



DANCE TEAM UNION
Unite. Create. Succeed.

2021-2022
COMPETITION RULES AND REGULATIONS

Thank you for your interest in Dance Team Union. This set of rules and regulations will assist you in preparation for your 2021-2022 competition season. The rules and regulations will apply to all school ages (other than College, which has its own separate Rules and Regulations) and Studio/All-Star categories. Please read thoroughly. Rules and Regulations are subject to change. For any questions or concerns, contact Dance Team Union at info@danceteamunion.com. **Substantive changes to the rules and regulations from the 2020-2021 season are printed in red.** We look forward to seeing you at one or more of our competitions this year!

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SECTION I: GENERAL RULES

HOW TO HANDLE PROCEDURAL QUESTIONS

1. RULES & PROCEDURES – The coach or advisor of a competing team should contact us regarding any questions or concerns pertaining to the rules and regulations.
2. PERFORMANCE – Should there be questions regarding the team's performance, the coach or advisor of the team should contact us to discuss any concerns.

DISQUALIFICATION

Teams that do not abide by the DTU Rules and Regulations are subject to disqualification from the event. A disqualified team will automatically forfeit its rights to any prizes or awards presented at the event.

DTU reserves the right to disallow any team, coach, dancer, spectator or other person from attending any DTU competition, for any reason, in DTU's sole and final discretion.

GENERAL SAFETY GUIDELINES

1. Teams should have an emergency plan in the event of an injury.
2. Coaches have the responsibility of recognizing the abilities of the dancers on the team, and should make sure the presented routine does not exceed the team's capabilities or include elements that create a safety risk for their team regardless of whether the element is permitted under the safety rules and regulations below.
3. Technical skills should not be executed without an advisor/coach present. Teams should always practice in an area suitable for the safety of the dancers. Teams should not perform technical skills on:
 1. Concrete, asphalt, or any other hard or uncovered surface
 2. Wet surfaces
 3. Uneven surfaces
 4. Surfaces with obstructions
4. Appropriate warm-up and stretching should be implemented by the team both before and after a performance.
5. All DTU events (including camps and competitions) will be run in accordance with applicable laws and regulations regarding health and safety, and coaches, teams and spectators will be expected to fully comply with such laws and regulations, as



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well as any more restrictive health and safety rules put in place by DTU from time to time.

6. Additional safety rules and regulations can be found in SECTION IV: ROUTINE RULES AND GUIDELINES.



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SECTION II: JUDGING

JUDGING PROTOCOL

Dance Team Union appoints judges based upon a host of factors, including their relevant experience and feedback received throughout the year judging at our regional competitions. The appointed judges will be evaluating each performance based upon a 100-point system. The total score from each judge will be combined and with scores from the other judges and averaged, generating the team's overall score.

EVALUATION PROCESS

Each judge will evaluate performances using an individual score sheet designated to the performing team. The judge will be responsible for providing a thorough evaluation and sufficient feedback for each competing team. Score sheets will be released to each individual team after each competition or competition round, and detailed score rankings will be available for teams to review after the competition.

ACKNOWLEDGMENT OF DTU JUDGING AND EVALUATION POLICIES

Each judge will be evaluated after regional competitions and the national championship based upon, among other things, input from competing teams. Each judge's responsibility is to make fair decisions based solely upon the score sheet, using his/her knowledge of dance and training as a professional DTU judge. Each participating team acknowledges that the decisions of the judges are final. However, because the integrity, transparency and professionalism of our judging process is key to our competition philosophy, we encourage each team to bring any judging issues to our attention either through our formal post-competition evaluation process or by other means. Just as our judges' frank evaluation of your routines will help your team to improve, your frank evaluation of our judges and judging process will help us at DTU and our judges to improve as well.



