

- Protests and appeals must follow the proper procedure or they will not be heard.
- The AAU Jump Rope Committee has a zero tolerance policy on substance abuse.

III. SPORT OPERATIONS

Current Year Rule Changes-(Listing of all new rule changes for the following year

1. **New Judging System:** All Judges must be re-certified using the criteria established for 2012 competition. No waivers will be permitted.
2. **Judges' Uniform:** White USAJR Judges' shirts are permitted in addition to AAU shirts.
3. **Notations:** It is **mandatory** for judges to make the proper notations on the freestyle score-sheets during the routine. Presentation Judges may also make notes on appearance and conduct before and after the routine while the competitors are at the station.
4. **Delay of Tournament:** All jewelry must still be removed when a competitor is competing however, if the competitor enters the station with jewelry items that can be easily removed, and removes them before the competitor's name in the last station is announced, then no delay of tournament will be assessed. Eye-glasses must still have a secure strap or wedges to hold them in place.
5. **Delay of Tournament Penalty when routines continue after time is called:** Any routine that continues after time is called for more than 5 skills, will be assessed a delay of tournament penalty by the head judge of .4. This is in addition to the .2 deduction penalty for going over time.
6. **Spatial Dynamics in Single Rope Pairs Freestyle:** Dynamic interaction will replace spatial dynamics in pairs single rope freestyle. Refer to the Levels of Difficulty in the USA Jump Rope Judging Handbook for clarification on what constitutes the Intermediate level for full credit.
7. **Added to the Level of Difficulty for Pairs Interaction:** If the rope is set on the floor during interaction, the level of difficulty can only go as high as elementary for that skill. If the rope remains in the jumper's hands during interaction the skills performed can range from basic to masters.
8. **Accuracy Scoring in Freestyle:** Accuracy scoring in freestyle will now be noted with a "∧" on the head judge, head content and head presentation judge score sheets. These judges will no longer use a clicker for keeping track of accuracy deductions.
9. **Re-start after a freestyle miss:** In a single rope event the routine is considered re-started after a miss when the jumper attempts the next jump or performs a rope manipulation. A Double Dutch routine is considered resumed after a miss when the jumper attempts to re-enter the turning ropes or the turners perform a rope manipulation.
10. **Coaches Box in Speed and Freestyle Stations:** A 2' x 2' coach's box will be taped on the floor at each speed station and freestyle station. This is to allow coaches the ability to escort younger jumpers to their station and allow coaches the ability to assist an athlete during their event. Coaches may bring a clicker to the station. They may not bring cameras or any other device to the station. Coaches will not be allowed to enter the station at any time or communicate with the judges. If a re-jump is being considered the red flag will go up and the tournament director will come to the station and discuss it with the coach at that time. Only coaches or coach of record will be allowed in the coach's box. A team may declare more than one coach provided they are not registered athletes and must be named at time of registration. If, while in the coach's box, the coach does not comply with the code of conduct rules, the team's floor coaching privileges will be revoked and no coach from that team will be allowed on the floor. The coaching box will added on a space available basis at qualifying tournaments.
11. **Warm-up Area:** A general warm-up area must be provided at all AAU competitions.
12. **Warm-up:** Athletes may warm up in their freestyle station after the floor managers have completed their duties. No extended sequences or tumbling runs are permitted. The floor managers will intervene if necessary.

13. **New Density Scoring System:** Accept USAJR Density judging change. Apply rule as written in USAJR Judging Handbook for recording Density combinations and breaks. Details of this system can be found under Density in the content judging section of the USA Jump Rope Judging Handbook.
14. **Backwards Turning:** Add to freestyle description that backwards turning increases the level of difficulty.
15. **Floor Managers:** Must be Level 1 Judges.
16. **A 45 second call:** Will be added to the freestyle timing CD to assist athletes and judges in monitoring the progress of the routine...
17. **Boundary Line:** The boundary line in speed and freestyle is considered in.
18. **Re-Jumps:** Permit only one re-jump for a broken rope in both speed and freestyle events.. Athletes may bring a second rope to just inside the boundary of the freestyle station for the re-jump to be used if the rope used breaks.
19. **Re-Jumps in Speed:** In the event of a re-jump due to judge scoring discrepancy 5 speed judges will be used.
20. **Substitutions:** A substitution after the beginning of the tournament may only be made after medical personnel have verified the nature of the injury and reported it to the Tournament Director.
21. **Substitutions:** A substitution after the beginning of the tournament may only be made using a listed alternate from the injured athlete's team. The injured athlete may not compete in any subsequent event at the competition
22. **Substitutions:** A Pair or Double Dutch team using an approved substitute after the tournament has begun is eligible for All Around medals.
23. **Appeals:** Add a sentence "The Tournament Director must withdraw from the discussion after defending his reasons for his initial resolution of the complaint".
24. **Ferrell Award:** Candidates will be selected primarily on their performance at that year's JO Games with additional consideration of their history of sportsmanship and contributions to AAU Jump Rope.

For penalties resulting from rule infractions, please see Rules and Restrictions on page 27

For Differences between AAU and USAJR rules check www.aaujumprope.org and see under Rulebook on the Jump Rope page.

A. **Event Operating Rules**-(*These rules are what people follow to actually run the event*) These rules shall apply to all AAU Sanctioned events unless modified. Full explanation given in the 2012 Tournament Director Guidelines and Checklist available at www.aaujumprope.org.

1. **Facilities/Competition Area**

- The fairest possible environment must be provided for all athletes.
- Speed events require a 20'X 20' area, clearly marked on all sides.
- Freestyle events require a marked 40'X 40' area. The center must be clearly marked.
- Group Routine requires a 94' X 50' area (standard US basketball court).
- Sizes of the competition area may vary slightly due to the limitations of the facility used.
- Competitors may not place their own markings on the competition floor.
- A 2'x 2' coach's box will be taped on the floor at each speed station and freestyle station. The coaching boxes will added on a space available basis at qualifying tournaments.
- A general warm-up area must be provided at all AAU competitions. Dimensions may vary based on competition level and size of tournament.
- The boundary lines are considered in.

2. **Equipment** (*mats, net, ball, shot clocks*)

- Athletes may use a variety of different ropes for tournaments.

- Ropes must be powered only by the competitor. No battery or powered devices may be used. Swivels or other type fittings are legal. Any type of attachment of ropes to the body is not permitted.
- Props other than additional ropes may not be used. A space violation will be assessed for ropes discarded out of bounds.
- Single Ropes may be speed (thin vinyl-type ropes), beaded, wire, braided or inter-woven cloth with handles no longer than ten (10) inches in length.
- Double Dutch Ropes may be speed (thin vinyl-type ropes), beaded, wire, braided or interwoven cloth with handles no longer than ten (10) inches in length.

COMPUTER SCORING: All sanctioned AAU Jump Rope Tournaments should use the official AAU computer scoring program. This program is available courtesy of USA Jump Rope and the AAU (See guidelines for Tournament Directors at www.aausports.org.)

SCORING DISPLAYS: Digital scoring displays are optional.

