

ALL STAR & RECREATION DANCE

TIME LIMIT VIOLATIONS = 1.0 point

The routine time limit is listed below. Judges will use a stop watch or similar device to measure the official time. Acknowledging the point of variance caused by human reaction, speed, and sound; judges will not issue a 1.0 point deduction until their stopwatch/clock shows a time that is below the minimum or exceeds the maximum time limit by 3 seconds.

All Star/Recreation: (*Minimum*) 1:45 – 2:15 (*Maximum*)

Solo/Duet-Trio (Ensemble): 1:30 (*Maximum*)

LEGALITY VIOLATIONS:

All Star & Recreation Dance teams and athletes must follow the USASF Dance Rules and Glossary document. Teams or individuals that do not adhere to the rules will be assessed a deduction.

WARNING = 0.0 points

- * If less than a majority (up to 50%) of groups/pairs execute a skill illegally.
(There must be a legal version being performed simultaneously for comparison.)
- * If a team has submitted a legally approved video, with identical execution at competition, but the skill is now illegal.
- * If a team has submitted a legally approved video, with identical execution at a competition, but the video ruling is incorrect.
- * The skill performed is unclear for the judge

Teams that receive a warning at a competition, need to take the time to fix the skill and make it legal prior to their next competition for the safety of the athletes.

MINOR DEDUCTION = 0.50 points

- * Illegal skill executed by an individual
- * General Safety Violation
- * Appropriate Choreography & Music
- * EPIC Brands General Guidelines
- * Coach/athlete not on team performs or assists with a skill executed by group/pair

DEDUCTION = 1.0 point

- * If a majority (more than 50%) of groups/pairs execute a skill illegally.
- * If only one group/pair executes an illegal skill.
(There is no legal version being performed for a comparison.)
- * Time Limit Violation

UNSPORTSMANLIKE CONDUCT = 1.0 point

Unsportsmanlike behavior may include, but is not limited to: the use of any type of profanity; approaching or taunting fans, parents, cheerleaders, dancers, coaches, Team Epic Brand staff members, and or judges in a manner that does not show mutual respect and cooperation. Any display of unsportsmanlike behavior by any team member, coach, or team representative, as well as teams who do not remove themselves in a timely manner from the warm-up area/floor when their assigned time has elapsed will receive a deduction. Continuation of unprofessional behavior from a coach could result in removal from the competition or disqualification.

SCHOOL & COLLEGE DANCE

TIME LIMIT VIOLATIONS = 1.0 point

The routine time limit is listed below. Judges will use a stop watch or similar device to measure the official time. Acknowledging the point of variance caused by human reaction, speed, and sound; judges will not issue a 1.0 point deduction until their stopwatch/clock shows a time that exceeds the maximum time limit by 3 seconds.

School/College: 2:15 (*Maximum*)

Solo/Duet-Trio (Ensemble): 1:30 (*Maximum*)

LEGALITY VIOLATIONS:

School & College Dance teams and athletes must follow the School Dance Rules and Glossary document. Teams or individuals that do not adhere to the rules will be assessed a deduction for EACH safety/general competition rule violation.

PERFORMANCE ERROR = 0.5 points

Example: Touching down on an aerial cartwheel with non-hands free poms in hands.

MINOR DEDUCTION = 1.0 point

- General Safety Guidelines
- Time Limit Violation
- Dancers in Kick Routine did not meet minimum number of kicks (50 kicks)
- Dancers in Pom routine do not use poms 80% of performance
- Variety routines do not include two dance styles.
- Starting or Ending off of performance surface
- EPIC Brands General Guidelines
- Appropriate Choreography & Music
- Unsportsmanlike Conduct

DEDUCTION = 1.5 points

- Routine safety rule violations