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SECTION III: ENTRY GUIDELINES AND AWARDS

TEAM ENTRY GUIDELINES

1. School teams may compete in the following styles: Pom, Jazz, Hip Hop, Kick, Team Performance and Military. All Star teams may compete in the following styles: Pom, Jazz, Lyrical, Hip Hop, Kick, Team Performance, Open and Military. DTU may choose, in its discretion, to offer School divisions in Lyrical, Contemporary, Open, Prop or any other style of dance depending upon demand in a particular region. Additionally, at our Regional Competitions, members of teams may compete in solos, duos/trios, or (at Regional Competitions where an officer division is offered) as a group of officers. There is no limit to how many solo, duo/trio, or officer routines a team may enter at our Regional Competitions.
2. At our National competition, we will have a solo competition and a Spirit Showdown. Regional Competitions may have a Spirit Showdown division at DTU's discretion. If DTU does not have a Spirit Showdown division at a Regional Competition, then teams at that event may compete their Spirit Showdown routine in the Open division.
3. Teams may enter one routine in each style. If a school or All-Star program wishes to enter multiple routines in a single style they must designate different teams (e.g. West HS Blue Team and West HS Gold Team), **and the teams should have one or more dancers that do not overlap.**
4. The following team size guidelines will apply:
 - (a) Team size will be determined as of the registration date.
 - (b) At least 5 dancers must be registered to perform in each team routine. A team will still be allowed to compete if they drop to fewer than 5 dancers at performance time, but at least 5 dancers must be registered for the routine.
 - (c) At least 4 dancers must be registered to perform in each officer routine. An officer group will still be allowed to compete if they drop to fewer than 4 dancers at performance time, but at least 4 dancers must be registered for the routine.
 - (d) Teams may use a different number of dancers in each routine subject to the minimums above.

ELIGIBLE TEAMS

1. REGIONAL COMPETITIONS: College, Varsity, JV, Middle School, Elementary, and Studio/All-Star dance teams may compete.



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2. NATIONAL CHAMPIONSHIP: Varsity, JV, Middle School, Elementary and Studio/All-Star dance teams may compete.
3. ADDITIONAL INFORMATION ABOUT SCHOOL TEAMS
 - (a) Each team must be an official school dance team at the team's school (or from the same cooperative school or group of schools if not disallowed by their state), either under athletics or as a club sport or fine arts program. Home school students may compete with a school team.
 - (b) A team is considered Varsity if the team's school recognizes the dancers as Varsity members, regardless of the ages of the dancers. A team is considered Junior Varsity if the team's school recognizes the dancers as Junior Varsity members or "B" Team members, regardless of the ages of the dancers. A team is considered Middle School if not more than 49% of the dancers on that team are in 9th grade and no dancers are in 10th grade or higher. If a team from a state-recognized middle school or junior high school has 50% or more 9th graders then they will compete in Junior Varsity or Varsity, depending on their preference.
 - (c) An All-Star team for which all performing dancers are from the same school (or from the same cooperative school or group of schools if not disallowed by their state) may choose to compete in either the All-Star division or a school division for any style of dance in which it enters.
 - (d) A dancer will be allowed to compete on different school teams (such as in both the Middle School and the Junior Varsity divisions or the Middle School and Varsity division), if that is how the dancer is allowed to compete within the rules of the team's applicable state association.
 - (e) **At Nationals:**
 - (i) Unless otherwise determined by DTU in its discretion, DTU will place any school team's first contemporary, jazz or lyrical entry into the school Jazz division ("Jazz" = a broad category at DTU that encompasses all of these styles in one); however, if the team has additional entries in any of those styles, the additional routines may be entered in the All Star Jazz, Lyrical or Open divisions.
 - (ii) For all other styles of dance, a school team will be placed in the school divisions for its entries to the extent school divisions are available, or All Star divisions otherwise.



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(iii) A school team may compete under any name - either its school name or any other name the school team chooses - and still compete in the school divisions.

(f) Teams from outside the United States may compete in Regional or National events in the division at or above the division they would compete if their team was from the United States.