STANDARDIZED ANNOUNCING CD:

- **Individual Rope Speed, 60 seconds:** "Judges Ready"- "Jumpers Ready" "Set"- "Go"- "15" - "30" - "45" - "Time".
- **Individual Rope Power, 60 seconds:** "Judges Ready"- "Jumpers Ready" "Set"- "Go"- "15" - "30" - "45" - "Time".
- **Individual Rope Pairs Speed, 60 seconds (2 x 30 seconds):** "Judges Ready"- "Jumpers Ready" "Set"- "Go"- "10" - "20" - "Switch" - "10", "20" - "Time".
- **Individual Rope Pairs Power, 60 seconds (2 x 30 seconds):** "Judges Ready"- "Jumpers Ready" "Set"- "Go"- "10" - "20" - "Switch" - "10", "20" - "Time".
- **Double Dutch Singles Speed, 60 seconds:** "Judges Ready"- "Jumpers Ready" "Set"- "Go"- "15" - "30" - "45" - "Time".
- **Double Dutch Singles Power, 60 seconds:** "Judges Ready"- "Jumpers Ready" "Set"- "Go"- "15" - "30" - "45" - "Time".
- **Double Dutch Team Relay, 120 seconds (4 x 30seconds):** "Judges Ready"- "Jumpers Ready" "Set"- "Go"- "10" - "20" - "switch" - "10" - "20" - "Switch" - "10" - "20" - "switch" - "10" - "20" - "Time"..
- **All Freestyle Routines:** "Judges Ready" - "Jumpers Ready" - "You May Begin" - "45 seconds" - One Minute - "Time"

The time clock begins after the word “begin” in freestyle.

3. **Judges/Officials/Referees/Umpire Requirements** (*qualifications, attire*)

- All judges must be re-certified using the criteria established for 2012 competition. No waivers will be permitted.

- Judges must attend an official AAU or USAJR Judges Certification Workshop annually, based on USAJR judging criteria.
- Judges must be 18 years old for AAU Junior Olympic Games competition and 16 years old for all other sanctioned qualifying tournaments.
- Floor Managers must be Level 1 Judges.
- Judges, who are also competitors, may not judge in any All-Around or Group Routine in which they are competing.
- Athletes, who are also judges, may not compete in any All Around or Group Routine event in which they are judging.
- Judges must wear a white shirt and navy blue slacks, shorts or skirt. ***Jeans may not be worn.*** Athletic shoes that do not mark the floor should also be worn. White USA Jump Rope Officials' shirts may be worn. Colored shirts may be issued at the AAU Junior Olympic Games. The wearing of these shirts is permitted at subsequent AAU events.
- For every four (4) registered competitors from a team, one (1) judge or trained official must be nominated for each tournament for speed, power and freestyle events. The Tournament Director will select qualified officials and notify them in good time before the tournament. Judges nominated for only speed or only freestyle events count as half the team obligation for a single judge.
- Judges should perform their duties in accordance with the certification training that they have received.
- It is **mandatory** for judges to make the proper notations on the freestyle score-sheets during the routine. Presentation Judges may also make notes on appearance and conduct before and after the routine while the competitors are at the station.
- Judges and scorers must be registered AAU Members before the competition and must be able to produce their AAU card upon request.
- The registration process must be completed and a membership number obtained before arrival at the competition.

4. **Coaching Requirements** (*qualifications, attire*)

- Coaches must be registered AAU Members before the competition and must be able to produce their AAU card upon request.
- The registration process must be completed and a membership number obtained before arrival at the competition.
- Coaches are **required** to take the Positive Coaching Alliance course. See www.aausports.org
- The name of the designated Coach(es) of Record for the team must be submitted prior to the competition in case the Coach is not available while judging or competing. A designated Coach of Record must be an AAU Member.
- A 2' x 2' coach's box will be taped on the floor at each speed station and freestyle station. This is to allow coaches the ability to escort younger jumpers to their station and allow coaches the ability to assist an athlete during their event. Coaches may bring a clicker to the station. They

may not bring cameras or any other device to the station. Coaches will not be allowed to enter the station at any time or communicate with the judges. If a re-jump is being considered the red flag will go up and the tournament director will come to the station and discuss it with the coach at that time. Only coaches or coach of record will be allowed in the coach's box. A team may declare more than one coach provided they are not registered athletes and must be named at time of registration. If while in the coach's box, the coach does not comply with the code of conduct rules, the team's floor coaching privileges will be revoked and no coach from that team will be allowed on the floor. The coaching box will added on a space available basis at qualifying tournaments.

- Coaches may not discuss a competition performance directly with a judge

5. Awards

Qualifying Tournaments:

- Gold, silver and bronze medals will be awarded to the top 3 place winners in the Overall Triple Crown and Pentathlon events.
- First through 6th place ribbons will be awarded in the component events
- Plaques or certificates may be awarded to the 1st, 2nd and 3rd place teams in each Group Routine age-group. Awards are at the discretion of the Tournament Director.
- Previously qualified and Non-US athletes will be handled as Open competitors. Sports for All Forever medals and place ribbons will be awarded as earned to Open competitors.

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- Gold, silver and bronze medals will be awarded to the top 3 US place winners in the Overall Triple Crown And Pentathlon events based on the total place points earned in the component events with the Freestyle raw score added.
- Medals will be awarded to the first three place winners of the component events. 4th through 10th place ribbons will also be awarded in the component events.
- Plaques will be awarded to the 1st, 2nd and 3rd place teams in each Group Routine age-group. Medals will be given to each performing group team participant.
- Duplicate awards will be presented to Non-US competitors based on the total points earned in the component events with the Freestyle raw score added.

NOTE: Non-US competitors' scores must equal or exceed US competitors' scores to receive the same place points in each component event.

FERRELL AWARDS

The Joel Ferrell Award will be presented to one Outstanding US Male and/or US Female Athlete in each sport at the AAU Junior Olympic Games. Candidates will be selected primarily on their performance at that year's JO Games with additional consideration of their history of sportsmanship and contributions to AAU Jump Rope. The award may not be given to the same athlete more than once.

6. PROTEST PROCEDURES

**** *Protests and Appeals must follow the proper procedure or they will not be heard.***

PROTESTS: General Rights: Athletes shall have the right to compete under rules published in advance and fairly interpreted. Athletes have the right to protest any decision inconsistent with the

rules and the right to have such protests fairly heard with due process under the guidelines set forth in these rules.

PROCEDURE: Protests and Appeals may only be presented to the Tournament Director by the designated coach on behalf of the athlete. Parents and athletes may not present Protests and Appeals.

GROUNDINGS FOR PROTEST:

1. Any rule infraction overlooked by the Head Judge or Tournament Director.
2. Any misinterpretation of the rules by the Judges or Tournament Director.
3. Any clerical or scoring error.
4. Any objectively verifiable matter not exclusively involving the judgment of any official.
5. Videotape evidence may not be used to overturn judges' decisions.

RESOLUTION OF PROTESTS:

The Tournament Director shall resolve all protests immediately. If the Tournament Director cannot resolve the protest, the next step is to present the protest to the Tournament Committee which shall consist of three or more members at the tournament level.

The Tournament Committee shall include:

1. The Tournament Director (or representative).
2. The Technical Director (or representative).
3. The Assigned Delegate (or representative) of AAU.

Protest Procedures: Any protest arising from an infraction of the rules during the competition must follow the stated process:

1. Within thirty (30) minutes after an occurrence, a verbal protest must be made to the Tournament Director by the coach of the affected party.
2. The Tournament Director shall rule on the protest upon notification.
3. The decision is either accepted or rejected by the protesting coach.
4. If the protesting coach refuses the decision, the next step is to file an appeal.

APPEAL PROCEDURE:

1. A written appeal must be made within thirty (30) minutes after the Tournament Director's decision is rendered. Protests should be written on the official appeal form.
2. The appeal must be made by the coach of the team involved, who shall alone present the appeal and receive the decision of the Tournament Committee.
3. The Tournament Director must withdraw from the discussion after defending his reasons for his initial resolution of the complaint. The Committee will make the final decision.
4. The appeal must be accompanied by a bond of twenty five US dollars (\$25.00) in cash. This bond shall be returned if the appeal is successful (the decision of the Tournament Director is overruled). If the appeal is not successful (The decision of the Tournament Director is affirmed), the bond shall be forfeited and retained by the AAU Jump Rope Committee.

