping your music and must remain at the sound station, throughout your team's entire performance. **Tapes and CDRW's will not be able to be played by our Audio Technician's equipment.**

### **Music / Time Limits**

Timing begins with the first movement, cheer, or note of music, whichever comes first. Any organized entrances, chants, spell-outs, tumbling, etc. will automatically start the clock.

**All Star Cheer Teams** – 2:30 minutes, may consist of all music or any combination of cheer and music.

**All Star Prep Cheer Teams** – 2:00 minutes, may consist of all music or any combination of cheer and music.

**School & Recreation Cheer Teams** – 2:30 minutes, may consist of all music or any combination of cheer and music.

**Dance Teams** – 2:30 minutes (minimum 1:45)

**Cheer Individuals & Small Groups** – 1:30 minutes

**Dance Soloists & Small Groups** – 2:30 minutes

**Stunt Groups & Partner Stunts** – 1:00 minutes

### ***Routine Start***

**Cheer Teams** – Prior to the start of your routine, participants must be positioned inside the performance area boundary. Timing begins with the first movement or note of music, whichever comes first.

**Dance Teams** – Timing begins with the first movement or note of music, whichever comes first.

**Tiny/Mini/Special Needs Teams ONLY** – For those teams who have Tiny, Mini, or Special Needs division teams, the coach may assist in placing the participants into their first formation in a timely fashion, but then must exit the mat immediately. Those coaches may remain seated in the front of the mat to help visually guide the routine. (NOTE: Excessive motions, words, jumping up and down, etc. that could be distracting to the judges in any way will NOT be permitted.)

### ***Performance Area***

Team Champion, will provide a 54'x 42' (9 strips) spring floor on the main performance floor. A 54'x 42' (9 strip) foam mat and a 12'x 60' spring tumble track for warm-up floor (Depending on the floor plan of the venue, these dimensions may vary slightly.) Additionally for dance teams, Team Champion will provide, at selected events, a 42' x 42' Marley floor. At other events, when a Marley floor is not available, dance teams will perform on a 54' x 42' spring floor.

### ***Routine Interruption***

Team Champion sound technicians, and/or event staff will not be responsible for any labeling mistakes or poorly recorded music and will assume no responsibility for the quality of the recording or its compatibility with the venue's equipment. However, if your routine is interrupted by our equipment failure, the failure of your CD or from Team Champion staff you will have the following options:

Your team must perform their routine full-out, by using your own player or your back up copy of your music. The team must perform the routine again in its entirety, but judging will resume from the point at which the injury/interruption occurred as determined by the judges. All skills must be performed full-out from the beginning of the routine. All point deductions accumulated to that point (if any) will carry over. Your team may use the original performance with the interruption.

### ***Injury Interruption***

#### **Routine Stoppage**

1. The only individuals that may stop a routine for injury are:
  - a. Competition Officials
  - b. Gym Owner/Coach from the team performing
  - c. Injured Individual
  - d. USASF Certified Safety Judge
2. An injured athlete may create a potential safety hazard because of the inability to hold, support, spot or catch. For the safety of all athletes competing, a routine may be interrupted if:
  - a. An athlete is clearly injured.
  - b. An athlete is questionably injured and does not resume their role in the routine within 5 seconds of questionable injury.
  - c. An athlete leaves the competition floor due to an injury.
3. In the event that a routine is interrupted due to injury, it will be at the Competition Officials' discretion whether or not that team will be allowed to perform again at a later time.

#### **Athlete Returning to Competition**

1. An Injured Participant may not return to the competition floor unless the competition officials receive clearance from all of the representatives listed below:
  - a. Event Medical Personnel attending to that participant
  - b. Parent/Guardian (if present)
  - c. Head Coach/Gym Owner of competing team
2. In the event of a suspected head injury, the participant cannot return to perform without clearance from a licensed medical professional that has training related to head injuries.

#### **Team Performance**

In the event that a team is allowed to perform again following a routine interruption, the new performance time will be at the sole discretion of the Competition Official. The team must (pending the injury's impact on the routine) perform the routine again in its entirety, but judging will resume from the point at which the injury/interruption occurred as determined by the judges. All skills must be performed full-out from the beginning of the routine. All point deductions accumulated to that point (if any) will carry over.

If a team is permitted to perform again, but fails to perform the routine in its entirety (example: throwing back tucks instead of the full twist thrown in the original performance), it is at the discretion of the Competition Official how that team's scores will be affected.

If an injury occurs during warm-up, Team Champion will do our best to work your team back into the schedule, as close as possible to your original performance order. Furthermore, it will be up to the Team Champion Manager whether or not to schedule your team's performance out of sequence.

#### ***Division Combining/Splitting***

We reserve the right to combine, split, or delete divisions based on USASF guidelines. Team Champion may move your team to the appropriate division based on registration. All such changes will be indicated on the schedule that will be posted online the week leading up to the event or at team check in.

### ***Tie Break***

In the event of a tie, the tie will be broken using the following steps:

- 1.Highest non-rounded score
- 2.Highest Overall Judges score
- 3.Judges Ballot

### ***Choreography & Appearance***

Because cheerleading and its audiences are generally family-oriented, all choreography should be age appropriate. Additionally, any inappropriate uniforms, choreography or music (language, sexual gestures, explicit language, profanity and sexual moves including bumping/grinding and facials using vulgar movements) should be discouraged. Any infraction of this rule may result in a significant penalty being assessed by the Team Champion Event Director, Judging Coordinator or Head Judge.

