



DANCE TEAM UNION

Unite. Create. Succeed.

2019-2020

COLLEGE CLASSIC 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 2019-2020 competition season. The rules and regulations will apply to all College teams and mascots. Please read thoroughly. Rules and Regulations are subject to change. For any questions or concerns, contact Dance Team Union at info@danceteamunion.com. 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 or mascot should contact us regarding any questions or concerns pertaining to the rules and regulations.
2. PERFORMANCE – Should there be questions regarding the team's or mascot's performance, the coach or advisor of the team or mascot should contact us to discuss any concerns.

DISQUALIFICATION

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

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

GENERAL SAFETY GUIDELINES

1. Teams and mascots should have an emergency plan in the event of an injury.
2. Coaches have the responsibility of recognizing the abilities of their performer(s), and should make sure the presented routine does not exceed that person's/team's capabilities or include elements that create a safety risk for their team or mascot 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. Performers should always practice in an area suitable for their safety. Performers 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 performer(s) both before and after a performance.
5. Additional safety rules and regulations can be found in SECTION IV: ROUTINE RULES AND GUIDELINES in these Rules and Regulations.



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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 or mascot's overall score.

EVALUATION PROCESS

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

ACKNOWLEDGMENT OF DTU JUDGING AND EVALUATION POLICIES

Each judge will be evaluated after the College Classic based upon, among other things, input from competing teams and mascots. Each judge's responsibility is to make fair decisions based solely upon the score sheet, using his/her knowledge of dance/cheer/mascot (as applicable) and training as a professional DTU judge. Each participating team and mascot 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 or mascot to improve, your frank evaluation of our judges and judging process will help us at DTU and our judges to improve as well.



SECTION III: DANCE TEAMS

Part 1: Entry Guidelines and Awards

ENTRY GUIDELINES

1. College/university teams may compete in the following styles: Pom, Jazz, Hip Hop and Team Performance. At any event, DTU may choose to combine categories or add additional categories in order to increase competitiveness or for any other reason in its discretion.
2. Dance teams may enter one routine in each style (maximum of 4 routines total). If a college/university wishes to enter multiple routines in a single style they must designate different teams (e.g. Lincoln University Gold Team and Lincoln University Silver Team).
3. 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 five dancers at performance time but at least five dancers must be registered for the routine.
 - (c) Teams may use a different number of dancers in each routine subject to the minimums above required to be registered.

ELIGIBLE TEAMS

1. REGIONAL COMPETITIONS AND COLLEGE CLASSIC: College teams may compete at all DTU regional competitions, in addition to DTU's College Classic.
2. ADDITIONAL INFORMATION
 - (a) Each team must be an official dance team at the team's college/university either under athletics or as a club sport or fine arts program.
 - (b) Teams from outside the United States may compete in regional competitions or the College Classic in the division at or above the division they would compete if their team was from the United States.

COMPETITION DIVISIONS

Teams may be grouped within each style into divisions based upon their college/university's classification in athletics (example: Division IA, Division I, Open). The split between divisions will be determined by DTU based upon entries received for each competition. DTU may elect to have a semifinal round depending upon the number of entries. At any event, DTU may choose to combine categories (such as jazz and lyrical or Divisions IA and I) or add additional categories in order to increase competitiveness or for any other reason in its discretion.

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. Additional specialty awards may be awarded at the discretion of DTU as follows: Best Costume, Outstanding Artistry and Best Showmanship (all but Best Costume based primarily on total points within those subcategories on the score sheet).

COLLEGE CLASSIC AWARDS

1. At least 50% of teams that compete in the preliminary round will ultimately advance to finals. No semifinal or Second Chance Round will be held.
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 College Classic champions will receive banners, jackets or fleeces, and rings. In recognition of the tremendous success of each champion, no Grand Champion award(s) will be given at College Classic.