Failure to Protest: Any individual with a right to protest shall lose that right if the appropriate protest is not properly made in a timely manner and in complete accordance with these rules.

Finality: The decision of the Tournament Committee shall be final.

Binding Nature: The decision of the Tournament Committee shall be binding on all persons directly or indirectly involved and should be accepted in the spirit of good sportsmanship and fair play.

7. **Format/Scheduling** (*seeding, tie breakers*)

The order of events for each tournament is decided by the Tournament Director.

The order of competitors for each event is assigned by the official computer program. The randomly assigned order will not be changed to accommodate lateness, illness or special request.

Athletes must present themselves by the 3rd and final call for their event. The tournament will not be held up in order to wait for a tardy athlete or to remedy uniform or equipment issues (see note on Page 28 regarding Delay of Tournament policy).

8. **Entry Procedures** (*fee structure, How to register for event, registration, deadlines*)

- See Description of COMPETITION TYPES on Page 13 to see entry procedures for specific tournaments
- Registration papers and appropriate fees must be **received** 4 weeks prior to the tournament, unless otherwise noted. Current AAU Membership Numbers must be submitted before the competition for all athletes, coaches, judges and scorers. A \$10 late fee must be included for all late registrations for Qualifying Tournaments. An application without a confirmed membership number is insufficient

B. **Competition Rules** – (*Rules specific to participating in competition*)

Unless otherwise stated in this handbook the rules of competition shall be those of USA JUMP ROPE. Only those rules contained in this handbook shall supersede the general rules of the national governing body.

1. **Qualification Procedure** (*advancement procedures, participation requirements*)

- Athletes may compete in any number of AAU qualifying tournaments in order to attempt to qualify for the AAU Junior Olympic Games. Permission to compete will be granted providing space and time permit. In the case of excessive numbers, a District Qualifier will be closed to serve only athletes from that District.
- Previously qualified athletes will not be considered in the total number of athletes who qualify from that qualifying tournament. They will be designated as “Open” competitors in the database who do not take points away from athletes who have not previously qualified, NOTE: “Open” will also apply to any Non-US athletes. Open competitors will be eligible for awards. They will be awarded “Sports For All Forever” medals and place ribbons as earned.
- Non-US athletes may qualify through an AAU Open qualifier, providing scores fall within the range of scores of US athletes in that event, or may be nominated by their National Governing Body (NGB) up to a maximum of 10 athletes per age-group in each event
- Wild card applications will not be accepted. The National Jump Rope Chairman will address unique circumstances.
- In Individual Rope Pairs and Double Dutch one athlete, registered for that tournament, may be designated as a substitute for each event registered.
 - ❖ The substitute must be designated by the registration deadline of the tournament.
 - ❖ The substitute may compete in Individual Rope Pairs and Double Dutch events.
 - ❖ The substitute may serve in any age division for which he/she is eligible.

- ❖ The substitute may not compete on more than one Triple Crown, Pentathlon, or Group Routine Team,
- ❖ An event entry may not be composed of more substitutes than original jumpers (1 in pairs, 2 in Double Dutch).
- ❖ Tournament Directors must be notified ASAP before a substitution is made.
- ❖ An athlete substituting for an unavailable athlete who qualified for the AAU Junior Olympic Games must have registered or participated in an AAU qualifying tournament. Participation may include competing, being entered as a registered substitute, volunteering or officiating.
- ❖ A substitution after the beginning of the tournament may only be made after medical personnel have verified the nature of the injury and reported it to the Tournament Director.
- ❖ The injured athlete may not compete in any subsequent event at the competition.
- ❖ A substitution after the beginning of the tournament may only be made using a listed substitute from the injured athlete's team.
- ❖ A Pair or Double Dutch team using an approved substitute after the tournament has begun is eligible for All Around medals.

2. **Eligibility** (*age divisions, roster requirements, weight classes*)

- Age is determined by the date of September 1 of the competition year.
- Athletes who are over 18 must register as adult athletes.
- In all individual events the athlete must compete in his or her own age group.
- In Individual Rope Pairs, Double Dutch and Team competition, age is determined by the age of the oldest athlete.
- No athlete may compete in the same event more than once in any tournament e.g. on two separate Double Dutch teams.
- Athletes may not compete in any All Around or Group Routine event in which they are judging .

3. **Uniform & Equipment** (*head gear, helmets, jerseys, gee's, shoes*)

- Athletes may wear any type of athletic clothing normally worn in sport competition or exercise activity.
 - Example: Beaded and sequined items are inappropriate. Shorts, shirts, uni-tards and form-fitting Lycra separates are acceptable.
- Team uniforms must coordinate in color and may have the team name or logo displayed during competition. Styles may be modified for differences in gender. Females in a multi-person event must dress alike. Males in a multi-person event must dress alike. Males in the same multi-person event with females must wear either matching colors or the same color of the shirt or shorts worn by the females, or vice versa if there are more males in the event. Inverse matching of shirts and shorts between genders is acceptable. Group Routine uniforms may be coordinated for creativity, provided other uniform rules are observed.
- Regular underwear should not be visible during any of the moves.
- If spandex is worn under the uniform shorts, the spandex garments must all match in color. The spandex does not need to match the same color of the shorts.
- Short athletic skirts or shorts may be worn with proper matching under garments.
- Midriff and stomach should not be exposed when an athlete is in the normal standing position.
- Shorts must be of an appropriate, decent, length.
- Supportive athletic shoes must be worn, **and socks should be worn**, to protect the athlete's feet. Any injuries to an athlete's feet due to not wearing socks would be the fault of the athlete and the AAU would not be able to be held responsible.

- Jewelry may not be worn during competition, with the exception of earring studs or wedding bands. If left in place, these must be taped over.
Example: Watches, cloth bracelets and necklaces, body-piercing items, protruding hair-clamps and other potential safety hazards are unacceptable.
- Long hair must be worn back off the athlete's face during competition.
- Soft costume accessories may only be worn in freestyle and will only be permitted if properly secured to the uniform and if worn throughout the routine.
- Eye-glasses must be secured using a sport-strap or ear-wedge.
- Head Coverings may not be worn unless previously approved for religious or medical reasons.
- Exceptions will be permitted to the uniform rule for religious requirements with prior notification to the tournament director.
- Exceptions will only be made for special needs and with prior approval from the Tournament Director and submitted at registration for that tournament .
Example: Medic-Alert bracelet or religious attire exception.

NOTE: Competing while injured is not encouraged. Casts and splints may only be worn with a written doctor's permission on file with the Tournament Director.

NOTE: Items that fall from an athlete's clothing during competition, including from pockets, and create an unsafe environment for any competitor will cause the athlete(s) at fault to be stopped immediately. The performance will be judged up to that point.

- Items that fall and go out of bounds will be counted as a space violation.

- Items that fall into an adjacent competition area and disrupt the routine of another competitor will result in a zero score for the athlete causing the issue and the option of a re-jump for the athlete affected.

For penalties resulting from these rules, please see page 27

4. **Competition Types** (*Different Disciplines, Division I or Division II, National Championships, Super Regional, Regional*)

NON-QUALIFYING INVITATIONAL TOURNAMENTS MAY BE OFFERED BASED ON INTEREST. AAU MEMBERSHIP AND SANCTION REQUIREMENTS MUST BE OBSERVED.

AAU QUALIFYING TOURNAMENTS

Any AAU athlete who meets age restrictions may compete at any Open Qualifying Tournament, providing space is available and no other restrictions apply.

