

JAMZ SCHOOL POLICIES

These guidelines apply to all School Cheer & Dance Divisions
Changes for the 2019-2020 Season are in Red

TO COMPETE IN A "SCHOOL" DIVISION TEAMS MUST:

- Include only students of the **same** school who are designated as members of the school's spirit squad(s). An eligible team member is one who has not graduated and is eligible to compete for the **same** designated school according to that state's school association and/or the local board of education. (Exception: This will NOT preclude participation from two sister schools of opposing same-gender schools (Ex: Sister All Boy Schools and Sister All Girl schools to form one coed spirit squad) as long as they are allowed to combine in accordance to the state school's association and/or local board of education. However, this would preclude participation from two different non-opposing same gender.)
- School divisions are determined by the team member in the highest grade level.
- The participant's grade level will be based on the academic year in which the championship takes place and shall be the participant's grade level through JAMZ Nationals 2020.

Any exception to the above must be pre-approved in writing by the JAMZ VP of Development David Sims prior to the event.

ROSTER REQUIREMENTS

- Coaches will enter the names of all competing athletes in JAMZ online registration system.
- No additional school roster will be mandated.
- School teams are required to qualify for JAMZ Nationals at a regional event. If a JAMZ Regional is not within 100 miles of your city, a team may qualify via score sheet or video submission.
- Coaches are allowed to update their roster by adding athletes as the season progresses.
- Should a protest arise coaches are required to provide proof that all athletes are students of the school they are representing **at the event**.

WHAT ARE LEVELS?

Levels 1, 2, 3.1 and 3 (Novice, Intermediate, Advanced, and Elite) 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.

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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ABOUT THE RULES

In order to provide accessibility to teams who compete at various companies and event producers throughout California, Nevada, Arizona and Utah. JAMZ has formulated their rules in compliance with AACCA and NFHS Guidelines so teams have to perform minimal changes when competing at both JAMZ events and other event producers within California and throughout the West Coast. Therefore, JAMZ will be following all rules in the 2019-2020 AACCA High School Cheerleading Safety Rules. However, further restrictions do apply regarding the Level 1, Level 2, Level 3.1, Sideline Performance Cheer, and Show Cheer Non-Tumbling divisions. Please review these rules carefully.

LEVEL & DANCE RULES VIOLATIONS EXPLANATION

ALL COACHES AND ADVISORS should be aware that level rules, dance rules and general safety violations are judged live by the rules 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 rules@jamz.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 rules@jamz.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.

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.

Cheer & Dance: The Rules outlined in the JAMZ Rules and Scoring Packet are only a guideline to the JAMZ limitations of each Level, Routine Guidelines and AACCA rules and are not intended to cover all circumstances. The JAMZ Level Rules, AACCA Rules or JAMZ Routine Guidelines do not mandate a team perform any skill. Coaches, Advisors, and Trainers, should always evaluate their teams cheerleading or dance athletic skills for proper progression of skills before attempting any skills and only put skills in a routine that athletes have mastered. All cheerleading and dance athletic skills should be properly reviewed and supervised by an adult coach, preferably an adult coach that has successfully completed AACCA Safety Course.

The sport and physical activity of cheerleading and dance involves height, inversions, and physical weight of the body and/or the body of other athletes. As such, there is an inherent risk of injury involved with cheerleading, dance and all athletic activities. While the use of the AACCA Cheer Rules, JAMZ Level Rules and JAMZ Routine Guidelines in coordination with the AACCA Cheer Safety Course will help minimize the risk of injury, JAMZ makes no warranties or representations, either expressed or implied, that the AACCA Cheer Rules, JAMZ Level Rules or JAMZ Routine Guidelines will prevent injuries to individual participants.



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DIVISIONS ARE NOT GUARANTEED

JAMZ RESERVES THE RIGHT TO COMBINE/DELETE DIVISIONS BASED ON PARTICIPATION. All divisions listed are not available at every Regional Championship. For the divisions offered for each event, please visit register.jamz.com For teams registering in upper level School Cheer divisions: If there is a lack of participation in your selected division, your team may be asked to omit the element(s) allowed under the upper level School Cheer divisions to move to a lower division. Example: The 360 twisting toss allowed in Level 3 must be modified to a toe touch to abide by Schools Cheer Level 2 Rules. Coaches will be notified of this type of division change PRIOR to competition.

WHEN DO DIVISIONS COMBINE?

JAMZ reserves the right to combine/delete divisions based on participation. Coaches will be notified of this type of division change PRIOR to competition.