Part 2: Dance Routine Rules and Guidelines

TUMBLING AND TRICKS

ALLOWED	NOT ALLOWED
Aerial Cartwheels* Front/Back Aerials* Back handsprings Backward Rolls Shoulder Rolls Cartwheels Headstands Handstands Backbends Front/Back Walkovers Stalls/Freezes Head spins Windmills Kip up Round Off Headsprings (with hand support) Front/Back Tucks	Side Somi Layouts Shushunova Toe Pitch Back Tucks

*See details regarding aerials below.

1. Subject to the more specific restrictions below, airborne skills without hand support are permitted.

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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 while holding poms in both hands are not permitted. Front/back aerials and aerial cartwheels may either be executed without the use of poms or with both poms transferred into the non-supporting hand.
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.

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.



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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 time limit for any routine (team or solo). The maximum time limit is 2:30. Routines will be evaluated upon the first sound in the music or the first physical movement. The final note or physical movement will be considered the end of the performance. Routines will be given a maximum grace period of five seconds above the 2:30 time limit to account for minor differences in music equipment timing or performance errors.
5. A responsible adult must be present to start 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. If using CDs, make sure it's unscratched so it doesn't skip. **IT IS RECOMMENDED TO UPLOAD YOUR MUSIC TO THE REGISTRATION SOFTWARE BY 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 and Team Performance divisions only.

Part 3: Dance 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



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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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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

Any jazz style (or combination of styles) is acceptable including styles commonly referred to as jazz, Broadway, contemporary, lyrical or modern. 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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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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Team Performance

Team Performance is a combination of pom, jazz, and hip-hop 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 style of at least 25-30 seconds in length. In order to assist with judging, teams may be asked to submit an outline prior to the competition that lists the sequence in which they will perform each style. 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 (30 points)

Pom Technique and Technical Difficulty	10
Jazz Technique and Technical Difficulty	10
Hip Hop Technique and Technical 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): _____

SECTION IV: CHEER TEAMS

Part 1: Entry Guidelines and Awards

ENTRY GUIDELINES

College/university teams may compete in Co-Ed or All-Girl categories, as well as the Partner Stunt category. A college or university may enter one routine in each team routine style (maximum of 2 routines total), and an unlimited number of Partner Stunt routines. If a college/university wishes to enter multiple team routines in a single team category, they must designate different teams (e.g. Lincoln University Gold Team and Lincoln University Silver Team). The following team size guidelines will apply:

- (a) Team size will be determined as of the registration date.
- (b) At least 5 performers must be registered to perform in each team routine. A team will still be allowed to compete if they drop to fewer than five performers at performance time but at least five performers must be registered for the routine.
- (c) Teams may use a different number of performers in each routine subject to the minimums above required to be registered.
- (d) Two (2) performers must compete in each Partner Stunt routine. Partners may be of the same gender or different genders.

ELIGIBLE TEAMS

College/university cheer teams may not compete at DTU regional competitions, but are encouraged to compete at DTU's signature college event, the College Classic. Each team must be an official cheer team at the team's college/university either under athletics or as a club sport or fine arts program. Teams from outside the United States may compete in the College Classic in the division at or above the division they would compete if their team was from the United States.

COMPETITION DIVISIONS

Teams may be grouped within each style into divisions based upon their college/university's classification in athletics (example: Division IA, Division I, Open). The split between divisions will be determined by DTU based upon entries received for each competition. At any event, DTU may choose to combine categories or divisions or add additional categories or divisions in order to increase competitiveness or for any other reason in its discretion.

COLLEGE CLASSIC AWARDS

At least 50% of teams that compete in the preliminary round will ultimately advance to finals. No semifinal or Second Chance Round will be held. 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. All finalists will receive trophies. In addition, all College Classic champions will receive banners, jackets or fleeces, and rings. In recognition of the tremendous success of each champion, no Grand Champion award(s) will be given at College Classic.

Part 2: Cheer Routine Rules and Guidelines

SAFETY GUIDELINES

All teams and partners competing in any cheer division(s) at The College Classic shall adhere to USASF safety rules and regulations in effect as of the competition date. Visit www.usASF.net for more information.