4. ADDITIONAL INFORMATION ABOUT SOLOS/DUOS/TRIOS/ALL-STAR/STUDIO TEAMS

(a) Subject to subsection (e) below, solos, duos and trios will compete in the following divisions based upon grade:

Senior (grades 11 and 12)
Junior (grades 9 and 10)
Youth (grades 6, 7 and 8)
Mini (grades 3, 4 and 5)
Tiny (2nd grade and under)

(b) All-Star/Studio teams will compete in the following divisions based upon age:

Open (age 13 and over)
Senior (age 18 and under)
Junior (age 15 and under)
Youth (age 12 and under)
Mini (age 9 and under)
Tiny (age 6 and under)

(c) The age/grade (as applicable) of the oldest dancer on the floor for a given duo, trio or group routine will determine which division the duo, trio or group competes in for that routine. Age/grade will be determined by birth year, as follows:

Open – Born on or before December 31, 2007
Senior - 2003 and after
Junior - 2006 and after
Youth - 2009 and after
Mini - 2012 and after
Tiny - 2015 and after



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(d) An All-Star team for which all performing dancers are from the same school (or from the same cooperative school or group of schools if not disallowed by their state) may choose to compete in either the All-Star division or the **school** division for any style of dance in which it enters.

(e) DTU may permit or require a dancer to compete in a different solo division if their age is different than the typical age range for the grades in any division, in DTU's sole and final discretion.

COMPETITION DIVISIONS

Teams may be grouped within each style into separate divisions (**example: Small Large Varsity**), based on the number of dancers entered for each team competing in such style. **Any** split between divisions will be determined by DTU based upon **the number of** entries received for each competition. DTU may elect to have a semifinal **and/or Second Chance** round depending upon the number of entries.

At any event, DTU may choose to combine categories (such as jazz and lyrical or All-Star and school divisions), or add additional categories, in order to increase competitiveness or for any other reason in its discretion.

At our National events, DTU may also split a division into multiple preliminary groups at its sole discretion. DTU may elect to seed any or all divisions at its sole discretion, including (without limitation) where there are multiple preliminary groups and DTU determines seeding would increase fairness and competitiveness. Additional information about seeding procedures may be provided in advance of any event where seeding is utilized.

NO SINGLE TEAM DIVISIONS (NATIONALS)

At our National events, DTU will combine any division that contains only one team into any other division at its discretion. This may result in divisions that include multiple age groups in a single style (e.g. Middle School/Elementary Team Performance) or multiple styles in one or more age groups competing in an Open division. However, no single team divisions will be permitted at Nationals.

REGIONALS AWARDS

1. Trophies will be awarded to at least the top 50% of teams in each division for each style.



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2. One Grand Champion award will be given to the most outstanding routine of the day, as determined by DTU in its discretion. The Grand Champion will receive a partial nationals bid (\$1,000 discount). A team may be selected as Grand Champion at multiple competitions throughout the season; however, a team winning multiple Grand Champion awards in a single season will only receive one partial nationals bid for that season.
3. Additional specialty awards may be awarded at the discretion of DTU as follows: Best Costume, Outstanding Artistry and **Most Entertaining** (all but Best Costume based primarily on total points within those subcategories on the score sheet).

NATIONALS AWARDS

1. Including teams advancing from any Second Chance Round pursuant to the next sentence, at least 50% of teams that compete in the preliminary round will ultimately advance to finals. If there is a Second Chance Round, selected teams with the next highest scores not advancing directly to finals out of the preliminary round will compete again, and the top scoring team(s) from the Second Chance Round will advance to finals.
2. Finalists in categories with 4 or more finalists will compete figure skating-style (in sub-groupings with lowest scores competing first, based upon their scores from previous round, but within each sub-grouping, teams will draw for random order). Finalists in categories with 3 or fewer finalists will compete in reverse order of their preliminary scores.
3. All finalists will receive trophies. In addition, all national champions will receive banners, jackets, and rings. In recognition of the tremendous success of each national champion, no Grand Champion award(s) will be given at nationals, except that a Grand Champion award may be given in the Studio/All-Star division only.

