



MUSIC

1. Music is accepted on a CD, IPOD, or IPHONE. If using an IPHONE or IPOD/IPAD – your music **MUST** be downloaded. Do not rely on wifi as it will **NOT** work. Please place device in **AIRPLANE MODE**. If it is not placed in Airplane mode and you receive a text, social media alert, or email alert you could jeopardize your music and will **NOT** be permitted to start over.
2. A representative from your team (coach/advisor) must know exactly when to start the music and the music must be cued when it is brought to the music table. The representative with your music should report to the music table one performance before yours (do not walk over when your team is on the mat).
3. If music stops or does not start due to error in CD (CD-Recordable Formatted disc, scratches, etc.) or fault of the performing team/athlete you will **NOT** be able to do over your routine.
4. If the music stops due to an error on behalf of The ONE Finals we will permit the team to re-perform their routine. The team must complete full routine full out. Judging will restart where the music cut off.
5. Our equipment will not accept music of this format. Some CD's that play on portable systems, in cars, and in computers will not play on professional sound systems. Please check your music if necessary. IPHONE 7 and IPHONE 7 PLUS – If you are using either of these phones to play music you **MUST** provide your own lightning to aux cord adapter to play music from your phone.

Interruption of Performance

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should stop the routine.
2. The team will perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.
3. In the event that a team's routine is interrupted because of failure of the team's own equipment and/or music, the team must either continue or withdraw from the competition.

Interruption of Performance Due to Injury

1. In the event that an injury causes the routine to be interrupted, the participant can stop the routine at any time and seek medical assistance.
2. Competition officials reserve the right to stop the routine if an injury occurs.
3. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of the competition officials. The team may perform the routine again in its entirety, but will be evaluated **ONLY** from the point where the interruption occurred.
4. The injured participant that wishes to perform may not return to the competition floor unless the competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) **AND THEN** the head coach/advisor of the competing team. If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participant waiver. In the event of a concussion, the participant cannot return to perform without clearance from a medical professional, even with a waiver from a parent or legal guardian. No exceptions.

COPYRIGHT

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

PERFORMANCE FLOOR/TIMING

1. Entrances and exits to the performance area before, during, and after the course of a routine may be done only from the designated area. Please enter onto the floor in a timely matter.
2. Timing will begin with the first organized cheer, movement, or the first sound of music. All Star Cheer & Dance and Performance Recreation routines are 2 minutes and 30 seconds maximum. All Star Prep and Traditional Recreation routines are 2 minutes. All Star Prep teams and Traditional Recreation teams over 2 minutes can be faced with disqualification based on USASF guidelines.
3. Coaches of exhibition teams may be on the floor with the team. Coaches of competing teams may not be on the floor with the competing team and will need to stand/position in the designated coaches area.

WARM-UP SCHEDULE/EQUIPMENT/LOCATION

1. The ONE Finals will follow a very specific and strict schedule of team warm up rotations for our events. We schedule warm-up time to allow the competitor to adequately stretch and run through routines. Please refer to the order of performance schedule for your warm-up times. Please see each event to verify what equipment will be in our warm-up area for that event. REPORT TO WARM-UPS 10 MINUTES PRIOR TO YOUR START TIME. If you have crossovers they can meet you there. Warm-up will NOT be held up due to crossovers.
2. Teams must provide their own spotters in the warm-up area. Tumbling and Stunting is not permitted on concrete and other hard surfaces. This is a safety hazard. Penalty points/infractions can be assessed.
3. If your team will have crossovers, your team will have to bear the burden of overlapping practice times. We will make every attempt to accommodate crossovers but cannot guarantee time schedules. If you miss your warm-up time at any rotation station-you forfeit your time for that station. We cannot hold up the competition for crossovers, though, we do our best to accommodate our teams.