



# 2025 TSSAA EVENT GUIDELINES

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\*All updates and changes displayed in **RED** font\*

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## CHEER DIVISIONS GUIDELINES

(Performance Routine and Game Day Divisions)

*Only TSSAA member schools may compete at TSSAA Competition.*

*Cheer Squads may only compete in ONE category/division (Game Day OR Performance) at the TSSAA Competition.*

*Individuals are NOT permitted to compete in two (2) routines. Cheer teams may participate in Spirit Program in addition to their cheer routine (Game Day or Performance). An individual may compete in 1 cheer routine and 1 Spirit Program routine. Individuals are NOT permitted to compete in two **cheer** routines.*

*FOUR registered coaches are permitted to enter the team entrance and stay with the team throughout warmup and performance.*

*Alternates must be dressed in matching school cheer uniform or team warm-up. Alternates dressed in street clothes or dress other than cheer uniform/team warmup will need to purchase a spectator ticket and enter as spectator.*

*TSSAA strongly recommends that you have an alternate (not a member of another competing squad at the same event), who is prepared to substitute in the event of injury, probation, etc. No cheerleader/dancer may represent more than one Team, even in the event of injury or emergency. Once a team checks into the event, the team will not be allowed to change divisions.*

*The TSSAA reserves the right to add, modify, and/or combine divisions based on actual registration.*

*Divisions with less than 3 teams competing for 3 consecutive years will be combined or eliminated the following year.*

## CHEER SCHOOL DIVISIONS

### **All Junior High 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.

### **All Varsity Divisions – 8th Grade - 12th Grade**

7th grade and below participants will NOT be allowed on a Varsity team. 8th 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.

### **Game Day/ Spirit Program Divisions**

Teams may add up to 2 (two) mascots in their Game Day Routine. The mascot(s) must meet all the eligibility requirements as the athletes. The mascot(s) must enter the floor with the team and should be used to raise crowd energy and participation. The mascot(s) is not allowed to be involved in any stunts/technical skills or tumbling and should position themselves away from skills being performed. The mascot(s) will not count towards the total number nor gender of participants allowed in the division. Mascots may only perform in one role and remain in the mascot suit throughout the entirety of the routine.

## CODE OF CONDUCT

TSSAA encourages and supports sportsmanship, integrity and fairness among participants and coaches in all facets of cheerleading including team/squad practice and performance.

To ensure the most positive experience for all attendees, TSSAA asks that the following Code of Conduct be adhered to during all the TSSAA Cheer and Dance State Championships:

1. Any questions or concerns that affect a team's performance or experience must be communicated by the coach to the Score 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 Cheer and Dance State Championships.
5. TSSAA and Varsity Spirit reserves the right to remove any persons from a competition for unsafe or unsportsmanlike conduct

## DIVISION GUIDELINES

(Performance Routine and Game Day Divisions)

1. Only TSSAA member schools may compete at TSSAA Competition.
2. All members of the team must support the school's athletic endeavors throughout the year (games, pep rallies, half-time shows, etc.).
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 in two (2) **cheer** routines.
5. FOUR registered coaches are permitted to enter the team entrance and stay with the team throughout warmup and performance.
6. Alternates must be dressed in matching school cheer uniform or team warm-up. Alternates dressed in street clothes or dress other than cheer uniform/team warmup will need to purchase a spectator ticket and enter as spectator.
7. TSSAA strongly recommends that you have an alternate (not a member of another competing squad at the same event), who is prepared to substitute in the event of injury, probation, etc. No cheerleader/dancer may represent more than one Team, even in the event of injury or emergency. Once a team checks into the event, the team will not be allowed to change divisions. An individual may not represent more than one school team.
8. Schools may not have more than one team competing in one single division.

***At the discretion of the TSSAA, divisions may be modified, added, divided, adjusted and/or combined.***

Please visit <https://tssaa.org/sports/cheerleading> for a complete list of divisions for TSSAA State Cheer Championship.

