

2020-2021 TSSAA Cheer Rules and Regulations

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

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TMSAA CHEERLEADING SECTIONAL CHAMPIONSHIP and TSSAA STATE CHEERLEADING CHAMPIONSHIP GUIDELINES AND DIVISIONS

(Performance Routine and Game Day Divisions)

Middle School Division:

Squads entering the TMSAA Cheerleading Sectional Championships may enter only one of the following divisions:

Middle School Divisions – 9th Grade and Below

Junior High Divisions WILL be allowed 9th grade participants if (1) they attend a school that is under the administrative supervision of the same school board as the junior high school that they are representing AND (2) a minority of the team are 9th graders. Junior High teams with majority of 9th grader participants must compete as a Junior Varsity.

Middle School Performance Divisions

- Small Middle = 5-16 members (West, Middle & East)
- Large Middle = 17-30 members (West, Middle & East)
- Non-Tumbling = 5-30 members

Varsity Divisions:

Squads entering the TSSAA State Championships may enter **only one** of the following divisions

All Junior Varsity Divisions – 7th Grade -12th Grade

Junior Varsity Divisions WILL be allowed 7th and 8th grade participants if they attend a school that is under the administrative supervision of the same school board as the high school that they are representing. Junior Varsity teams must be the official Junior Varsity of the school they represent. Teams will only be allowed to compete in the Junior Varsity Division if they are the official Junior Varsity team. If there is only one team from a school, that team will be required to compete in the Varsity division and meet the Varsity Division grade restrictions. Teams that have members that cheer varsity sports must compete as a varsity team.

All Varsity Divisions – 8th Grade - 12th Grade

6th grade and below participants will NOT be allowed on a Varsity team. 7th grade participants will be allowed to participate on a Varsity team if the school they attend is under the direct administrative supervision of the same school board as the Varsity team they are representing. If there is only one team from a school, that team will be required to compete in the Varsity division and meet the Varsity Division grade restrictions. Teams that have members that cheer varsity sports must compete as a varsity team.

JV & Varsity Performance Divisions

- Junior Varsity = 5-30 members
- Junior Varsity Routine Division (Non-Tumbling) = 5-30 members
- Junior Varsity Coed = 5-30 members (1 or more males)
- Varsity Routine Division (Non-Tumbling) = 5-30 members
- Varsity Routine Division (Non-Building) = 5-30 members
- Small Varsity = 5-15 female members
- Medium Varsity = 16-19 female members
- Large Varsity = 20-23 female members
- Super Varsity = 24-30 female members
- Small Coed Varsity = 5-20 members (only 1-4 males allowed)
- Medium Coed Varsity = 21-25 members (only 4-7 males allowed)
- Large Coed Varsity = 21-30 members (8 or males allowed)

Game Day Divisions

Teams may add up to 1 (one) mascot in their Game Day Routine. The mascot must enter the floor with the team and should be used to raise crowd energy and participation. The mascot is not allowed to be involved in any stunts / technical skills and or tumbling and should position themselves away from skills being performed. The mascot will not count towards the total number of participants allowed.

Game Day Divisions

- **Junior Varsity Game Day** = 5-30 members
- **Small Varsity Game Day** = 5-16 members
- **Large Varsity Game Day** = 17-30 members

CODE OF CONDUCT

TSSAA 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, TSSAA asks that the following Code of Conduct be adhered to during all TSSAA Competitions:

1. 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.
2. Participants, coaches or spectators are prohibited from contacting the Judges during the competition.
3. Judges' rulings are final related to deductions, final team placements and legalities.
4. 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 TSSAA Competitions.
5. TSSAA reserves the right to remove any persons from a competition for unsafe or unsportsmanlike conduct

SCHOOL ELIGIBILITY POLICY

1. All members of the cheerleading squad must be current members of the official school spirit squad and must attend the school they are representing. (Exception: this will not preclude participation from sister schools for same-gender schools as long as they are official members of the squad.)
2. A squad may enter a squad in a performance division and enter a separate squad in the game day division.
3. Cheer Squads may only compete in ONE category/division (Game Day OR Performance) at the TSSAA Competition.
4. Individuals are NOT permitted to compete on two School teams.
5. Teams may participate in more than one local or regional competition during the season.
6. The team should display an overall behavior conducive to serving as public representatives and ambassadors of their school/organization.

UNIFORM GUIDELINES

1. UNIFORMS
 - a. All participant uniforms must cover the midriff when standing at attention. Covered midriff does include flesh or nude colored body suits and liners; however, fringe would not count as a cover.
 - b. Any team in violation of the uniform guidelines will be assessed a five (5) point deduction.
 - c. A traditional sideline uniform (that covers the midriff when standing at attention and has an element that is identifiable to your school – colors, logos, letters, mascot, etc.) is required for all Game Day divisions.