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. Performers 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 time limit for any routine. The maximum time limit is 2:30. Routines will be evaluated upon the first sound in the music or the first physical movement. The final note or physical movement will be considered the end of the performance. Routines will be given a maximum grace period of five seconds above the 2:30 time limit to account for minor differences in music equipment timing or performance errors.
5. A responsible adult must be present to start 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. If using CDs, make sure it's unscratched so it doesn't skip. **IT IS RECOMMENDED TO UPLOAD YOUR MUSIC TO THE REGISTRATION SOFTWARE BY 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 (including poms) 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.

Part 3: Cheer Score Sheets

Dance Team Union encourages creativity in all categories. There is no particular style or "formula" required in any category. Cheerleading is about more than just imitation of previous award-winning routines - we want to



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inspire your performers to showcase their own unique style. Our judges will strive to provide you with the most valuable feedback you will receive all season.

Score sheets are found on the following pages.

COED AND ALL-GIRL CHEER SCORING CATEGORIES

BUILDING SKILLS (30 points)

Stunts	10
Pyramids	10
Tosses	10

TUMBLING (30 points)

Standing	10
Running	10
Jumps	10

PERFORMANCE (30 points)

Motions/Dance	10
Choreography	10
Showmanship	10

CROWDLEADING CHEER (10 points)

Use of Props/Crowd Involvement	10
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PARTNER STUNT & GROUP STUNT			
	MAXIMUM VALUE	TEAM	SCORE
STABILITY OF STUNTS/STRENGTHS	20		
FLOW OF ROUTINE	20		
TECHNIQUE AND TECHNICAL DIFFICULTY	20		
PERFECTION OF ROUTINE	20		
OVERALL IMPRESSION	20		
TOTAL			



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SECTION V: 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 or mascot's performance, music malfunction, or other potential factors), the team or mascot will be presented the option to perform again.
2. Should the affected team or mascot 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 or mascot's routine be interrupted due to an unforeseen malfunction of the team's or mascot's performance equipment, the team or mascot will not be presented the option to perform again within the performance round.
4. In the event of injury, a team's or mascot's performance may be stopped by the officials, the coach or advisor of the performer(s), or the injured individual.
5. At DTU's discretion, the competing team or mascot may be presented the option to perform the routine 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, 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 or mascot.
 - (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.

SECTION VI: 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 attendees of 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.

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 performers use covers instead of original songs takes profits away from record labels and original music artists. Generally, a competition company that “prefers” cover music vendors simply “prefers” them because the “preferred” cover music vendors have agreed to insure the competition company (not you) against legal liability.

Creative freedom is a foundation of the cheer/dance 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 you 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 own destiny.* You can and should educate yourself about copyright law and make your own determination. No one knows your program, your situation or your music needs better than you.

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(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.**

What will you require for compliance?

We will simply require you to confirm within the online registration process for our 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 information about your music available in case a copyright holder has any questions about it.

What kind of permission(s) might my team need?

Compliance with applicable law in mixing one or more songs typically involves two types of permissions: (1) permission from the recording artist(s) to create derivative works such as editing their song, and (2) permission from the publisher(s) of music to create similar derivative works.

Note that cover songs are not exempt from these requirements and require the same steps to be taken. Getting a license to use cover music from the “owner” of the cover music may be easier than getting a license to use original music from a record company, simply because cover music companies are smaller and cheer or dance teams are often their core audience. However, you would still need to obtain a separate license from the publisher(s) to mix or edit such cover music.

In the next section, we provide resources for your team to assist you in contacting copyright holders about obtaining permission(s) to use and/or edit their songs if you determine it is necessary for your specific music selection.

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.

Here is an online resource we found that contains additional information and contact information and sample letters to music companies:



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<http://www.copyrightkids.org/permissioninformation.htm>

Most major record labels and music publishers now have a way to request permission online if you determine it is necessary. Please note that these processes can change and following this process does not guarantee that you will be granted permission or get any response at all.