SECTION IV: ROUTINE RULES AND GUIDELINES

TUMBLING AND TRICKS

ALLOWED	NOT ALLOWED
Aerial Cartwheels*	Side Soma
Front/Back Aerials*	Layouts
Back handsprings	Shushunova
Backward Rolls	Toe Pitch Back Tucks
Shoulder Rolls	



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Cartwheels Headstands Handstands Backbends Front/Back Walkovers Stalls/Freezes Head spins Windmills Kip up Round Off Headsprings (with hand support) Front/Back Tucks	
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**See details regarding aerials below.*

1. Subject to the more specific restrictions below, airborne skills without hand support are permitted.
2. Tumbling skills with hip over-head rotation is limited to 3 connected skills. (Example: 3 consecutive headsprings are allowed; 4 are not allowed).
3. Forward rolls and backward rolls while holding poms are permitted. Front/back aerials and aerial cartwheels may be executed (a) without the use of poms, (b) with both poms transferred into the non-supporting hand, or (c) using hands-free poms in both hands. Front/back aerials and aerial cartwheels may not be executed with poms in both hands that are not hands-free poms.
4. Simultaneous tumbling over or under another dancer that includes hip over-head rotation by both dancers is not permitted.
5. Drops to the knee, thigh, back, front, head, shoulder, or seat onto the performing surface are not permitted. The dancer must first bear weight on the hand(s) or foot/feet.
6. Landing in a push-up position onto the performance surface from a jump in which the legs are in front of the body and swing behind are not allowed. All variations of a shushunova are not allowed.
7. Dancers may not land directly on the head/neck at any time from an airborne skill. Any kip up motion must also initiate from the back/shoulder area touching the ground.
8. All Dance Lifts and Partnering should be evaluated for safety by the advisor/coach prior to competition. If an advisor/coach is unsure of the safety of the skill, he or she must submit a video to question to info@danceteamunion.com. If a team has received approval for a trick from another competition, please submit a copy of the approval statement to info@danceteamunion.com.



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LIFTS AND PARTNERING

1. The Executing Dancer must be supported from a Supporting Dancer who is in direct contact with the floor throughout the entire skill. (Exception: Kick Line Leaps).
2. Elevators, thigh stands, shoulder sits, and chair sits are allowed. Extensions and all other cheer based stunts are not allowed.
3. Swinging lifts and tricks are permitted.
4. Hip over-head rotation of the Executing Dancer(s) is permitted, as long as the Executing Dancer is returned to the performance floor on his/her feet or hands with support from the Supporting Dancer(s).
5. All Dance Lifts and Partnering should be evaluated for safety by the advisor/coach prior to competition. If an advisor/coach is unsure of the safety of the skill, he or she must submit a video to question to info@danceteamunion.com.

RELEASE MOVES

1. An Executing Dancer is allowed jump, leap, step, or push off a Supporting Dancer.
2. A Supporting Dancer may release/toss an Executing Dancer.
3. "Basket tosses" are not permitted. However, a dancer may be safely released and caught in a dance lift if the Executing Dancer remains in a horizontal position or vertical position with the head above the feet. The Executing Dancer is not permitted to flip while in the air. The Executing Dancer must be caught by the hands of the Supporting Dancer(s) and returned to the floor safely.
4. All Dance Lifts and Partnering should be evaluated for safety by the advisor/coach prior to competition. If an advisor/coach is unsure of the safety of the skill, he or she must submit a video to question to info@danceteamunion.com.

COMPETITION ROUTINE GUIDELINES

1. Teams may make substitutions in the event of injury. Substitute participants must be listed on the team's participant roster in the team's registration form.
2. Dancers should enter and exit the performance floor in a timely manner.
3. Any equipment or items that may damage the performance floor are prohibited.
4. **There is no minimum or maximum time limit for any routine (team or solo); however, a team must notify DTU upon registering and no later than two weeks before the competition if any routine (team or solo) is longer than 2 minutes 30 seconds, for scheduling purposes.**
5. A responsible adult must be present to start or assist in the start and finish of the routine music. Please make sure that all devices are fully charged, volume turned up and placed in airplane mode. **IT IS RECOMMENDED TO UPLOAD YOUR MUSIC**



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**TO THE REGISTRATION SOFTWARE AT LEAST ONE WEEK PRIOR TO
COMPETITION.**

JEWELRY

Jewelry will be allowed, so long as it is not considered hazardous to the safety of the performers. For any questions or concerns regarding jewelry choice, please send a photo of the jewelry to us prior to the competition. DTU reserves the right to require a team to remove any jewelry it deems hazardous at any point during the competition.