- Qualifying tournaments will be announced by October 31 preceding each competition year. A minimum of 60 competitors and 3 teams are required for a tournament to be considered "an official Qualifier". Only official tournaments will be eligible to qualify the top 10 finishers in each event.
- Bids to host a qualifying tournament should be sent to the AAU Jump Rope Secretary General by September 15 of the preceding year. Bid-forms are posted on the web-site www.aausports.org. Acceptance will be announced after the Fall Executive Committee Meeting. Late bids may be considered at the discretion of the AAU Jump Rope Committee.

- Tournament Directors must request official sanctioning for their event through the AAU at www.aausports.org. Tournaments having events for the over 18 adult athletes must be sanctioned for a combined youth/adult event. Athletes 18 and over must register as adult athletes.
 - Up to a maximum of 10 US athletes and 10 non-US athletes (plus 3 Group Routines) will qualify through each AAU Qualifying Tournament for the AAU Junior Olympic Games in Houston, Texas in each age-group and in each event.
 - Athletes may attend any number of qualifying tournaments in an attempt to qualify, or for practice, providing space is available. Previously qualified athletes will not be considered in the total number of athletes qualifying from that tournament (although they will still be eligible for awards). They will be designated as “Open” competitors in the database who do not take points away from athletes who have not previously qualified, NOTE: “Open” will also apply to any Non-US athletes. Open competitors will be eligible for “Sports For All Forever” medals and place ribbons as earned.
 - Unlimited entries per team are allowed in each event or at the discretion of the tournament director.
 - Maximum manageable numbers are encouraged for inclusion as per the AAU policy.
 - One entry per team in each age group is allowed for Group Routine.
 - When confronted with registration numbers exceeding 150 athletes for a Qualifying Tournament, the Tournament Director:
 1. Should first explore the option of expanding the competition space or adding a day.
 2. May declare the tournament “closed” to athletes from outside the hosting AAU District if additional space or time are not available.
 3. May limit the number of out-of-District athletes by event and age-group in a consistent manner by team.
- NOTE:** Music for freestyle will remain mandatory.
- **FEES** Tournament fees: \$40 per individual (\$5 of this amount is a capitation fee to AAU Jump Rope). Spectator Admission Fees are discouraged. Under no circumstances may admission fees be charged to AAU members. If spectator fees are to be charged, this must be announced with the tournament information announcement. They may not exceed \$5.

2012 AAU JUNIOR OLYMPIC GAMES

Athletes may qualify for the 2012 AAU Junior Olympic Games in Houston, Texas in the following ways:

US ATHLETES

1. **By qualifying in the top 10 US athletes in the overall ranking in a singles, pairs or Double Dutch event at any 2012 AAU qualifying tournament unless previously qualified.**
2. **By qualifying in one of the top 3 teams in a Group Routine competition at any 2012 AAU qualifying tournament unless previously qualified.**

NON US ATHLETES

1. **By qualifying in the top 10 Non-US athletes in the overall ranking in a singles, pairs or Double Dutch event at any 2012 AAU qualifying tournament, providing their scores fall within the range of the qualified US athletes in that event. Tournament fee \$40.**
2. **By qualifying in one of the top 3 teams in a qualifying Group Routine competition.**

3. **By being nominated by the athlete's National Governing Body (NGB), up to a maximum of 10 athletes per country, in each age-group and gender in each Triple Crown or Pentathlon combined event, or one entry in each age division of Group Routine.**
4. **Nomination Fee \$40 per athlete. See Nomination Forms on the Jump Rope page at www.aausports.org**

- The top (10) places, US and Non-US, in each event and age group qualify as outlined above. If an athlete is not available to continue to the AAU Junior Olympic Games. The 11th place athlete is the first alternate and so on.
- Top (3) places in each age group for Group Routine from each Open Tournament qualify. 4th place is an alternate.
- AAU Junior Olympic Games fee is \$45. This does not include the NGB nomination fee (\$40 per athlete) or registration fee (\$40 per athlete) for competing in a qualifying tournament. AAU membership fees are not included and must be purchased separately.
- Separate fees for coaches and spectators – see event handbook.
- If there are more than 30 entries per event or age group registered, the entries may be limited for participation in the Freestyle component event based on the current tournament's combined speed and power score total. The top ranked group will compete for medals. This group will consist of the top 25 US entries, plus a maximum of 10 non-US entries that fall within, or exceed the range of scores of the top 25 US competitors, after the speed and power scores are combined. If the top 30 entries are from the US, those 30 entries will qualify for the Freestyle event.
- If numbers exceed 700 at JO's, we will take a maximum of 40 freestyle participants after speed and power results are calculated, accept the top 30 US, then up to 10 Non-US who fall within that point range, then fill to 40 with additional US competitors if slots are available.
- If there are 3 or less competitors registered for an event, that event may be combined with the next closest age group, as determined by the Tournament Committee.

The Open Scoring System will apply. A full set of awards with appropriate place-points will be given to the US competitors in the component and all-around events. Non US competitors will compete against the US competitors for their placement and awards. To earn equivalent points and place awards, a Non US competitor/team must equal or exceed the performance of the US competitors in that component or All Around event.

5. **Categories of Competition in the Sport** (e.g. running events, field events, multi-events, age groups, gymnastics levels,)

Age Divisions for Jump Rope will be:

Singles: Females 8 and under, 9, 10, 11, 12, 13, 14, 15-17, 18-22

Males: 8 and under, 9-10, 11-12, 13-14, 15-17, 18-22

Pairs: 8 and under, 9-10, 11-12, 13-14, 15-17, 18-22

Double Dutch: 12 and under, 13-14, 15-17, 18-22

-Separate Male and Female Divisions in Single Rope Individual event.

-13-14 Females may be split into separate years if numbers exceed 30 registered in that age-group at Qualifying Tournaments and will be split into separate age-groups at the AAU Junior Olympic Games if numbers exceed 80

Single Rope Pairs, Group Routine and Double Dutch may be same gender or mixed.

Group Synchronized Routine Age Divisions:

- *13 & under
- *14 – 22

JUMP ROPE TEAM COMPOSITION

- Individual Single Rope athlete is one (1) jumper with a rope.
- Individual Rope Pairs athletes are two (2) jumpers, each with a rope.
- Double Dutch Singles teams have three (3) participants with a set of Double Dutch ropes.
- Double Dutch Pairs teams have four (4) participants with a set of Double Dutch ropes.
- Group Routine entries must have a minimum of six (6) and a maximum of twenty four (24) participants, each with their own rope.

COMPETITION EVENTS

- **TRIPLE CROWN EVENTS SINGLES AND PAIRS**

The Triple Crown is a combined Individual Rope Event designed to reward the overall jump rope athlete. Component events of the Triple Crown include Individual Rope Freestyle, Individual Rope Speed and Individual Rope Power. The results of each component event are weighted and ranked using a ten point descending scoring system. The ten point descending scores of each component event are added together along with the actual Freestyle score to determine the overall Triple Crown Champion in each age group. Triple Crown medals of gold, silver and bronze are awarded to the top three overall place finishers in individual and pairs jump rope competition. In all AAU Jump Rope competitions, athletes must have competed in all component events to be eligible to receive a medal, with the exception of an approved substitution for an injured athlete – see page 12. Place ribbons are not awarded in Triple Crown results, only in the component events.

Individual Rope Freestyle: is a creative form of Jump Rope where the Jump Rope Athlete assembles a combination of finesse, power, strength, dance, and intricate arm rope skills both forwards and backwards into a routine which is choreographed to music. This routine must be between 60 and 75 seconds in length.