- d. 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.

2. MAKE-UP

- a. **If worn, make-up should be appropriate for both the performance and age of the athletes, utilizing colors suitable for skin tone.**

3. HAIR

- a. **Hair for all athletes does not have to be worn the same but must be secured off the face with a simple style that considers all diversities.**
- b. Bows are not required, however if worn bows should not be excessive in size and shouldn't be a distraction to the performance. Bows should be worn in a manner to minimize risk for the participants, should be adequately secured on the back of the head with the tails facing down and should not fall over the forehead into the participants' eyes or block the view of the participants while performing. A .25 deduction will be given for teams in violation of this rule.

TIME LIMITATIONS

1. Each performance routine presentation must include at least one cheer or sideline chant. The musical portion must not exceed one minute and thirty seconds. Total time limit is two minutes and thirty seconds. Timing will begin with the first movement, voice, or note of music, whichever comes first.
2. Each Game Day performance should consist of a Band Chant, Situational Sideline, Time Out Cheer and Fight Song. The maximum performance time must not exceed three minutes. Timing will not include the team spiriting, rallying, or individuals performing jumps, kicks or tumbling, but will begin with the first group movement, voice, or note of music, whichever comes first.
3. If a team exceeds the time limit, a penalty will be assessed for each violation. Three (3) point deduction for 1-5 seconds over, Five (5) point deduction for 6-10 seconds over and Seven (7) point deduction for 11 seconds and over.
4. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until 3 seconds over the allowed time.
5. 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.
6. Introductions
 - a. All introductions (entrances, chants, spell-outs, etc.) are considered part of the routine and will be timed as part of the performance. Stunts are not allowed during the team's entry to the floor or any time prior to starting the performance.
 - b. All team breaks, rituals and traditions need to take place prior to entering the mat.
 - c. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Stunts are not allowed during the team's entry to the floor or any time prior to starting the performance. Example: stunts, running of the flags, chest bumps, hugs, handshakes, etc.
 - d. All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a ONE-point deduction.
 - e. There should not be any organized exits or other activities after the official ending of the routine.

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. 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.
18. **VIRTUAL COMPETITION MUSIC GUIDELINES**
 - a. **The USA Cheer Music Copyrights Educational Initiative will govern all sound recordings used at the event 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.**
 - b. **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 the Music Provider list for updates and changes periodically.**
 - c. **School Cheer & Open Rec: All routines will be judged with sound and available for Varsity TV subscriber viewing with sound for 48 hours once the event goes live. After 48 hours, the routines will be available without sound for Varsity TV subscribers. After 5 days, routines will be available free of charge without sound for the duration of the competition season.**

COMPETITION PERFORMANCE AREA

1. Participants must start in the competition area with at least one foot on the ground.
2. Teams may line up anywhere inside the competition area.
3. TSSAA Competitions comply with the NFHS surface ruling that school-based programs may not compete on a spring floor.
4. Approximate floor size will be 54 feet wide by 42 feet deep (9 strips).
5. **BOUNDARY FOR THE TSSAA Competitions** – Any team member stepping outside or touching outside the performance area will cause the squad to receive a .5 penalty per occurrence.
 - a. The white line is considered a warning mark.
 - b. A penalty will be assessed when any ONE full hand, foot or body part touches outside of the performance surface.
 - c. Once a team member takes the floor, they must remain on the floor until the end of the performance.
6. Signs or props may be safely placed or dropped outside the competition area by a team member who must remain inside the competition area. A HALF (0.5) point penalty will be assessed for Props (signs, etc.) that are made of solid material or have sharp edges/corners released from a top person or for persons on the ground throwing hard props.
7. All team mascots, props, center markers, etc. are prohibited. The center marked on all performance surfaces.

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 rather than the team, the team affected should STOP the routine.
2. 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.
3. **If worn, and an athlete's mask is no longer appropriately secured to their face, competition must stop in order for the athlete to properly affix their mask.**

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.
2. 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.

INJURY

1. The only persons that may stop a routine for injury are; competition officials, the advisor / coach from the team performing or an injured individual.
2. 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.
3. 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. Any athlete who exhibits signs or symptoms of a suspected concussion will be removed from the activity immediately and will not be allowed to participate (i) within 24 hours of the incident AND (ii) without first being cleared by a medical professional trained in concussion management.
4. In addition, the sponsor/director 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.