PROPS

No dry ice, confetti, glass, canned smoke, water or other liquid, or other similar loose material that may obstruct the judges' view or affect the condition of the performance floor may be used in any routine. Otherwise, props are permitted. A prop may be used in each category if the prop is considered wearable, handheld, or freestanding. Props may be taken off or released in a safe manner. Our competition officials reserve the right to decide if a prop is taken off in an unsafe manner or if a handheld item is released in an unsafe manner. Chairs, ladders, stools, and other large or standing items are allowed if they are used/moved during the routine and can be used/moved by a single dancer. Backdrops are not permitted. For any questions or concerns regarding prop choice, please send a photo of the prop to us prior to the competition. Notwithstanding the foregoing, Poms are recommended in the Pom, Team Performance, and/or Spirit Showdown divisions only.



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SECTION V: CATEGORY DESCRIPTIONS

Dance Team Union encourages creativity in all categories. There is no particular style or “formula” required in any category. Dance team is about more than just imitation of previous award-winning routines - we want to inspire your dancers to showcase their own unique style. Our judges will strive to provide you with the most valuable feedback you will receive all season.

Full category descriptions may be found in the following pages.



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Duos/Trios

Duos/trios may perform any style of dance. Routines will be scored on the elements listed below which include artistry, musicality and proper technical execution of the style(s) selected by the soloist. There are no required movements. Turns, leaps, jumps, kicks, or tricks are not required but may be performed at the dancers' discretion. The dancers should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) appropriate to the style presented.

ARTISTRY (40 points)

Uniqueness of Concept/Movement	20
Musical and Technical Demand	20

TECHNIQUE AND EXECUTION (40 points)

Proper Technique Displayed in Selected Genre (Jazz, Lyrical, Hip Hop, etc.)	20
Uniformity and Musicality of Execution	20

SHOWMANSHIP (20 points)

Communication and Projection by Dancers	20
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TOTAL (100 points): ____



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High Kick

30 kicks of at least waist height performed by at least 50% of the team must be included in each routine. Any style of dance may be used to accomplish this and there are no required movements. Turns, leaps, jumps, lifts or tricks are not required. The team may demonstrate difficulty through the incorporation of the number and structure of kick sequences and the height and pace of kicks. Movements should complement the music and teams will be judged on both musicality and unison. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) appropriate to the style presented.

**DANCE TEAM UNION
KICK SCORING CATEGORIES**

ARTISTRY (30 points)

Uniqueness of Concept and Movement	10
Visual Effect of Kicks	10
Musicality of Choreography	10

TECHNIQUE (30 points)

Kick Technique	10
Technique Displayed in Other Movement*	10
Technical Difficulty of Kicks	10

EXECUTION OF ROUTINE (30 points)

Uniformity of Movement	10
Execution of Spacing and Transitions	10
Musicality of Execution	10

SHOWMANSHIP (10 points)

Communication and Projection by Dancers	10
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TOTAL (100 points): ____

* This is NOT intended to require your team to include any specific technical jazz, pom or hip hop movements (including leaps, turns, lifts, or other tricks) in the routine. Emphasis of the routine should be on the kicks.

Whatever choreographed movements you choose, in your creative discretion, to do in between your kicks will be judged here. Teams will not receive credit in the technique score for technical difficulty of non-kick movements.



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Hip-Hop

There is no one definition to describe hip-hop dance. Hip-hop dance is continuously transforming and redefining itself with each new generation of dancers. Any general street or hip-hop style (or combination of styles) is acceptable in this category. Movements should complement the music and teams will be judged on both musicality and uniformity. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented.

**DANCE TEAM UNION
HIP-HOP SCORING CATEGORIES**

ARTISTRY (30 points)

Uniqueness of Concept and Movement	10
Visual Effect	10
Musicality of Choreography	10

TECHNIQUE (30 points)

Hip-Hop Technique	10
Difficulty of Movement	10
Musical Demand	10

EXECUTION OF ROUTINE (30 points)

Uniformity of Movement	10
Execution of Spacing and Transitions	10
Musicality of Execution	10

SHOWMANSHIP (10 points)

Communication and Projection by Dancers	10
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TOTAL (100 points): ____



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Jazz

DTU's "jazz" division encompasses styles commonly referred to as jazz, Broadway, contemporary, lyrical or modern and teams have successfully competed in the jazz division with all of these styles. Combinations of these styles may also be used. The team should demonstrate difficulty through the use of advanced dance skills (e.g., turns, leaps, extensions). Movements should complement the music and teams will be judged on both musicality and uniformity. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented.