Individual Rope Speed: is a 60 second timed event where the Jump Rope Athlete attempts to complete as many alternating foot step jumps with a rope as possible within the time period. Three judges count the right foot jumps while the athlete is jumping and the two closest counts are added to determine the total score. There must be one completed revolution of the rope for each jump. Only such jumps will be counted.

Individual Rope Power: is a 60 second timed event where the Jump Rope Athlete attempts to complete as many double under jumps with a rope as possible within the time period. A double under is performed by completing 2 rope revolutions for each two-foot jump. Only such jumps will be counted. The event is decided by 3 judges counting completed double unders and adding the two closest counts to determine the total score.. In the 15-17 and 18-22 age-groups, the athletes will compete with Triple Unders (3 completed revolutions for each two-foot jump).

Individual Rope Pairs Freestyle: is a creative form of Jump Rope that is performed by 2 athletes. The athletes must assemble a combination of finesse, power, strength, dance and intricate arm rope skills both forwards and backwards into a routine, which is choreographed to music. Precision, synchrony and dynamic interaction between the 2 jumpers are judged in this routine. The routine must be between 60 and 75 seconds in length.

Individual Rope Pairs Speed: is a 60 second timed event where 2 athletes attempt to complete as many alternating foot jumps as possible for 30 seconds each consecutively. Jumper 1 will begin the event and jump for 30 seconds. At the command "switch" the first jumper will stop and the second jumper will begin jumping until the command "stop". The event is decided by 3 judges counting completed alternating foot jumps and adding the two closest counts to determine the total score. There must be one completed rope revolution for each alternating foot jump. Only such jumps will be counted.

Individual Rope Pairs Power: is a 60 second timed event where 2 athletes attempt to complete as many double under jumps as possible (in all age-groups) for 30 seconds each consecutively. Jumper 1 will begin the event and jump for 30 seconds. At the command "switch" the first jumper will stop and the second jumper will begin jumping until the command "stop". A double under is performed by completing 2 rope revolutions for each two-foot jump. Only such jumps will be counted. The event is decided by 3 judges counting completed double under jumps and adding the two closest counts to determine the total score.

NOTE: At the AAU Junior Olympic Games, Tournament Directors may elect to assign eligible jumpers with proper documentation to designated speed and power stations staffed with experienced judges. Alternatively, the Tournament Director may use a 4th clicker judge in speed and power events to count for competitors who have a documented high speed score at a sanctioned USAJR or AAU event. The closest 3 scores will be recorded. Submitted scores must be in the vicinity of the record for that event for a jumper/team to be considered by the Tournament Director for adding a 4th clicker judge or for going to a designated station. Documented speed scores should be detailed on the athlete's registration form by the tournament deadline.

EXAMPLES:

1 minute Speed or Power	160
2x30 Pairs Speed or Power	170
1 minute DD Single Speed	180
4x30 DD Pairs Speed Relay	340
1 minute DD Power	210

SPECIAL CONSIDERATION TO ATHLETES ACHIEVING THESE STANDARDS WILL BE BASED ON AVAILABILITY OF JUDGES.

Ten Point Descending Scoring System: rewards the top 10 places for US athletes in each of the three component events with a descending 10 point score. The first place athlete in each component event will receive 10 points, the second place athlete 9 points. This process continues through 10th place. Athletes finishing in 11th place, or lower, will not receive weighted score points. Non-US athletes will also receive duplicate place-points

when their performance equals or exceeds the performance of US competitors in that place.

Component Event Champion: in the AAU Junior Olympic Games only, the component winners in each age group will receive a gold, silver or bronze medal recognizing the first three places for each age group. Commemorative ribbons will be awarded to the fourth through tenth (4th-10th) place component finishers in each age group. At qualifying tournaments, a minimum of first through sixth (1st - 6th) place ribbons will be awarded in component events.

- **PENTATHLON EVENT DOUBLE DUTCH**

The Pentathlon Event is a combined Double Dutch event designed to reward the overall Double Dutch Champions. The Pentathlon Double Dutch team consists of 4 athletes. The athletes must compete within their age group. The component events of the Pentathlon include Double Dutch Single Speed, Single Freestyle, Single Power, Double Dutch Team Speed Relay and Pairs Freestyle. The result of each component event is weighted and ranked using a ten point descending scoring system. The ten point descending scores of each component event are added together along with the actual Freestyle scores to determine the overall Pentathlon Champions in each age group. Pentathlon event medals of gold, silver and bronze are awarded to the top three place finishers in each Double Dutch age group. All 4 team members will receive awards. All Double Dutch team members must remain within their station. The 4th team member may sit in the speed station area for Double Dutch Single Speed and Power, but not for the Double Dutch Single Freestyle. At all levels of AAU Jump Rope competition, athletes must compete in all component events to be eligible to receive a medal, with the exception of an approved substitution for an injured athlete – see page 12. Place ribbons are not awarded in the Pentathlon events, only in the components.

Double Dutch Single Speed: requires 3 athletes, (2 turners and 1 jumper). It is a 60 second timed event where one jumper attempts to complete as many alternating foot jumps as possible within the time period. The event is decided by 3 judges counting the right foot while the athlete is jumping and adding the 2 closest counts to determine the total score.

Double Dutch Power (Pop-ups): requires 3 athletes, (2 turners and 1 jumper). It is a 60 second timed event where the jumper attempts to complete as many double under jumps as possible within the time period. A double under is completed when both ropes pass under the feet for each jump. The event is decided by 3 judges who count double under jumps. The two closest counts are added together to determine the total score.

Double Dutch Single Freestyle: is a creative form of Double Dutch that is performed by 3 athletes (2 turners and 1 jumper). The athletes must assemble a combination of turner exchanges, finesse, power, strength, dance and intricate arm rope skills into a routine that is choreographed to music. This routine must be between 60 and 75 seconds in length. Each Double Dutch team member must both turn and jump during the routine; not doing so will be grounds for a zero score in that component event. The Head Judge may consult with the judging panel in making this determination.

Double Dutch Team Speed Relay: requires 4 athletes. It is a 120 second timed event where each jumper must jump and turn for 30 seconds. Each jumper in turn will attempt

to complete as many alternating foot jumps as possible within the 30 second time period. Jumper 1 will begin the event and jump for 30 seconds, at the command "switch" the first jumper will exit the ropes, or switch with the second jumper, who will enter the ropes and jump for the next 30 seconds. The jumpers will switch every 30 seconds until the command "stop" is given. The event is decided by 3 judges counting the right foot while the athletes are jumping. The two closest counts are added together to determine the total score. Each Double Dutch team member must turn for 30 seconds and jump for 30 seconds during the event, not doing so will be grounds for a zero score in that component event. The Head Judge may consult with the judging panel in making this determination.

Double Dutch Pairs Freestyle: is a creative form of Double Dutch which is performed by 4 athletes (2 turners and 2 jumpers) The athletes must assemble a combination of turner exchanges, finesse, power, strength, dance and intricate arm rope skills into a routine that is choreographed to music. Precision and synchrony between all 4 jumpers are judged in this routine. This routine must be between 60 and 75 seconds in length. Each Double Dutch team member must turn and jump during the routine, not doing so will be grounds for a zero score in that component event. The Head Judge may consult with the judging panel in making this determination.

NOTE: Tournament Directors may elect to use specially designated stations or a 4th clicker judge in speed and power events to count for competitors who have a documented high speed score at a sanctioned USAJR or AAU event.(See note on page 17)

Ten Point Descending Scoring System: rewards the top 10 places for US athletes in each of the five component events with a descending 10 point score. The first place Double Dutch team in each component event will receive 10 points, the second place team 9 points. This process continues through 10th place. Teams finishing in 11th place or lower will not receive weighted score points. Non-US athletes will also receive place-points when their performance equals, or exceeds the performance of US competitors in that place.

