



General Rules and Guidelines

Prime Time Cheer and Dance wants to ensure that your program has the best experience with our events. We do believe in transparency with our customers before, during and after our events. Please read this document to its entirety to have full understanding of how Prime Time Cheer and Dance events are ran.

General Rules

Prime Time Cheer & Dance attendees must follow all Open Championship Series “OCS” rules and regulations. Violations can result in a point deduction and/or disqualification.

Coaches’ credentials must be worn, and visible always. Without these valid credentials, you will not be allowed to enter the warm-up areas and coach rooms.

Prime Time Cheer & Dance has the right to remove any persons from competition for any reason, including unsafe or unsportsmanlike conduct.

No stunting and/or tumbling will be allowed anywhere other than the performance floor or warm-up area.

To keep athletes and families safe, if any suspicious activity and/or illicit behavior is suspected, please report it to a staff member IMMEDIATELY.

It is the coach’s responsibility to make sure that all spectators for that team keep all objects (cameras, signs, children, etc.) at eye level while in VIP seating. If the judge’s view of the performing surface is compromised, your team may be subject to an unsportsmanlike conduct penalty at the discretion of the safety officials.

Prime Time Cheer & Dance reserves the right to close, combine, or open divisions at any time leading up to each event.

Music Policy

All programs attending Prime Time Cheer & Dance events are required to follow the USA Cheer music guidelines while attending the event. Please review the Music Copyrights Educational Initiative provided by USA Cheer to be sure you follow the music guidelines. If deemed necessary, Prime Time Cheer & Dance has the right to request a copy of the written confirmation and/or proper licensing for the music used during a routine. www.usacheer.org/music.

Prime Time cheer & Dance policy has always been that all teams should comply with US copyright laws.

All-Star teams should ensure that all their music complies with US Copyright and Licensing laws and comply with USASF-sanctioning standards on copyright and music licensing.

Prime Time Cheer & Dance will not require any teams to use any specific music provider or producer, but it is up to the individual teams to ensure their compliance. Therefore, any questions regarding.

Compliance should be referred to your music provider, music producer, or proper relevant legal counsel.

Prime Time Cheer & Dance is not a music rights holder and therefore teams should ensure their compliance with all US Copyright laws to prevent inquiries from license and copyright holders.

When in doubt about copyright law or what may be considered copyright infringement, it is recommended that members seek legal advice about their specific situation.

Coaches and Team Registration

At registration all roster, balances and team information must be cleared here. All coaches will need to provide a valid photo ID and approved clearance on background check to receive coaches' credentials.

All balances need to be paid in full for programs to compete. We accept cashier checks, cash, and Debit/Credit Cards (4% processing fee).

All rosters will be double checked at registration (head count, crossovers, ages and divisions).

All programs will receive their coaches' gift at registration and will be given a ticket (only director or owner) for a raffle that takes place at all events.

Warm-Up Area

When entering the warmup area, only approved coaches, personnel, and athletes are allowed to enter. All must have their credentials to enter warmup area. Staff will be double checking roster and number count for each team at check in table. Athletes are not allowed to bring bags with them, only acceptance are water bottles or medical bags. Prime Time is not responsible for lost and/or stolen items at our events. Please always watch your personal items.

The warmup area will have 4 stations and will go in the following order:

Stunt Mat – 6 mins

Tumble Mat – 6 mins

Water Station/ Holding -2 mins

Full Floor (dead mat) – 4 mins

In case of an emergency (sick athlete, performance stop/injury, and/or incident hindering the in mid warm up or performance) request to speak with event manager to get set for a new warm up time. Team will be provided with 15 mins on the standby floor. Team will be given an open BREAK slot for next performance time.

Performance

All teams will have a set performance time at the event. There will be an assign spectator area to watch your team. There is to be no objects being held up while team is performing. Signs are allowed as team walks onto floor but not during team performance. The clear view helps to ensure judges, and your fellow cheer family see the performance. After team has performed, all athletes will receive their gift coming off the floor. Scores will be sent to assigned coaches 15 mins after performance. If you have not received your teams score, please go to the judges stand and request for the judge manager.

Accuscore

Once scores have been received, all teams will have 15 mins to submit a score review. All decisions are FINAL by the head judge at the event. For safety infractions, please provide the official ruling from Open and/or USASF. If there is no ruling from the organization, it will be review based on how it was performed at the event.

Awards/Placements

All scores are finalized and reviewed by the head judge and event manager. Awards will be given to all teams. Top 3 teams will receive the following:

1st Place Banner with Jacket or Hoodie

2nd Place Banner

3rd Place Banner

All teams that place under 3rd will receive a Finalist banner. All athletes will get a medal for participation.

Tie Breaker - will be based off which team with the highest Routine and Dance Mastery Score. If both teams have same score in Routine and Dance Mastery Score, the next area will be number of deductions. If both areas are the same with both teams it will be broken by adding the teams Tumbling and Building Execution into one. The team with high execution scores combined will be the winner.

Grand Champion - is based off over all level (i.e. highest scoring team in Allstar Level 1, 2, 3, etc). All age divisions will compete against each other for grand champion. Teams on the Open and United will compete against each other for Grand Champion. There will only be ONE grand champion for prep and school teams, grand will be for the highest scoring team of the event (1 for prep and 1 for school teams). Novice and exhibitions teams do not qualify for grand champions.