## SCHOOL ELIGIBILITY POLICY

1. All members of the cheerleading team must be current members of the official school spirit squads and must attend the school they are representing. All members of the team must support the school's athletic endeavors throughout the year (games, pep rallies, half-time shows, etc.)
  - a. Exception 1: Single-gender schools may use athletes from affiliated schools if they are official members of the squad. These teams must support the school(s) athletics/ endeavors throughout the year, and not solely combined for competition purposes.
2. Cheer Squads may only compete in ONE category/division (Game Day OR Performance) at the TSSAA Cheer Championship.
3. Individuals are NOT permitted to compete on two **different** School Teams at the event.
4. The team should display an overall behavior conducive to serving as public representatives and ambassadors of their school/organization.

5. All athletes and coaches must be registered and listed on the Event Roster to be submitted at check in for each event. Roster Forms can be found at [UCA Competition Required Forms](#) under Regional Competition Forms & FAQs.
6. Student-athletes who are subject to an open criminal proceeding relating to any offense involving sexual misconduct or violence, who have a criminal conviction for any offense involving sexual misconduct or violence, or whose names are listed on temporary or permanent ineligible lists maintained by USA Cheer or the U.S. All Star Federation are prohibited from participating in any Varsity Spirit competition.

## 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 TWO (2) 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 divisions.
- d. Teams may not use Disney themes, nor may they have costumes that resemble a Disney character. However, Disney music is acceptable if it follows the music guidelines. Any use of Disney music requires prior approval and must be sent to [musicinfo@varsity.com](mailto:musicinfo@varsity.com) at least one month prior to your first competition.

### 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. If worn, bows must:
  - NOT be excessive in size
  - NOT be a distraction to the performance.
  - Be positioned in a manner to minimize risk for all participants. This is restricted to back of the head (below the crown)
  - If the bow has tails, they must be facing backwards and down to limit the ability to fall the forehead into the participants' eyes or block the view of the participants while performing.
- c. A .25 deduction will be given to teams in violation of this rule.

## TIME LIMITATIONS

### 1. Introductions

- a. All introductions (entrances, chants, spellouts, etc.) are considered part of the routine and will be timed as part of the performance. Skills are not allowed during the team's entry to the floor or any time prior to starting the performance. EXCEPTION – See Game Day Below
- 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. **Example: chest bumps, hugs, handshakes, choreographed dances, rituals, etc.**
- d. Teams have 30 seconds from the team's introduction to start the routine. If a team exceeds this time limit, a penalty of a .25-point deduction for 1-5 seconds or a .5-point deduction for 6 seconds and over will be assessed.
- e. 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. **Excessive celebration includes, but is not limited to, team huddles,**

5/15/2025 alternates/coaches entering the competition floor, falling to the ground, dancing, head/hair swinging, split drops, inappropriate gestures, and/or other similar moves.

- f. There should not be any organized exits or other activities after the official end of the routine.
2. Timing will begin with the first **choreographed** movement, voice, or note of music, whichever comes first. **Timing will END with the last choreographed movement, voice, or note of music whichever comes last.**
3. If a team (cheer team or pep band) exceeds the time limit, a penalty will be assessed for each violation. One (1) point deduction for 1-5 seconds over, Two (2) point deduction for 6 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. If a routine is retimed as part of a review, the exact time will be used without the 3 second allowance listed above.
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.

**Performance Routines** - Each performance routine presentation must include at least one cheer or sideline chant.

- Maximum Overall Time: 2:30 (150 Seconds)
- Maximum Musical Portion: 1:45 (105 Seconds)

**Game Day Routines** - Each Game Day performance must consist of a Band Chant, Crowd Leading section, and Fight Song.

- Maximum Overall Time: 3:00 (180 Seconds)
- For Game Day Routines, timing of the routine will NOT include the team spiriting, rallying, or individuals performing jumps, kicks, tumbling, or single-based lifts but will begin with the first group movement, voice, or note of music, whichever comes first. The entrance time limit of 30 seconds still applies for Game Day routines.