**DANCE TEAM UNION
JAZZ SCORING CATEGORIES**

ARTISTRY (30 points)

Uniqueness of Concept and Movement	10
Visual Effect	10
Musicality of Choreography	10

TECHNIQUE (30 points)

Jazz Technique (Leaps, Turns, Jumps)	10
Technique Displayed in Other Movement	10
Overall Difficulty	10

EXECUTION OF ROUTINE (30 points)

Uniformity of Movement	10
Execution of Spacing and Transitions	10
Musicality of Execution	10

SHOWMANSHIP (10 points)

Communication and Projection by Dancers	10
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TOTAL (100 points): ____



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Lyrical (All Star only)

Any general lyrical style (or combination of styles) is acceptable including styles commonly referred to as lyrical, contemporary, or modern. Combinations of these styles may also be used. The team should demonstrate difficulty through the incorporation of advanced dance skills (e.g., turns, leaps, extensions) and musical demand. Movements should complement the music and teams will be judged on both musicality and uniformity. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented.

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LYRICAL SCORING CATEGORIES**

ARTISTRY (30 points)

Uniqueness of Concept and Movement	10
Visual Effect	10
Musicality of Choreography	10

TECHNIQUE (30 points)

Jazz Technique (Leaps, Turns, Jumps) and Technical Difficulty	10
Technique Displayed in Other Movement and Difficulty	10
Musical Demand	10

EXECUTION OF ROUTINE (30 points)

Uniformity of Movement	10
Execution of Spacing and Transitions	10
Musicality of Execution	10

SHOWMANSHIP (10 points)

Communication and Projection by Dancers	10
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TOTAL (100 points): ____



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Pom

Any style of dance may be used to accomplish this and there are no required movements. Turns, leaps, jumps, kicks, lifts or tricks are not required. The team should demonstrate difficulty through the incorporation of intricate pom motions. Movements should complement the music and teams will be judged on both musicality and uniformity. Teams will also be judged on the creative use of poms for visual effect. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) appropriate to the style presented.

**DANCE TEAM UNION
POM SCORING CATEGORIES**

ARTISTRY (30 points)

Uniqueness of Concept and Movement	10
Visual Effect	10
Musicality of Choreography	10

TECHNIQUE (30 points)

Pom Motion Technique	10
Technique Displayed in Other Movement	10
Difficulty of Pom Motions	10

EXECUTION OF ROUTINE (30 points)

Uniformity of Movement	10
Execution of Spacing and Transitions	10
Musicality of Execution	10

SHOWMANSHIP (10 points)

Communication and Projection by Dancers	10
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TOTAL (100 points): ____



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Military

A Military routine should contain but not be limited to clean, crisp movements with visual formation changes and visually complex arm, hand and/or leg lines. Movements should complement the music and teams will be judged on both musicality and unison. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., intensity, excitement, laughter, joy, and/or sense of drama) appropriate to the military style presented.

**DANCE TEAM UNION
MILITARY SCORING CATEGORIES**

ARTISTRY (30 points)

Uniqueness of Concept and Movement	10
Visual Effect	10
Musicality of Choreography	10

TECHNIQUE (30 points)

Military Technique	10
Strength and Articulation of Movement	10
Overall Difficulty	10

EXECUTION OF ROUTINE (30 points)

Uniformity of Movement	10
Execution of Spacing and Transitions	10
Musicality of Execution	10

SHOWMANSHIP (10 points)

Communication and Projection by Dancers	10
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TOTAL (100 points): ____



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**SCHOOL (VARSITY, JV, JH, ELEM.) &
STUDIO/ALL-STAR RULES 2021-2022**

Solos

A soloist may perform any style of dance. Routines will be judged on the categories listed below which include artistry, musicality and proper technical execution of the style(s) selected by the soloist. There are no required movements. Turns, leaps, jumps, kicks, or tricks are not required but may be performed at the soloist's discretion. The soloist should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) appropriate to the style presented.