Component Event Champion: in the AAU Junior Olympic Games, the component winning Double Dutch teams in each age group will receive a full set of medals recognizing the first three places for each age group. Commemorative ribbons will be awarded to the fourth through tenth place component finishers in each age group. At qualifying tournaments, a minimum of first through sixth (1st – 6th) place ribbons will be awarded in component events.

- **GROUP ROUTINE**

Group Routine is a synchronized group routine that is performed by at least 6 athletes, but not more than 24, each using his/her own individual jump rope. Routines must include a combination of formation and pattern changes, finesse, power, strength, dance and intricate arm rope skills in a routine performed to music. Precision and synchrony between all jumpers on the team are judged in this routine. This routine must be choreographed to music and be between 2 and 4 minutes in length. At the AAU Junior Olympic Games, plaques will be awarded for first through third place, with medals to the individual team members. At qualifying tournaments, awards are at the discretion of the tournament director.

EVENT JUDGING PROCEDURES

SPEED EVENTS:

- Speed events will utilize a standardized CD (available from the AAU Jump Rope Committee).
- Completed right foot jumps will be counted in all speed events.
- The rope must be positioned behind the jumper at the start of individual events.
- Jumpers must enter from outside the ropes in Double Dutch events at the start of the event.
- Three (3) counters must be assigned to each jumper or team. One counter is assigned as the Head Judge. (See page 17 regarding the addition of a 4th clicker judge or designated stations under specific circumstances). The Head Judge is responsible for communicating with the athlete(s), checking for appropriate uniforms and equipment, checking for the proper execution of the event, recording false starts, illegal switches and entering the scores on to the score-sheet. The other judges at the station should be assigned duties per USAJR judging guidelines, but the Head Judge is ultimately responsible.
- Five (5) speed judges will be assigned in the case of a re-jump due to a judge scoring discrepancy.
- The two (2) closest scores or the two that are the same will be added together by the computer for the total score. In case of three (3) equally spaced scores, the two (2) highest scores will be added together.
- Deductions will not be taken for misses. Misses will not be counted.
- If the score is tied, the jumpers will remain tied.
- False Starts: any movement of the rope before the command "go" constitutes a False Start. Judges will not stop the jumper when a false start is detected. Twenty (20) points will be deducted from the total score for a blatant false start (jumping the rope before the word "Go"). A minor False Start will be assessed 5 points. Jumpers will not be allowed to jump their speed event again. Two of the 3 speed judges at a station must agree that there was a false start. The Head Judge will make the final decision as to whether it was a major or minor false start if the other 2 judges disagree with each other.
- The above rule will also apply to False Switches, where the rope is jumped before "Switch" is called.
- Illegal Switch: Individual Rope Pairs Speed team members may not move their rope until the command "switch" is given. Double Dutch Team Relay members may not enter the ropes until the previous jumper has exited the ropes. Judges will not stop the jumper when an illegal switch is detected. Five (5) points will be deducted from the total score for an illegal switch. Jumpers will not be allowed to re-jump their speed event again for false starts or switches.
- Each space violation will result in a five (5) point deduction from the total score. The Head Judge will stop the jumper's rope and move him/her back into the correct speed station, in the case of a space violation in which the jumper strays into an adjacent competition area. The Head Judge will not call "Stop" for a space violation.
- If all four Double Dutch Team members do not jump and turn this will be cause for a zero score in that component. The Head Judge may request assistance from the other judges in keeping track of this requirement.

POWER EVENTS:

- Power events will utilize a standardized CD (available from the AAU Jump Rope Committee).

- Only completed double under jumps will be counted, or completed triple unders in 15-17 and 18-22 singles. Clicker scores should reflect the actual number of completed double under jumps.
- Three (3) counters must be assigned to each jumper or team. See page 17 regarding designated speed stations or the addition of a 4th clicker judge. One counter is assigned as the Head Judge. The Head Judge is responsible for communicating with the athlete(s), checking for proper uniforms and equipment, checking for the proper execution of the event, recording false starts, illegal switches and entering the scores on to the sheet. The other judges at the station should be assigned duties per USAJR judging guidelines, but the Head Judge is ultimately responsible.
- Rope must be positioned behind the jumper at the start of individual events. Jumpers must enter from outside the ropes in Double Dutch events at the start of the event.
- The two (2) closest scores or the two that are the same will be added together for the total score. In case of three (3) equally spaced scores, the two (2) highest scores will be added together.
- Deductions will not be taken for misses. Misses will not be counted.
- If the score is tied, the jumpers will remain tied.
- False Starts: any movement of the rope before the command "go" constitutes a False Start. Judges will not stop the jumper when a false start is detected. Twenty (20) points will be deducted from the total score for a blatant false start (jumping the rope before the word "Go") or 5 points for a minor False Start. Jumpers will not be allowed to jump their power event again. Two of the 3 speed judges at a station must agree that there was a false start. The Head Judge will make the final decision as to whether it was a major or minor false start if the other 2 judges disagree with each other.
- The above rule will also apply to False Switches, where the rope is jumped before "Switch" is called.
- Illegal Switch: Individual Rope Pairs Power team members may not move their rope until the command "switch" is given. Judges will not stop the jumper when an illegal switch is detected. Twenty (20) points will be assessed for a blatant Illegal Switch or Five (5) points will be deducted from the total score for a minor illegal switch. Jumpers will not be allowed to jump their power event again for false starts or switches..
- Space violations will result in a five (5) point deduction from the total score. The Head Judge will stop the jumper's rope and move him/her back into the correct speed station, in the case of a space violation in which the jumper strays into an adjacent competition area. The Head Judge will not call "Stop" for a space violation.

Re-Jumps in Speed and Power: are either recommended to the Tournament Director by the Head Judge or Head Scorer for technical reasons or may be requested by the designated Coach of the team for any other unfair situation that prevented the athlete(s) from a fair performance.

Acceptable Examples: Broken rope; error by the sound technician; interference by another competitor, coach, judge or spectator; Discrepancy by the two closest judges in excess of 5 counts.

Unacceptable Examples: Shoe laces coming untied, late arrival, illness or injury of athlete

In the case of a Re-Jump being offered, the athlete (s) will be given the option of keeping the score they were originally given (unless there has been a gross error by the judges), or of re-jumping. If a Re-Jump is chosen, the score for the Re-Jump will be applied.

Only one re-jump will be permitted for a broken rope in speed or power. Athletes may bring one additional rope to the re-jump station to be used if the rope breaks in the re-jump.

- Five (5) speed judges will be assigned in the case of a re-jump due to a judge scoring discrepancy.

The normal wait period before a Re-Jump is a minimum of 5 minutes.

FREESTYLE EVENTS:

Choreographic Balance: Difficulty, Density, Presentation, Creativity and Accuracy are judged using the established criteria of USA Jump Rope. The way that the routine is choreographed to music is also considered in AAU competition.

Freestyle Scoring Summary in Individual Rope and Double Dutch: Freestyle scoring will be judged on a Ten Point Decimal Scale. A perfect score is ten (10) points. Freestyle routines are scored in four areas: Content, Presentation, Required Elements and Deductions (variable). Judges may have separate responsibilities.