**Spirit Program Routines**

- Maximum Overall Time: 3:00 (180 Seconds)

## 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. Teams should not have choreographed movements to enter the stage. Teams have 30 seconds from the team's introduction to take the floor and start the routine. If a team exceeds this time limit, a penalty of a .25-point deduction for 1-5 seconds or .5-point deduction for 6 seconds and over will be assessed.
6. Any team member stepping outside or touching outside the performance area will cause the squad to receive a .5 penalty per occurrence. If a violation is assessed, the judges' decisions are final and will not be reviewed.
  - a. The white line is considered a warning mark.
  - b. A penalty will be assessed when any or a combination of the following occurs: two hands, two feet, or any part of the seat or torso 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.
7. All team mascots (ex: stuffed animals), center markers, etc. are prohibited. The center will be marked on all performance surfaces. **Teams are prohibited from bringing any non-used props to the performance area.**
8. 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. Approved props include foam fingers, rally towels, signs, poms, flags and/or megaphones. Props should be used for crowd leading and appropriate for crowd response.

- b. Props may not be thrown into the crowd.
- c. Props cannot bear the weight of the performer. This includes sideline cheer/dance boxes used at games.
- d. No air horns or artificial noise makers allowed.
- e. Props may be discarded off the performance surface but not hit/banged on the floor outside the performance area.
- f. All equipment tips on flagpoles must be padded or taped
- g. f. All props must be able to fit through a standard size (36") single door.
- h. Prop approvals or prop questions can be submitted to [UCARules@varsity.com](mailto:UCARules@varsity.com) and must be received at least 2 weeks prior to your event.

9. Spotter Policy: Varsity Spirit Spotters will be available on the main competition floor.

Note: Teams should not attempt skills beyond their ability level.

10. Coaching staff, parents, fans and/or other members of the performing team entering the competition boundary before, during or after a performance is not allowed. The only people allowed on the performance floor are the competitors and competition personnel.

## **VIOLATIONS**

Any team in violation of these Event Guidelines or any of the above-mentioned guidelines will be assessed a **one (1)** point general deduction. This deduction does not apply to deduction or violations within the point deduction system or already assigned a lower/higher point value.

## **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. **THERE IS NO PROCESS OF PROTEST.**
1. Any deductions or violations will be taken off the final score, and TSSAA will not change or overturn the judges' decision.
2. TSSAA TIE BREAK POLICY – Ties will only be broken for **FIRST PLACE** during the competition. 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.
3. By participating in a TSSAA event, teams give their consent for performances and scores to be made public.

## **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 asked prior to the team's competition performance.
2. **PERFORMANCE** - Any questions concerning the team's performance should be directed to the Competition Director immediately after the team's performance.
3. Questions regarding another team and/or their performance will not be allowed.
4. Deduction sheets will be available shortly following each team's performance. Questions regarding deductions can be made by the Schools Official Advisor/Coach of the team only and must be done within 10 minutes of the team's deduction sheet being released to team or prior to final awards-whichever happens first. Challenges will NOT be accepted after teams 10-minute timeframe and/or after competition results have been announced.

## **INTERPRETATIONS AND / OR RULINGS**

Any interpretation of these TSSAA Event Guidelines or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment 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 competition official.

## SAFETY RULES

Rules subject to change by USA Cheer. Go to [usacheer.org](http://usacheer.org) for the most updated rules.

- Junior High Divisions will be restricted from performing any type of toss (basket, elevator, or similar multi-based tosses) or waist level cradles.
- Non-Tumbling Divisions will restrict any hip over head rotation except for entries and exits to stunts/pyramids. Back handspring entries WILL NOT be allowed in the Non-Tumbling Divisions.

If you have any questions concerning the legality of a skill, please email the video to [ucarules@varsity.com](mailto:ucarules@varsity.com). Include your team's name, your name, a contact phone number, and the event attending. **Videos sent via text message will not be accepted.** Videos submitted for an TSSAA event must be received **THREE weeks prior to the event** and must be labeled with the event attending.

