

BOUNDARY VIOLATIONS = 0.25 points

The competition boundary is defined as the performance surface and any immediate adjacent safety border. A 0.25 deduction will be assessed per occurrence for an athlete that completes a technical skill with both feet outside the competition boundary. Stepping on, or just past the border is not a boundary violation.

TIME LIMIT VIOLATIONS = 1.0 points

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.

DANCE:

All Star/Prep/Recreation/School/Collegiate Teams: (*Minimum*) 1:45 – 2:30 (*Maximum*)

SAFETY VIOLATIONS

Dance teams, solo, and small groups are expected to follow the USASF Rules and Glossary document, and will be assessed a deduction if they do not adhere to the rules.

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 USASF legally approved video, with identical execution at competition, but the skill is now illegal.
- * If a team has submitted USASF legally approved video, with identical execution at a competition, but the USASF 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
- * Team EPIC Brands General Guidelines
- * Coach/athlete not on team performs or assists with a skill executed by group/pair
- * For a multi-performance competitions: If an illegal skill executed by a group/pair is warned during the first performance, and noticed/performed again on second performance, the team will be issued a minor deduction.
- * For future brand competitions: If a team is given a warning at a competition and less than a majority of groups/pairs perform the same skill illegally at a later competition, the team will receive a minor deduction.

DEDUCTION = 1.0 points

- * 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

# of Groups/Pairs performing skill	1	2	3	4	5	6	7	8	9	10	11
Minority (50% or less) <i>Warning assessed</i>	N/A	1	1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5
Majority (more than 50%) <i>Deduction assessed</i>	1	2	2-3	3-4	3-5	4-6	4-7	5-8	5-9	6-10	6-11

UNSPORTSMANLIKE CONDUCT = 2.0

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.