Required Elements: Required variation and choreographic balance. To receive full credit, Freestyle Routines must include a minimum of one example of each of the following elements at the Intermediate Level: **Strength Movement. *Intricate Arm Rope Skills. *Use of Floor Space *Speed Footwork / Change of Pace. *Musical / Rhythmic Interpretation.* Double Dutch routines must include each of the following elements: **Intricate Turner Skills. *Turner / Jumper Exchange. *Team Speed / Footwork *Strength Skills Inversion/Displacement/Power Turning) * Musical/Rhythmic Interpretation*

Spatial Dynamics in Single Rope Pairs Freestyle: Dynamic interaction will replace spatial dynamics in pair's single rope freestyle. Refer to the Levels of Difficulty in the USA Jump Rope Judging Handbook for clarification on what constitutes the Intermediate level for full credit.

Difficulty: The use of skills and combinations that are challenging to execute. Judges will consider coordination, strength, flexibility and timing when evaluating the skills. Backwards turning increases the level of difficulty (Points should only be given for the skills successfully completed).

Added to the Level of Difficulty for Pairs Interaction: If the rope is set on the floor during interaction, the level of difficulty can only go as high as elementary for that skill. If the rope remains in the jumper's hands during interaction the skills performed can range from basic to masters.

Density: The new USAJR **Density Scoring System will apply** for recording Density combinations and breaks. Details of this system can be found under Density in the content judging section of the USA Jump Rope Judging Handbook.

The judging rule as written in the USAJR Judging Handbook for breaks in the routine for tumbling runs will apply.

Creativity: The use of unique skills, combinations, associated movement or other choreographic elements.

Quality of Presentation: Elements that affect the aesthetic qualities of a routine, including the appearance and conduct of the athlete(s). The routine contains an opening stance and ending stance or bow. Overall facial expression during a routine. Body alignment and extension, good posture maintained and kicks fully extended, correct form for gymnastics and strength moves. The smoothness and flow of the skills to music is also judged in this area. Judges evaluate athletes' conduct and appearance from entry to exit from the station.

Accuracy: a two tenths (.2) deduction will be subtracted for each minor miss and a (.4) for each major miss from a total possible score of 2.0 .The maximum deduction for Accuracy is 2.0 points. A "Minor Miss" is defined as when the rope or competitor comes to an unintentional complete stop. A "Major Miss" is defined as when the competitor does not re-start within 2 seconds. If no time is lost during a bobble, or if the rope brushes the body without causing a miss, no penalty will be assessed.

Accuracy Scoring Notations in Freestyle: Accuracy scoring in freestyle will now be noted with a "∧" on the head judge, head content and head presentation judges score sheets. These judges will no longer use a clicker for keeping track of accuracy deductions.

Re-start after a freestyle miss: In a single rope event the routine is considered re-started after a miss when the jumper attempts the next jump or performs a rope manipulation. A Double Dutch routine is considered resumed after a miss when the jumper attempts to re-enter the turning ropes or the turners perform a rope manipulation. A miss on a re-start attempt will result in an additional miss being recorded.

Deductions: a two-tenths (.2) deduction will be subtracted for a time violation and a one tenth (.1) deduction for each space violation. Other deductions are described on page 27.

A back line judge will be used when possible to determine space violations on the back line. The line judge will raise a red flag and report to the Head Judge at the end of the performance how many space violations occurred. The lines are considered in.

Freestyle:

- All Freestyle routines must be performed within a 40' x 40' space. One tenth of a point will be deducted for each space violation. If the Freestyle space is smaller because of space limitations, the tournament director may elect not to deduct points for space violations. A line judge may be appointed to assist the Head Judge in determining space violations.

Warm-up: Athletes may warm up in their freestyle station after the floor managers have completed their duties. No extended sequences or tumbling runs are permitted. The floor managers will intervene if necessary.

- **No props** other than ropes may be used. Ropes that are dropped creating an unsafe environment for any competitor will cause the athlete(s) to be stopped at that moment. The performance will be judged up to that point. A space violation will be assessed for ropes discarded out of bounds.

- All Freestyle events (Single rope and Double Dutch) are to be performed within a 60 - 75 second time frame. The time-clock begins after the words "you may begin." A 45 second call will be added to the timing CD to warn athletes and judges of the routine's progress.

There is a two-tenths (.2) deduction for any time violation, over or under time. Portions of the routine after 75 seconds will not be judged.

MUSIC is mandatory for all Freestyle events. Music must be provided on track 1 of a CD. It is the responsibility of the Coach to be sure that all provided CD's are playable on a standard audio system. A back-up individual or team CD must also be readily available. Routines with no music will not be scored.

· There should be 5 Content, 5 Presentation and 1 Head Judge at each freestyle station. An additional Floor Manager will assist the Head Judge at the AAU Junior Olympic Games and at Qualifiers when available. A back line judge will be provided whenever possible.

· The Content Judges will judge Difficulty and Density, based on USA Jump Rope criteria. Extra credit will be assessed for skills performed backwards or in combination. The Presentation Judges will judge the Creativity and Quality of Presentation. The Head Judge will score Choreographic Balance, Misses and deduct for time, space, uniform and delay of competition violations. An appointed Head Content Judge and an appointed Head Presentation Judge will also record Misses. The two closest Accuracy scores will be averaged.

· The high and low scores in Content and in Presentation will be dropped.

· The three remaining Content scores will be averaged and the three remaining Presentation scores will be averaged. Both will be added to the Head Judge score and deductions taken.

· The Head Judge controls the flow of the Freestyle events, with the assistance of the Back Line Judge and Floor Manager when available.

· The Freestyle events will utilize a recorded standardized audio time tape. The commands are: "Judges ready" - "Jumpers ready" "You May Begin" – "45 seconds" - "One Minute" - "Time" is called at 75 seconds.

· Judges may give partial credit for skills not completely executed, as in a miss at the end of a sequence or combination. Notations must be made on the score-sheets. Judges will use these in determining scores.

· No Judging of the performance may take place after time is called.

-Delay of Tournament Penalty when routines continue after time is called: Any routine that continues for more than 5 skills after time is called, will be assessed a delay of tournament penalty by the head judge of .4. This is in addition to the .2 deduction penalty for going over time.

· The Judges Score Sheet will be totaled and verified at the Score Keepers Table.

ILLEGAL MOVES· The following are illegal and prohibited moves: Jumping on the knees, head, or elbows. An athlete may only use his/her hands, or another athlete's hands, to launch him/herself into an assisted inversion

- When an illegal or prohibited move occurs, the Head Judge or Tournament Director will stop the routine, thereby giving a zero score to the individual or team in that component. The Head Judge may also consult with the judging panel before ruling on an illegal move.

Tie Breaker rule:

- First tie-breaker is the averaged number of misses for the performance.
- Second tie-breaker is the Content score after averaging.
- Third tie-breaker is the Presentation score after averaging.

Re-Jumps in Freestyle Events: are either recommended to the Tournament Director for technical reasons, or may be requested by the designated Coach of the team for any other unfair situation that prevented the athlete(s) from a fair performance

Acceptable Examples: Broken rope, error by the sound technician, interference by another competitor, coach or a judge

Unacceptable Examples: Wrong music CD presented by athlete(s), shoe laces coming untied, late arrival of athlete(s)

In the case of a Re-Jump, the athlete (s) will be given the option of keeping the score they were originally given (unless there has been a gross error), or of re-jumping. If a Re-Jump is chosen, the score for the Re-Jump will be applied.

Only one re-jump is permitted for a broken rope in freestyle events. Athletes may bring a second rope to just inside the boundary of the freestyle station for the re-jump to be used if the rope used breaks.

The normal wait period before a Re-Jump is a minimum of 5 minutes.

Application of Music in Freestyle: Music should be an integral part of the Choreography of a Freestyle routine. While every step will not necessarily be tied to the music, the overall effect needs to be that the routine has been designed with that particular piece of music in mind. The types of steps and skills included should reflect the phrasing, cadence and style of the piece.