## GAME DAY ROUTINE FORMAT

1. The performance will follow this order: Band Chant, Crowd Leading, Fight Song.
2. The use of crowd leading tools is recommended (All are not required).
  - a. Approved props include foam fingers, rally towels, signs, poms, flags and/or megaphones. Props should be used for crowd leading and appropriate for crowd response.
  - b. Props may not be thrown into the crowd.
  - c. Props cannot bear the weight of the performer. This includes sideline cheer/dance boxes used at games.
  - d. No air horns or artificial noise makers allowed.
  - e. Props may be discarded off the performance surface but not hit/banged on the floor outside the performance area.
  - f. Prop approvals or prop questions can be submitted to [UCARules@varsity.com](mailto:UCARules@varsity.com) and must be received at least 2 weeks prior to your event.
3. The incorporation of stunts/tumbling is required in the Crowd Leading and Fight Song sections if the division permits.
4. **Band Chant** should have an emphasis on crowd appeal and practicality – No stunting or tumbling is permitted, however jumps and kicks are allowed. Squads should focus on crowd engagement and visual appeal and use creative movements such as level changes and ripples.
5. **Crowd Leading** - Following 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 Sideline. After the Situational Sideline, teams will move into their Cheer which can include one reflective of a timeout, general sideline/spell-out or other cheer material that incites a response and encourages the crowd to yell along. Teams will be evaluated on their ability to lead the crowd, crowd effectiveness, proper use of motions/crowd leading tools and execution of stunts/tumbling relevant to a game day environment.
6. **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 (stunt or tumbling) until one of the following:
  - a. The routine ends within the 3 consecutive 8 counts.
  - b. Building Skills must be stationary prior to the end of the 3rd 8-count and may remain stationary until the end of the routine.
  - c. Dismounts following the completion of the routine will not be included for timing purposes. Any choreographed dismounts will continue the timing of the routine. Example – Coed toe touch pop offs performed together, in unison would be considered choreographed.
7. 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, including the team's entry to the floor and any time before starting the performance. Tumbling and single-based lifts are allowed anytime during the performance except during the Band Chant.



8. Additional Skill Restrictions
  - Basket and waist level tosses are NOT allowed. Examples of toss skills allowed are quick toss stunts, toss coed skills, and toss toe touches.
  - Inversions are NOT allowed.
  - Twisting Released Dismounts are NOT allowed.
  - Single leg stunts are limited to liberties and liberty hitches.
  - Running Tumbling is NOT allowed.
  - Single standing tumbling is allowed and cannot be connected. A single tumbling skill can only be connected to a single jump. The only standing tumbling skills that are allowed include back handspring, back tuck, forward roll, front walkover, cartwheel, standing aerial, jump back handspring, and jump tuck.
10. Any deductions or violations will be taken off the final averaged score. For more information on scoring, score sheets and judging criteria, please visit [uca.varsity.com](http://uca.varsity.com).
11. For Game Day routines only, voice-overs and words may not be recorded or overlayed on the music tracks to make the team's vocal projection sound louder.

## PRIZES AND AWARDS

1. All athletes performing on the team must be registered and rostered for the event.
2. First and Second place trophies will be given in each division.
3. TSSAA first place division winners are eligible to receive a bid to the National High School Cheerleading Championship (*Check out [UCA NHSCC Championship Rules](#) for more details*)

## 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 [musicinfo@varsity.com](mailto:musicinfo@varsity.com). Please check the 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 – provides a screenshot of the song you are using from your purchased playlist.
  - c. Music Provider – provide a printed copy with 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 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. When recording your music for the event, coaches or music editors should edit their song in a Digital Audio Workstation (DAW) and ensure the song's volume 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.
5. 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](http://varsity.com/music) for more details.
6. If a team does not have the 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).
7. 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.
8. It is required that each team have a responsible adult remain 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.

9. 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.
10. 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. CDs will no longer be allowed, and CD players will not be provided at competitions.
11. Please make sure that all devices have a headphone jack to connect to the sound system and are fully charged, volume turned up and placed in airplane mode.
12. 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.