The following are the USASF Guidelines for All-Star organizations but will be in place at all Team Champion events:

#### ***COVER UP GUIDELINES***

Athletes with non-full top uniforms must wear a t-shirt or other suitable cover up over their uniforms unless they are in the warm-up area, traveling as a group directly to or from the warm-up area, or on the performance stage.

#### ***APPROPRIATE CHOREOGRAPHY***

All facets of a performance/routine, including both choreography and music selection, should be appropriate and suitable for family viewing and listening.

Examples of inappropriate choreography may include, but are not limited to, movements such as hip thrusting and inappropriate touching, gestures, hand/arm movements and signals, slapping, positioning of body parts and positioning to one another. Music or words unsuitable for family listening, which includes, but is not limited, to swearwords and connotations of any type of sexual act or behavior, drugs, explicit mention of specific parts of the body torso, and/or violent acts or behavior are other examples of inappropriate choreography. Removing improper language or words from a song and replacing with sound effects or other words may still constitute 'inappropriate.

Music or movement in which the appropriateness is questionable or with which uncertainty exists should be assumed by the coach to be inappropriate and removed as to not put their team in an unfortunate situation.

### **Sportsmanship**

Team Champion believes that sportsmanship is one of the most important aspects of cheerleading. We strive to keep all competitions positive, friendly, enjoyable and competitive. Unsportsmanlike behavior may include, but is not limited to: the use of any type of profanity; approaching or taunting fans, parents, cheerleaders, coaches, Team Champion staff members, and or judges in a manner that does not show mutual respect and cooperation. Any display of unsportsmanlike behavior by a team member, coach, or parent and teams who don't remove themselves in a timely matter from the warm-up area/floor when their assigned time has elapsed will be penalized.

Penalties for unsportsmanlike conduct may result in a deduction (see scoring deductions), removal of coach, or disqualification. In the event you witness unsportsmanlike behavior, please report the incident to a Team Champion Manager or Head Judge, who will review the complaint and make a decision whether or not, a penalty will be imposed.

### **Spotters**

Competition routines and individual cheerleading skills continue to become more dynamic each year. Routines are consistently featuring partner stunts, basket tosses, pyramids and tumbling sequences that are nearly impossible to spot effectively without the safety spotters having intimate knowledge of each routine prior to a competition. In an effort to address this concern and to maintain our long standing record of safety, Team Champion has implemented the following guidelines with regards to safety spotters at all TC events.

The following stipulations will apply:

1. Team Champion will NOT provide spotters at events.
2. Each team will be permitted to provide a maximum of (5) five Safety Spotters during their routine.
3. Safety Spotters may not fill the role of a necessary spotter to be rule compliant.
4. Safety Spotters must be in different apparel of the competing athletes.
5. There should be NO verbal coaching by the Safety Spotters while their team is on the performance surface or during
6. their routine. Any occurrence will be considered a general rule violation and will result in a deduction.
7. Safety Spotters may not assist in any skills, and only catch falling stunts.

### **Legality Questions**

If you need a clarification or have a question regarding the legality of a particular skill (stunt, pyramid or tumbling), please adhere to the following guidelines or CC [amber@myteamchampion.com](mailto:amber@myteamchampion.com) to any legality questions sent to the USASF:

- a. Provide an email video of the stunt, pyramid and/or tumbling in question. Please submit your legality, at least, three (3) weeks, in advance of the event you are attending. Include the team name, team division, team level, coach's name, phone number(s), and email address.
- b. Make sure you show the skill in question by both the front and side views along with a written explanation. All videos submitted will become the property of Team Champion, and may be used at their discretion for training & educational purposes after the season is complete.
- c. Team Champion will contact you by email with the official ruling of the skill in question.
- d. Team Champion can only interpret the skill in question by how it is performed on the video. However, if the skill are performed at our events differently than originally submitted on video, you will incur safety deductions

**Please note:** Please be aware that due to the fast pace of today's routines, it maybe possible that some safety violations during a TC event maybe missed. Therefore, this does not mean that they are legal, and that your team will not be called for them during another TC event, or any USASF sanctioned event.

### **Judging Procedures**

Team Champion judges are contracted employees. These judges are not working in the capacity of full-time, salaried employees of Team Champion, nor do they hold any permanent affiliations or loyalties to Team Champion. These cheerleading and dance judges are vetted from a selective pool of highly qualified and knowledgeable individuals whose attendance, at our events, varies. Our judges may serve on a panel at one event or thirty throughout the season. Scores will sometimes vary slightly between each event, but our judges are reminded to retain objectivity. Moreover, safety violations are infractions based on the rules and guidelines set forth by Team Champion, the USASF, and AACCA. We realize that organizations attend many different events that are USASF sanctioned events throughout the season and some infractions are never "called" or given warnings. When a skill is performed illegally at a Team Champion event, that team will receive a deduction. Our philosophy is to deduct for these infractions because they violate safety issues and concerns laid out by TC, USASF, and AACCA Rules.