**DANCE TEAM UNION
SOLO SCORING CATEGORIES**

ARTISTRY (40 points)

Uniqueness of Concept/Movement	20
Musical and Technical Demand	20

TECHNIQUE AND EXECUTION (40 points)

Proper Technique Displayed in Selected Genre (Jazz, Lyrical, Hip Hop, etc.)	20
Musicality of Execution	20

SHOWMANSHIP (20 points)

Communication and Projection by Dancer	20
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TOTAL (100 points): ____



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Spirit Showdown

The DTU Spirit Showdown is a chance for teams to perform a dance showcasing their hometown, school or team in a unique way. There are no required movements. **Entertainment value and creatively showcasing a team's hometown traditions are each worth 20% of the score in Spirit Showdown!** Props are permitted, and any style or combination of styles of dance may be used. Turns, leaps, jumps, kicks, or tricks are not required. The team and dancers should display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) consistent with the spirit of this category.

The Spirit Showdown is not a cheerleading or songleading competition and teams should not feel bound whatsoever to a "traditional school spirit" model in deciding upon choreography, costuming or music. This category is an additional opportunity for teams to show the audience something that is entertaining, fresh, new and unique to their program. It also allows teams to take creative risks with very few rules and to have fun!

DANCE TEAM UNION
SPIRIT SHOWDOWN SCORING CATEGORIES

ARTISTRY (40 points)

Entertainment Value of Routine (Movement and Overall Concept)	20
Showcase of Hometown/School/Team's Unique Style and/or Traditions	20

EXECUTION (40 points)

Quality of Team Movement (Technique, Uniformity and Spacing)	20
Musicality of Execution	20

SHOWMANSHIP (20 points)

Communication and Projection by Dancers	20
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TOTAL (100 points): ____



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Team Performance

Team Performance is a combination of pom, jazz, hip-hop and high kick styles. Please see the descriptions of those individual styles for more information. Teams should demonstrate proficiency in each style to maximize their score; it is recommended that teams have **well-defined sections devoted to each of these four styles of at least 20-25 seconds in length**. Movements should complement the music and teams also will be judged on both musicality and unison. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to each style presented.

**DANCE TEAM UNION
TEAM PERFORMANCE SCORING CATEGORIES**

ARTISTRY (30 points)

Uniqueness of Concept and Movement	10
Visual Effect	10
Musicality of Choreography	10

TECHNIQUE (40 points)

Pom Technique and Technical Difficulty	10
Jazz Technique and Technical Difficulty	10
Hip Hop Technique and Technical Difficulty	10
Kick Technique and Technical Difficulty	10

EXECUTION OF ROUTINE (20 points)

Uniformity of Movement and Spacing	10
Musicality of Execution	10

SHOWMANSHIP (10 points)

Communication and Projection by Dancers	10
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TOTAL (100 points): ____



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SECTION VI: PROTOCOL IN UNFORESEEN CIRCUMSTANCES

1. In the event of an unforeseen interruption of performance (i.e. production equipment malfunction that directly affects the team's performance, music malfunction, or other potential factors), the team will be presented the option to perform again.

2. Should the affected team choose to perform again, the initial performance scores will be replaced with an entirely new score from the judges based only upon the second performance.

3. Should a team's routine be interrupted due to an unforeseen malfunction of the team's performance equipment, the team will not be presented the option to perform again within the performance round.

4. In the event of injury, a team's performance may be stopped by the officials, the coach or advisor of the performing team, or the injured individual of the performing team.

5. At DTU's discretion, the competing team may be presented the option to perform the dance again at a later time. The time of performance will be determined by DTU.

6. Should the injured performer express an interest in performing again with his/her team, the following protocols will be followed:

(a) Approval must be granted by the medical professionals on site, as well as the parents of the performer and the coach or advisor of the team.

