

JAMZ ALL STAR POLICIES

These guidelines apply to all ALL STAR Cheer & Dance Divisions

Changes for the 2019-2020 Season are in Red

TO COMPETE IN AN "ALL STAR" DIVISION TEAMS MUST:

- Teams must register through USASF. Teams must provide an updated Official Team Roster including any changes to the team (Drops or Adds). Only the names listed on the USASF Official Team Roster will be allowed to compete at championships including Nationals.
- All Star divisions are determined by the age of oldest team member.

WE ARE PART OF USASF

As a member of the USASF, JAMZ Cheer and Dance helps guide and incorporate the guidelines set forth by the USASF (U.S. All-Star Federation). JAMZ is proud to help standardize divisions and rules for All Star communities across the nation.

Teams must register through USASF and associate their organization with the JAMZ events on the USASF Portal. Teams must also provide a physical copy of their USASF Official roster with the JAMZ event listed on the roster.

WHAT ARE LEVELS?

Levels have been created to provide safety and convenience for teams who may perform at a different skill level than others. Coaches must consider tumbling and stunting abilities when choosing the level in which their team will perform. Please see the entire USASF All-Star cheer limitations for each level.

MUSIC POLICY

At JAMZ all teams must ensure that all their performance music complies with US copyright laws. JAMZ does not require teams to use a specific music provider or producer, but it is the responsibility of each individual team to ensure their own US Copyright law compliance. Teams that have questions regarding whether their music is in compliance with copyright laws should seek counsel and advice from their music provider, music producer and/or relevant knowledgeable legal counsel. The use of music in the sports of cheerleading and dance is a very small component of the total routine elements. While teams may choose to incorporate music in their routines, there are teams who choose to incorporate NO music - beats only, a small segment of music or all music. Regardless, the use of music or lack thereof does not define a routine.

** See Music Requirements on the next page for additional important information.



JAMZ MUSIC REQUIREMENTS

All performance music will be held to the same standard. Should any part of the music be recorded at different sound levels, then the volume will be based off of the loudest sound effect

Teams with only one copy of music will forfeit the use of their music on the final warm up floor as the music rep is sent to the DJ booth. Bring multiple copies!

All music must be recorded on a high-quality CD or downloaded onto an MP3 device
USB drives are not permitted.

- It is the Music reps responsibility to start the track from the correct time, 0:00:00
- It is the Music reps responsibility to start/pause the music

Using MP3's/Phones:

1. Device **MUST** have headphone jack, free and clear of any debris.
 - Using a device that requires an adapter as a headphone port is prohibited and will most likely cause the music to stop during the routine. (Even with using a certified Apple Dongle). If using a device with an adapter is the only choice, then music interruption will be the fault of the team.
 - JAMZ WILL provide all other necessary audio connections and sound equipment.
2. All cases **MUST** be removed from device.
 - If case is not removed before the DJ receives the device, then the DJ will remove it. JAMZ and their Audio Staff will not be held responsible for damaged phones/cases.
3. It is **NOT** recommended to play music from YouTube or other streaming services.
 - Music may stop due to lack of signal strength at venue.
4. Use the device settings to make sure auto lock feature is set to never.
 - Music rep must know password if device locks.
 - If device locks music playback may be interrupted.
5. The MP3 device should be fully charged at all times.
6. If using phone set to airplane mode.
7. Music rep is responsible for making sure proper connection is made between device and audio cable, including adapters.
8. Once device is connected to audio cable, raise volume to 100%

Using CD's:

1. It is recommended to have multiple copies of your music. (CD and MP3)
2. All music **MUST** be recorded as an audio file on a high quality CD, do not use DVD's.
3. Use one CD per routine
4. Music rep is responsible for knowing which CD and track to play before entering sound booth.
5. If CD is scratched and music skips during the routine, it is your music reps choice to stop the music; however, it does NOT mean your team gets to perform again.



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LEVEL & DANCE RULES VIOLATIONS EXPLANATION- ALL COACHES MUST READ:

ALL COACHES AND ADVISORS should be aware that level rules, dance rules and general safety violations are judged live by the USASF rules judges and safety judge on site during a live competition. It is IMPOSSIBLE for a rules judge to 100% detect all violations during a competition day just as it is impossible for officials/referees to detect all violations in other sports. Just because a team has attended a prior JAMZ event, competition, Nationals, regional, or camp and that team's skills or routine received no deductions does not mean that the routine is LEGAL or violation free for that Division or Level. The ONLY way a team can GUARANTEE that their routine is Level Rules, Dance Rules or Safety Rules Violation Free is to email their skills or routines to cheer@usasfrules.com and ask for a rules determination. JAMZ WILL NOT withdraw any rules violations at a present event because a rules judge at a prior competition, regional, championship, camp or event failed to detect or discover the violation at the previous event. It is the responsibility of ALL Coaches to ensure their routines are free of Level and Safety Rules Violations and the only way to accomplish such is by emailing their skills and/or routine to cheer@usasfrules.com for a rules determination.