WHEN DO DIVISIONS SPLIT?

Show Cheer Division Splits

If there are ten (10) or more teams in a division, JAMZ reserves the right to split by "Small" and "Large" by the natural break. The natural break is calculated by finding the average participant number of the teams in that division and splitting accordingly. The natural break is calculated using the original number of participants registered.

Coed Show Cheer Divisions Splits

JAMZ will only split the Coed Show Cheer divisions into "Small" and "Large" divisions when there are at least two teams that will ultimately be registered in each respective division

**Coed is 2 or more males - If you have 1 male you are still considered all girl

- Small Coed 2-4 males
- Large Coed 5+ males

School Dance Division Splits

If there are ten (10) or more teams in a division, JAMZ reserves the right to split first by "Small" and "Large" by the natural break then by Coed then by all male if additional splits are needed - Teams/athletes cannot compete against themselves; in this instance, a mandatory split would occur.

Once the draft schedule is publicized, the boundaries of the split divisions are set for the event. You may only add athletes up to the split boundary maximum listed for your division stated on the draft schedule. You may drop athletes as necessary; however, your team will remain in the same division as posted on the draft schedule even if the adjusted number of athletes would qualify your team for the smaller division. JAMZ reserves the right to move or keep any team within a division or category.

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.



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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.

2ND PERFORMANCE

Teams are allowed to compete in a second category. However, teams are NOT allowed to compete in the SAME CATEGORY twice. The second category MUST contain at least 70% of the SAME participants as the first category and no added participants. The second performance is a flat fee. If your team chooses to do a second performance the rates are as follows

Regionals: \$50 Per team

Nationals: \$200 Per team

Second performances added after the on-time registration deadline will be full price. No exceptions.

****Second performances added after the on-time deadline will require a new team created and cross competitor fees paid for each athlete.**

Important Note: JAMZ Cannot guarantee more than 20 minutes between team's 1st and 2nd performance times. JAMZ does not guarantee time for coaches that are involved with multiple teams.

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



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AGE CHECKING/ELIGIBILITY

Registered Coaches of teams are allowed to question/lodge a complaint regarding the age and/or eligibility of another team's athlete. The request to verify or check the age or eligibility of another team must occur before the close of the competition day. No verification of the athlete will occur between the "POINT OF NO RETURN" and the team's performance on the competition floor. However, a team may be questioned regarding their athletes eligibility either before the "POINT OF NO RETURN" and after a team's performance. Only registered coaches of a team may lodge a complaint against another team regarding age/eligibility. The team lodging the complaint is REQUIRED to present proof of their team's age and eligibility at the time they are lodging a complaint against another team. Only JAMZ event officials may question or investigate a team's eligibility. All teams should have proper unaltered and clear copies of the Birth Certificates or government issued IDs of ALL athletes that are on the roster for ALL JAMZ COMPETITIONS. Failure to have such identification and/or proof of age could lead to a team's disqualification. All complaints regarding age or eligibility should be lodged with the event director before the close of the competition day.

RULES VIOLATIONS/POINT DEDUCTIONS - REGIONAL CHAMPIONSHIPS

Registered coaches of a team may request a review of another team's 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 impacts the Top 3 teams in a division. Nevertheless, JAMZ will not strip any team of top 3 placement once it has been awarded on stage but instead reward dual placements 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 rules@jamz.com within 24 hours of the close of a competition day. **Please note that a separate policy regarding rules violations/point deductions is in place at JAMZ Nationals and can be found in the 2020 JAMZ School Nationals Coaches Memo**

Please note: Coaches must refer to the School Cheer Routine Guidelines, General Safety Rules, Glossary, Penalty Info and Scoring sections for further requirements. JAMZ rules, regulations and levels are in compliance with the AACCA and NHSF guidelines and safety regulations. For further clarification regarding these rules please see AACCA rules at <http://cheerrules.com/aacca-hs/>

REASONS FOR DISQUALIFICATION:

Teams with illegal participant(s) will be disqualified. Reasons for disqualification include but are not limited to inappropriate choreography/music (at the discretion of a JAMZ official), severe demonstrations of unsportsmanlike conduct, overage participant(s), more or less participants than allowed on the floor, participant(s) not listed on official league roster, and/or illegal participant(s) listed on official league roster. If a team is found with unregistered participants, the team will be disqualified. Teams registering and performing in incorrect divisions will be disqualified.

DUE TO UNFORESEEN CIRCUMSTANCES, JAMZ RESERVES THE RIGHT TO DISQUALIFY ANY TEAM.



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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.