SPOTTER POLICY

To promote a higher level of safety for competing athletes, Varsity will provide additional spotters at all TSSAA cheer competitions for the main floor.

Guidelines:

1. TSSAA Competition Varsity provided additional spotters will be mandatory on the competition floor.
2. Cheer teams may provide additional spotters in rehearsal/warm up.

Definition of Additional Spotter: Individuals on the competition floor provided as a safety precaution to spot certain elements of a routine. Competition provided additional spotters will follow the listed guidelines.

Additional Spotters:

1. Should only be used during the stunt, pyramid, and/or basket toss sections. Additional spotters are present for added safety and should stand at the back of the floor when not spotting those sections.
2. 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 fall deduction.
3. Should be dressed so that they are presentable, professional, and distinguishable from the performing athletes.
4. Should not dress or act in a manner that distracts from the athletes and their performance.
5. 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.**

SPORTSMANSHIP

1. All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine.
2. The advisor and coach of each team is responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification.

3. When a coach is in discussion with an official, other coaches, athletes and parents/spectators, they must maintain proper professional conduct. Failing to do so may result in 1.0 deduction, removal of coach or disqualification.

VIOLATIONS

Any team in violation of these Rules and Regulations or any of the above-mentioned guidelines will be assessed a ten (10) point deduction. This deduction does not apply to deduction or violations within the point deduction system.

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.

FINALITY OF DECISIONS

By participating in this competition, 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.

SCORES AND RANKINGS

1. Individual score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. Scores and rankings will be available only to coaches or captains at the conclusion of the competition. Judges' decisions are final.
2. Junior High and Junior Varsity TSSAA COMPETITION TIE BREAK POLICY - All ties in each division will remain.
3. TSSAA STATE CHAMPIONSHIP TIE BREAK POLICY - In the event of a first-place tie, the team with the lessor deductions will be awarded first place. If the deductions remain equal, the tie will not be broken and both teams will be awarded first place.

AWARDS AND PRIZES

Awards will be given in each division. The number of awards given will be based on the number of squads participating in each division. In there are three squads in a division, then there will only be a first place given. If there are four or five squads in a division, then there will be a first and second place given. In a division with six to 20 squads, there will be a first, second, and third place given. If a division has more than 20 squads, there will be a first, second, third, and fourth place given.

HOW TO HANDLE PROCEDURAL QUESTIONS

1. RULES & PROCEDURES - Any questions concerning the rules or procedures of the competition will be handled exclusively by the advisor / 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 and/or following the outcome of the competition.
3. MUSIC / AGE - Any questions concerning a specific violation in music compliance must be submitted in writing to the Competition Director immediately following the team's performance.

INTERPRETATIONS AND / OR RULINGS

Any interpretation 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 TSSAA competition official.

JUDGING CRITERIA

1. Performance Routines

- a. The judges will score teams using the criteria listed on the score sheet. Each team will be evaluated on a 100 - point system.
- b. Cheer will count for 35 points and 65 points for the Music section of the routine. Each section will be combined for the final score.
- c. Any deductions or violations will be taken off the final score. For more information on scoring, score sheet and judging criteria, please visit uca.varsity.com.

2. Game Day Routines

- a. The Game Day Championship showcases what traditional cheerleading is all about – leading the crowd! Teams will be evaluated on their ability to lead the crowd, proper game day skill incorporations / performance, motion/dance and overall routine.
- b. The performance will follow this order: Band Chant, Situational Sideline, Cheer, followed by the Fight Song.
- c. The use of crowd leading tools such as signs, poms, flags and/or megaphones is required.
- d. The incorporation of stunts and tumbling are only allowed during the fight song, sideline, and cheer. Stunts are not allowed as a transition before or between sections. This would include the team's entry to the floor, between the sideline and cheer, and any time prior to starting the performance. Exception: Tumbling is allowed prior to the start of the performance and between sections but would be prohibited in the band chant section.
- e. Fight song incorporation is limited to three (3) consecutive 8-counts of stunts and/or tumbling. If the fight song repeats, the incorporation will only be allowed both times if it is repeated exactly the same both times. Counting will begin with the first initiation of a skill and continue until either the incorporation is complete or the end of the 3rd 8-count.
- f. The Band Chant should have an emphasis on crowd appeal and practicality – No stunting or tumbling is permitted, however jumps and kicks are allowed. The incorporation of stunts and tumbling are only allowed during fight song, sideline and cheer.
- g. Following completion of the band chant, the announcer will give squads a game scenario indicating an offense or defense situation. Teams should show their definitive understanding of the situation with an offensive or defensive crowd-leading response.
- h. The judges will score teams using the criteria listed on the Game Day score sheet. Each team will be evaluated on a 100-point system.
- i. The Sideline and Cheer will count for 50 points, and the Band Chant and Fight Song will count for 50 points. Each section will be combined for the final score.
- j. Each section should have a beginning and end. Note: Spirited crowd leading interaction between each section is encouraged to continue the game day feel. Stunts are not allowed as a transition before/between sections, this would include the team's entry to the floor and any time prior to starting the performance.
- k. Traditional game day uniform is required.
- l. Total Time is limited to 3 minutes.
- m. If a team exceeds the time limit, a penalty will be assessed for each violation. Three (3) point deduction for 1-5 seconds over, Five (5) point deduction for 6-10 seconds over and Seven (7) point deduction for 11 seconds and over
- n. Additional Skill Restrictions
 - No Tosses (basket, sponge or elevator) are allowed.
 - No Inversions are allowed.
 - No Twisting Released Dismounts are allowed.
 - Single leg stunts are limited to liberties and liberty hitches.
 - No Running Tumbling is allowed.
 - Standing Tumbling is limited to one tumbling skill and a back tuck is the most elite tumbling skill allowed. Examples: Standing full is not allowed. Rippled Single Back Handsprings would be allowed. Jump tumble (single skill) would be allowed
- o. Any deductions or violations will be taken off of the final averaged score. For more information on scoring, score sheets and judging criteria, please visit uca.varsity.com