SAFETY & PROGRESSION

Cheer: Please be aware that all JAMZ Divisions and Levels are created to allow for proper progression in the learning of cheerleading skills, stunts, tosses, pyramids, dismounts, inversions, release moves, tumbling, and jumps. Nevertheless, some divisions allow skills that may allow for advanced progression over the previous level or division. Coaches and advisors should only have cheerleaders perform skills that they have mastered through proper progression and practice even though a division or level may allow a skill that is more advanced than the capabilities of the cheerleader or group even though a division or level may allow a skill that is more advanced than the capabilities of the cheerleader or group.

Dance: JAMZ dance divisions and categories allow for progression within skills, choreography, and tricks. Coaches and advisors should only have dancers perform skills that they have mastered through proper progression and practice even though a division and/or category may allow a skill that is more advanced than the capabilities of an individual or group.



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DIVISIONS ARE NOT GUARANTEED

JAMZ RESERVES THE RIGHT TO COMBINE/DELETE DIVISIONS BASED ON PARTICIPATION. All divisions pre-determined by USASF are not available at every Regional Championship. For the divisions offered for each event, please visit register.jamz.com

WHEN DO DIVISIONS COMBINE/SPLIT?

JAMZ follows the USASF Guidelines for combining and/or splitting divisions. Please visit Usaf.net for more details.

CROSS COMPETITORS

Cross Competitors; Due to unforeseen circumstances* that alter the original schedule at an event, a cross competitor(s) may not receive a full 20 minutes between performances. (*Injury, team dropping or moving to another division due to coach error that would have resulted in DQ) The 20 minutes does not apply to Coaches.

PERFORMANCE ORDER

All teams registered in the Online registration system by the on time deadline - will be put into a random algorithm that will determine performance order. Teams that register after the on time deadline - will be placed in performance order at the beginning of the division. This procedure may be altered only to abide by the 20-minute cross competitor policy already set in place.

JAMZ INJURY PROTOCOL

At any time during a competition a coach, music representative, or injured athlete themselves may stop a routine due to an injury on the floor. JAMZ competition and safety officials may also at any time stop a routine due to an injury on the floor that may create a potential safety hazard because of the inability of the athletes to hold, support, spot or catch. For the safety of all athletes competing, a routine may be interrupted if an athlete is clearly injured, if an athlete is questionably injured and does not resume their role in the routine within seconds of questionable injury, or if an athlete leaves the competition floor due to an injury. 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. If a team is allowed to perform again, they will have to perform the second routine "full out" and be judged from the time music error happened until finish of routine. If a team is permitted to perform again, they will have to perform the second routine "full out" and be judged from the time music error happened until finish of routine. If the team does not perform the routine full out the second time JAMZ has the right to disqualify the team.

RULES VIOLATIONS/POINT DEDUCTIONS

Registered coaches of a team may request a review of another teams level rules or general safety rules violations only within 24 hours of the completion of the competition day. A rival team MAY NOT request the review of another team's routine for execution point deductions because those deductions are based on the human eye and are not review able for adding additional deductions not viewed live. Registered coaches may request a review of their own team's execution point deductions/rules violations up to 24 hours after the completion of the competition. However, please be aware any review of your point deductions/ rules violations may result in your team being awarded additional violations that were not viewed during the "live" performance if the video review discovers deductions not originally placed on your team. If the awards ceremony has already been completed and a team is given additional level rules violations or general safety rules violations based upon a lodged complaint within 24 hours of the close of the competition day then placements of teams may be altered ONLY if it effects the Top 3 teams in a division. Nevertheless, JAMZ will not strip any team of a national championship or top 3 placement once it has been awarded on stage but instead reward dual placements or co national champions to teams in that division. These rules violations/ point deductions review complaints must be lodged within 24 hours of the completion on the competition day. All complaints should be lodged with the JAMZ Event Director or by emailing championships@jamz.com within 24 hours of the close of a competition day.



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ALL YOU NEED TO KNOW ABOUT THE SCHEDULE:

JAMZ will release a Preliminary line up two Tuesdays prior to the event.

Draft Schedule will be released by the Wednesday prior to the event. You will then have 24 hrs to make any changes.

Final Schedule will be released the Friday prior to the event

JAMZ may release the schedules earlier than the above timeline.

If you have any schedule questions – please email championships@jamz.com

JAMZ REFUND POLICY

JAMZ refund policy is as follows. Please check our website for the “Pay by” date for each event. All refunds are issued in the manner that they were received. Please allow 3 weeks to process the refund. All refunds will be automatically processed when you click on MAKE EVENT CHANGES in your online system and delete the athlete. If a refund is due, it will automatically process. Once you delete the athlete and SAVE it will tell you how much is being refunded to you.

100% Refund = Pay by – X/XX

50% Refund = AFTER the Pay by

0% Refund = After the Payment DEADLINE date