Head Judges will give full credit under musical, rhythmic interpretation for skillful application of skills to the music, partial credit where the application is only intermittent and zero credit when the music is a mere background to the routine

Presentation Judges will give credit or note flaws ongoing throughout the freestyle routine, when the skills reflect, or do not reflect, application to the music. They may also note appearance and conduct issues before and after the timed event while the competitor(s) are at their freestyle station.

GROUP ROUTINE EVENTS:

Group Routine Summary: Group Routine scoring will be judged on a Ten Point Decimal Scale. A perfect score is ten (10) points. Group Routines are scored in three areas: Content, Presentation and Choreographic Balance.

· **Choreographic Balance:** Required variation and choreographic balance. To receive full credit, Group Routines must include each of the following elements: **Intricate Footwork, *Music Interpretation, *Formations and Patterns, * Synchronization in order to obtain the maximum score.*

· **Intricacy:** The use of skills combinations and formations that are challenging to execute. Judges will consider coordination, strength, flexibility, teamwork and timing when evaluating the skills. (Points should only be given for the skills and formations successfully completed). The Content Judges will assess the impact of the number of athletes who complete the skills in the Group Routine

· **Density:** Judges will consider the number and different types of moves and formations used in the routine versus the pauses or breaks.

- **Precision:** The degree to which the team executes the routine in synchrony. *Misses will be considered in this area.*

· **Creativity:** The use of unique formations, skill combinations, associated movement or other choreographed elements.

· **Quality of Presentation:** How well the skills and formations are completed and the degree of excellence and style. The routine contains an opening formation and ending formation. Overall facial expression during a routine. Body alignment and extension, good posture maintained and kicks fully extended. The smoothness and flow of the routine to the music is also judged in this area.

· **Deductions:** a four-tenths (.4) deduction will be subtracted for a time violation and a two-tenths (.2) deduction for "each" space violation.

Group Routine:

· Group Routines will be performed with all competitors using individual single ropes only.

· No Props other than ropes may be used. Additional ropes, if used, must be secured to the athlete's person when not in use or must be retrieved from or taken to the boundary of the competition area. For safety reasons, discarded ropes must be safely put at the boundary of the performing area. A penalty of .4 points will be assessed if ropes are discarded in the competition area more than 3 feet away from the boundary. Ropes that are dropped creating an unsafe environment for any competitor will cause the athlete(s) to be stopped at that point. The performance will be judged up to that moment. A space violation will be assessed for ropes discarded out of bounds.

· All Group Routines must be performed within a 94' x 50' space (standard US Basketball court). Two tenths (.2) of a point will be deducted for each space violation. If the Team Routine space is smaller because of space limitations, the tournament director may elect not to have points deducted for space violations.

· Group Routine events are to be performed within a 2 to 4 minute time frame. There is a four-tenths (.4) deduction for any time violation, over or under time.

- Music is mandatory for Group Synchronized Routine events. Routines with no music will not be scored. A back-up CD should be readily available.
- There are ten (10) Panel Judges, plus a Head Judge and an Assistant Head Judge for each Group Routine event. The five (5) Content Judges will judge Intricacy, Density and Precision. The five (5) Presentation Judges will judge Creativity and Quality of Presentation. The 2 Head Judges will score Choreographic Balance and deduct for time and space violations.
- The high and low scores in Content and Presentation will be dropped.
- The three (3) closest Content scores will be averaged and the three (3) closest Presentation scores will be averaged. Both will be added to the averaged Head Judge scores and deductions taken.
- The Head Judge controls the flow of the events assigns points for Choreographic Balance and makes deductions for Time and space violations. The Assistant Head Judge will notify the Head Judge if the routine finishes before 2 minutes or when time is up. He will also award points for Choreographic Balance and check for space violations.
- **Time begins when the music starts in Group Routine.**
- Judges may give partial credit for skills not completely executed
- Judging of the routine may not take place after time is called.
- The Judges Score Sheet will be totaled and verified by the Score Keeper's table.

ILLEGAL MOVES· The following are illegal and prohibited moves: Jumping on the knees, head, or elbows. An athlete may only use his/her hands, or another athlete's hands, to launch him/herself into an assisted inversion

When an illegal or prohibited move occurs, the Head Judge or Tournament Director will stop the routine, thereby giving a zero score to the individual or team in that component. The Head Judge may also consult with the judging panel before ruling on an illegal move.

Tie-Breaker rule:

- First tie-breaker is the Content score after averaging.
- Second tie-breaker is the Presentation score after averaging.

6. **RULES AND RESTRICTIONS** (*press rule, pitching, ejections, event disciplinary rule*)

Violations of the Rules in this Handbook will be cause for point reductions, zero score or disqualification, or to fair interpretation by the Tournament Committee.

Violations of the Code of Conduct will be referred to the Tournament Director. Minor violations will be cause for a warning by the Head Judge or Tournament Director. Repeat violations will be the cause for a point penalty of .4 in Freestyle or 10 points in Speed and Power events. Major violations will be the cause for a score of zero for an athlete in that component or overall event, or for removal of a judge from his/her assignment. In extreme cases an athlete, coach or official will be asked to leave the competition area.

Violations of the uniform rules above will be the cause for a point deduction by the Head Judge or Tournament Committee of .4 in freestyle or 10 points in speed or power events.

Violations that affect the safety or decency of the athlete will be considered under the Delay of Tournament rule below.

DELAY OF TOURNAMENT: Violations of the uniform, equipment, or general rules will be the cause for a point deduction or zero score. The Head Judge or Floor Manager will check the athletes during the announcement of competitors to verify if a competitor, or team, is late to report or enters the competition station with gum, jewelry, mismatched or inappropriate uniforms, unsecured eye-glasses, or other infraction as noted in this Handbook. If infractions are found, the Head Judge will explain what is wrong to the athlete(s), and will impose a penalty of 10 points in speed and power, or .4 in freestyle. The Head Judge(s) will indicate lack of readiness to proceed by holding up a red flag. The Central Timer will start the stop-watch if any red flags are shown after all the competitors are announced. Athletes will then be given a maximum of one minute (two minutes in multi-person events) to rectify the situation before a zero score is imposed. Athletes may leave their station to remedy the problem, but must report to the clerk before re-entering the competition area.

NOTE: Athletes will incur only the point penalty for uniform mismatches. They do not need to leave the competition area to remedy the situation unless decency or safety issues are involved e.g. put on shoes, eye-glasses safety strap, or decent coverage for inappropriate garment.

Delay of Tournament for Jewelry: All jewelry must still be removed when a competitor is competing however, if the competitor enters the station with jewelry items that can be easily removed, and removes them before the competitor's name in the last station is announced, then no delay of tournament will be assessed. Eye-glasses must still have a secure strap or wedges to hold them in place.

Delay of Tournament Penalty when routines continue after time is called: Any freestyle routine that continues after time is called for more than 5 skills, will be assessed a delay of tournament penalty by the head judge of .4. This is in addition to the .2 deduction penalty for going over time.

Time and Space Violations: are indicated for each discipline above.

. The Head Judge will make an explanatory notation, with deductions if appropriate, on the Head Judge score-sheet.

No time allowance will be given for shoelaces being untied, nor will penalties be assessed.

MERCHANDISE

- Host team approval is required at qualifying tournaments for permitting the buying or selling of merchandise. Local Organizing Committee (LOC) approval is required at the AAU Junior Olympic Games for permitting the buying or selling of merchandise. This includes all sales and purchases of all merchandise by any team or team member. Unauthorized selling will result in ejection from the event.

MEDIA

- Permits are required for members of the media to enter the competition area in defined locations.