2020-2021 SAFETY RULES

Rules subject to change by NFHS. Go to www.NFHS.com for the most updated rules.

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 TSSAA, 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

Teams will not be allowed to use the TSSAA logo, VARSITY (UCA, UDA, NCA OR NDA) or the NHSCC logo including; banners, rings, bows, t-shirts, etc. without prior approval from the TSSAA and VARSITY Office. However, the use of the TSSAA or UCA, UDA, NCA OR NDA letters will be allowed.

COVID-19 TSSAA and VARSITY COMPETITION RULES

Safety is our priority for your competition experience. We are deeply committed to the safety and well-being of our athletes, coaches and spectators. We are prepared to administer a competition that will meet the state and local guidelines related to COVID-19 at the time of the event. While the final details and schedule of any competition could require up to the day adjustments, and all guidelines are subject to change based on Centers for Disease Control and Prevention ("CDC"), federal, state and local guidance, please be assured that TSSAA and Varsity Spirit are committed to delivering the same quality of competition experience for which we are known. We appreciate your understanding of the flexibility this will require. By accepting the Terms and Conditions as the authorized person from my program I agree and acknowledge to abide by the COVID-19 TSSAA and Varsity Competition Rules.

National High School Cheerleading Championship Information

HOW TO QUALIFY FOR THE 2021 NHSCC:

In order to qualify for our National High School Cheerleading Championship (NHSCC), teams are required to fulfil the following requirements:

1. 75% of the qualifying team must have attended a 2 Day Varsity Spirit Summer Camp and participate in the Squad Credentialing program.
2. Compete and receive a bid at a 2020 UCA qualifying regional competition for the 2021 National High School Cheerleading Championship.
3. The division the team competes in at the regional will be the only division the team is allowed to compete in at the NHSCC. Exception – some divisions are further split further by Team Size or School Size at the NHSCC than they are at a qualifying regional competition.
4. Individuals may NOT represent more than one team at the National Championship. Exception – Junior Varsity members may perform with the Varsity in a Varsity Game Day Division.

5. NHSCC will require one coach per cheer team to complete the Safety Risk Management certification course and must accompany the team at the NHSCC. Proof of certification is required upon registering for the National Championship.
6. To create a Championship that gives equal opportunity for schools of similar student composition, UCA will subdivide the Varsity divisions at the NHSCC based on school enrollments in the 9th - 12th grades as of October 1, 2020. Varsity Divisions I & II – Please provide a letter signed and verified from your registrar’s office on school letter head with your total enrollment information. Please mail to the UCA office no later than three weeks prior to the NHSCC. Check out www.uca.varsity.com for more details.

HOW TO QUALIFY FOR GAME DAY LIVE AT 2021 NHSCC:

In order to qualify for our National High School Cheerleading Championship (NHSCC) in the Game Day Live division, teams are required to fulfil the following requirements:

1. Video Submission Qualifications:

- a. To earn a bid, the pep band and cheer team must create and submit a video up to a 2-minute performance of the school’s traditional fight song together.
- b. Videos will be accepted from August 1, 2020 until November 1, 2020.
- c. Submissions will receive an invitation to compete in the Game Day Live division starting one week after the submission is received.
- d. Game Day Live bids will also be offered at select UCA Regional Competitions in 2020. See Competition dates for availability.
- e. Videos may be composed of original footage at practice or a game day setting and should be filmed to see the band and cheer team performing together.