(b) If the injured participant does not receive approval from the medical professionals on site, the signature of a parent or legal guardian on a separate medical waiver will be required in order for the participant to return to the competition. If the medical professionals suspect a concussion/head injury, the participant would then require clearance from a licensed medical professional with training in head-related injuries.



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SECTION VII: MUSIC

OUR POLICY

Dance Team Union camps and competitions comply with all applicable laws. We will obtain the music license(s) we need as hosts in order to present our camps and competitions.

Our music policy for dance teams attending our camps and competitions is straightforward: you may perform to **any** music that complies with the law. The law permits you to use original songs, “cover” songs or so-called “exclusive” songs (generally new songs by “unknown” music artists) under various circumstances depending upon your team’s specific use. You should always legally purchase your music, and then you should obtain any necessary permission(s) for your music based on your own consideration of applicable law.

We note that a recent case, *Tresona Multimedia v. Burbank High School Vocal Music Association* (decided March 24, 2020), ruled that the use of a song as part of a show choir’s music mix for educational purposes (not for commercial profit) was fair use and did not require any permission by, or license fee to, the song’s license holder. The court also required the licensor to pay all of the show choir’s legal fees incurred in defending the suit. Although every team and music mix is different, dance teams should read about this case as part of educating itself about music use law, given that many dance teams use music similarly to the show choir and may decide they have a strong fair use argument. A link to the case is here:

<https://cdn.ca9.uscourts.gov/datastore/opinions/2020/03/24/17-56006.pdf>

FREQUENTLY ASKED QUESTIONS

Do you have a list of “preferred” music vendors whose songs are definitely acceptable at your competitions?

No. We do not promote a “preferred” list of music vendors because we believe teams should have maximum creative freedom. Although we respect the rights of vendors that sell and/or mix covers of popular songs (and you are welcome to use those songs at our competitions, subject to our music policy), we believe encouraging or “preferring” that dance teams use covers instead of original songs takes profits away from record labels and original music artists. Generally, a dance competition company that “prefers” cover



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music vendors simply “prefer” them because the “preferred” cover music vendors have agreed to insure the dance competition company (not your team) against legal liability.

Creative freedom is a foundation of the dance team industry and Dance Team Union. We believe that a rule that encourages teams to use the music they want, while still honoring the legal rights of copyright holders, is most appropriate for our industry and our company. Thus, we repeat our general rule: you may perform to **any** music that complies with the law.

Why not just give us a list of music, vendors and edits that are definitely okay or not okay?

Our simple rule that you may perform to **any** music that complies with the law, without detailing specific songs, vendors or edits that are definitely okay, is best for your team because:

(1) *Our approach permits maximum creativity.* Creating a “short list” of permissible songs, vendors or edits necessarily excludes other songs, vendors or edits that may be perfectly legal based on your individual circumstances.

(2) *Our approach allows you to control your team’s destiny.* You can and should educate yourself about copyright law and make your own determination. No one knows your team, your situation or your music needs better than you.

(3) *Our approach does not give you a false sense of security.* No competition company (including DTU) can provide you with legal advice or guarantee that your specific music mix is legally acceptable, given how many millions of possible variations of songs and types of edits you might use. A competition company might adopt a policy that certain specific music and/or a certain type of edit is permitted (or not) at its competitions, but that does not mean that (a) teams following that policy are complying with the law, or (b) teams NOT following that policy (or companies that choose to adopt a different policy) are “illegal.” **Competition rules are just competition rules - they are not the same as the law. Educate yourself about the rights of copyright holders and make informed music choices for your team.**

What will you require for compliance?

We will simply require you to confirm within the online registration process for our camps and competitions that you have read and understand all of DTU’s rules and regulations (including our music policy) and agree to comply with same. You should also have



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information about your music available in case a copyright holder has any questions about it.

RESOURCES FOR YOUR TEAM

For a richer understanding of the music permissions universe and how to protect your team's copyrightable work (including your choreography and the right to broadcast your team's performances), take a look at the FAQ published by the National Dance Coaches Association (NDCA), found here:

<https://www.facebook.com/notes/national-dance-coachesassociation/ndca-faq-copyright-and-dance-teams/274095962980858>. This FAQ may also help you evaluate whether you may or may not need specific music permissions.