## **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, venue (power outage, fire alarm, etc.), the coach of the team at the music stand affected should STOP the routine.
  - a. Examples: Equipment Issue – Music volume is all the way down and athletes can't hear the beginning of the routine, etc.
  - b. Venue Emergency – power outage, fire alarm, etc.
2. If the coach chooses not to stop the routine, the team may not have the option to perform again.
3. While masks are not required on the warmup floor and/or performance floor unless dictated by state or local guidance, an athlete may choose to wear a mask. If an athlete chooses to wear a mask during the performance and the mask restricts the athlete's view and/or interferes with skills or otherwise becomes a safety concern, the athlete should either secure or remove the mask. If the athlete does not secure or remove the mask, the routine is subject to being stopped by competition officials.
4. **UNIFORM MALFUNCTION** As a precaution, each performer is required to take the necessary steps to avoid inappropriate exposure during the performance. Should a uniform malfunction resulting in indecent exposure occur, the routine should be stopped immediately. This is a shared responsibility of all parties involved to recognize a malfunction has occurred.
5. If allowed to perform again, judging will resume from the point at which the injury/interruption occurred as determined by the judges. The routine must be performed full-out from the beginning of the routine. All point deductions accumulated to that point will carry over. If a team prefers not to re-work the routine, at the coach's discretion, they will take the score they have received up to that point. If a skill has not been performed a "0" will be given in the category. Teams that limit/mark skills prior to the point of injury could result in an adjustment in scores based on the skills performed.

### **FAULT OF TEAM**

2. 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.
3. 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 later, 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.

### **INJURY / ILLNESS**

1. The only people that may stop a routine for injury are competition officials, the advisor/coach of the team performing or an injured individual. This is a shared responsibility of all parties involved to recognize an injury has occurred.
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 later, 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. An athlete who has a suspected concussion should be removed from the activity immediately and should not be allowed to return to participation the same day of the incident and without being cleared by a medical professional in accordance with state law or organizational policy.
4. In addition, the sponsor and all 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.
  5. In the event of an injury or emergency, 1 parent or legal guardian may be escorted backstage during the evaluation process. While backstage, they will need to remain with the athlete or an event staff member.

#### **RE-PERFORMANCE SCHEDULE**

1. The competition officials will determine whether the team will be allowed to perform at a later time.
2. If the competition officials allow a routine to be performed later, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials and must be within thirty minutes after the rest of the division is complete.
3. If allowed to perform again, judging will resume from the point at which the injury/interruption occurred as determined by the judges. The routine must be performed full-out from the beginning of the routine. All point deductions accumulated to that point will carry over.
4. Teams that limit/mark skills prior to the point of interruption could result in an adjustment in scores based on the skills performed.
5. If a team prefers not to re-perform the routine, at the coach's discretion, they will take the score they have received up to that point. If a skill has not been performed a "0" will be given in the category.

#### **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.
4. If face coverings are required: athletes and coaches who do not comply with the face covering requirement may be assessed an unsportsmanlike deduction of 1 point.

#### **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 TSSAA will not change or overturn a judges' decision. 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.

## 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.

## OFFICIAL PARTNER

Varsity Spirit is the official spirit partner of TSSAA Cheer/Dance. No other cheer/dance instructional organization, choreographer may present, solicit business, recruit, or distribute merchandise during the TSSAA State Cheer & Dance Championship. Exception: If the Vendor has expressed in an advanced Statement of Work and received written consent from TSSAA and Varsity Spirit.

## TSSAA and VARSITY COMPETITION RULES

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 Varsity Spirit is 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 TSSAA and Varsity Competition Rules.

## TSSAA EVENT GUIDELINES 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/choreographers in my program that will coaching and directing teams at the TSSAA Competition
- (iv) I will ensure that my teams will comply with all rules and regulations at all times
- (v) My team will support the results of the TSSAA competition, as I am a role model for my programs.