2. Cheerleaders:

- a. 75% of the qualifying cheer team must still attend a UCA Regional Competition and compete in the Game Day division, even if they already received a guaranteed bid for the Game Day Live division from the video submission process.
- b. Game Day Live bids will also be offered at select UCA Regional Competitions in 2020. See Competition dates for availability.
- c. Videos must be submitted prior to the cheer team attending a UCA Regional Competition.
- d. The cheer team must attend a UCA Regional Competition and compete and receive a bid in the Game Day division, even if they already received a guaranteed bid for Game Day Live from the video submission process.
- e. Teams that accept the invitation to compete in the Game Day Live division will ONLY be allowed to compete in the LIVE version of Game Day. They will not be allowed to compete in another Game Day division.

3. Pep Band:

- a. If a pep band and cheer team choose to attend a competition; the pep band must register for the event and complete a release waiver for each participant.
- b. The pep band will perform with the cheer team in this order: Band Chant, Situational Sideline, Cheer and Fight Song. The pep band may play a drum cadence for team entry to the floor, transitions between sections, drum cadence or back beat behind the Sideline and Cheer sections.
- c. The pep band must be current members of the official pep band for the school they are representing.
- d. The pep band must submit a deposit of \$50 per pep band member upon receiving a bid to secure their spot in the Championship. Spots will be held on a first-come, first-serve basis.
- e. The pep band must be in a school-related, coordinated outfit (i.e., traditional team uniform, coordinated outfit representing your school colors, letters, mascot, etc.).
- f. The pep band does NOT need to attend a Varsity Spirit Camp or UCA Regional Competition in order to submit a video in conjunction with the cheer team.

NHSCC SPECIFIC RULES & REGULATIONS

Please note: All UCA Rules & Regulations in this document will apply at the NHSCC. The following Rules & Regulations are specific to the National High School Cheerleading Championship.

NHSCC CHAMPIONSHIP DIVISIONS

Athletes may only perform up to 2 times if one routine is a performance routine and the other is a game day routine. If an athlete is performing 2 times, they must be representing the same program/school in both performances.

Please visit uca.varsity.com for a complete listing of divisions for both regional competitions as well as the National High School Cheerleading Championship.

TOURNAMENT FACILITY

1. The competition is scheduled to be held at Disney's Wide World of Sports®
2. The tournament officials shall have the right to alter the time and location of the competition in the event changes because necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament offices to be essential to the successful execution of the championship.

PRELIMINARIES, SEMI-FINALS AND FINALS

1. UCA reserves the right to determine if a preliminary, semi-final or final round will be necessary. All division with only one round prior to the finals will be classified as a semi-final.
2. The top two teams in each preliminary round of 20 teams and over ("A", "B", etc.) will automatically advance to the finals in their respective division. One team in each preliminary round of 19 teams and under ("A", "B", etc.) will be automatically advance to the finals in their respective division.
3. There will be a minimum of 50% of the teams that will advance from each round of competition.
4. Tournament officials will have full authority to make the final determination of the number of teams selected to advance to the next round.

NATIONAL CHAMPIONSHIP PARTICIPATION

It is understood that teams that participate in the National High School Cheerleading Championship will NOT knowingly and willingly participate in any other cheerleading event promoted as a national or international championship for the 2020-2021 school year. (Exception: USA National Championship and The Quest Recreational Championship) A school can compete at UCA and NCA if that team is recognized as a separate team by the school and no athletes are the same. (No athletes can compete at both events) Teams who violate this rule will be subject to disqualification and will forfeit the opportunity to participate in the subsequent National High School Cheerleading Championship.

AWARDS AND PRIZES

All teams in the final round of competition will receive a trophy. Teams who rank first, second, or third place will additionally receive bronze, silver, or gold medallion. Teams place first will receive a championship banner and jacket for each participant who performed on the floor plus two coaches. Based on availability, rostered alternates may request additional jackets after the competition of our final awards sessions on Sunday evening.

TELEVISION COVERAGE

The National High School Cheerleading Championship is nationally televised on ESPN and ESPN2. Because of the format of the show, not all finalist teams will be shown on the telecast.

APPEARANCES, ENDORSEMENTS AND PUBLICITY

All teams winning titles, awards or prizes agree to have all appearances, endorsements and publicity approved through the NHSCC 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 TSSAA Competition and NHSCC, (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.