

- x. For not kicking out on tuck and pike positions (somersault) 0.1-0.2 pts
- 4. For not have two skills per pass 2.0 pts
- 5. Skills that begin or end facing the side (vertical) of the Double-mini will result in loss of skill and termination.

iii. DEDUCTIONS TAKEN ON THE INSTRUCTION OF THE SUPERIOR JUDGE

- 1. Talking to or giving any form or signal to a competitor by his own spotters or coach during the routine (Maximum deduction per pass - 0.3 pts) 0.3 pts
- 2. Assistance of a spotter after landing in the landing area 0.5 pts
- 3. For each landing or take-off from the penalty zone in the center of the mini-tramp while performing a mount, spotter or dismount skill 0.2 pts
- 4. Touching anything other than the bed during a pass only if elasticity occurs 0.9 pts
- 5. Distracting dress, such as undergarments 0.3 pts
- 6. The wearing of jewelry or watches *Maximum* (per pass) 1.0 pts
- 7. Ribbons or scrunchies that fall off during competition 0.3 pt.
- 8 All hair should be pulled back out of the eyes, even short hair 0.3 pt.
- . Repeats

liii. MAJOR DEDUCTIONS IN SCORING

- 1. Each pass consists of two (2) skills (One mount or spotter and one dismount skill).
 - i. A straight mounting jump (without twists) is not considered a skill.
 - ii. The second skill or the third contact (whichever comes first) must dismount the double-mini.
 - iii. A straight jump is not a skill, but does count as a contact.
 - iv. A straight jump may be performed only as a mount.
 - v. A straight jump performed at any other time will terminate the pass at that point.
 - vi. The dismount must land in the landing zone. For a dismount that lands outside of the landing zone without touching the landing zone. **Penalty: Loss of skill & DD.**
NOTE: If a dismount lands in the landing zone, then the competitor steps, jumps, touches, or bounces outside the landing zone - the competitor is awarded the skill and DD and receives the 0.9 pts.
 - vii. The dismount must land on the feet. **Penalty: Loss of skill & DD.**
 - viii. The dismount must originate from the Dismount bed. **Penalty: Loss of skill & DD.**
 - ix. A skill is considered repeated when used during the passes more than once as a mount, spotter, or dismount.
 If the competitor disregards this rule, it will result in a **Penalty: Loss of DD & 1.0 pt. Deduction**

Double Mini Trampoline Specific Level Rules

liv. BEGINNER DIVISION

1. PASS REQUIREMENTS

- i. Two (2) passes are required. Each pass must consist of a minimum of two contacts with the bed and no more than three. A maximum of two skills per pass. Each pass will run consecutively.

- ii. No somersaults are allowed.
- iii. Repeats are not allowed. A skill is considered repeated when used during the two (2) passes more than once as a mount, spotter, or dismount.
- iv. Skills accepted.
 - 1. Tuck Jump
 - 2. Pike Jump
 - 3. Straddle Jump
 - 4. 1/2 Turn (Difficulty - 0.1 pts)
 - 5. Full Turn (Difficulty - 0.2 pts)
 - 6. 1 1/2 Turn (Difficulty - 0.3 pts)
 - 7. Double Full Turn (Difficulty - 0.4 pts)
- v. List of Skills not permitted:
 - 1. Somies
- vi. The run up mat may only be use in the vertical position to the Double Mini Trampoline.
- vii. Finals – Two (2) passes are required and athlete may repeat preliminary passes.

2. WARM-UP PROCEDURES

- i. Four (4) passes.
- ii. Athletes must wear competition attire only during warm-ups. From the time a flight begins until competition is completed, athletes must remain in competition attire. 2.0 Deduction

3. METHOD OF SCORING

- i. Three judges will be used. Two aesthetic judges and one Superior/Difficulty judge required for Invitational, Association, and National Competitions.
- ii. The evaluation of form (execution and control) and difficulty is done in 10ths of a point.
- iii. Each pass is scored separately and a total of performance plus difficulty is calculated for each pass. The scores of the judges must be written independently of each other. The score for performance shall not exceed 10.0 pts. per pass. The total of the two aesthetic scores is added together provided that the difference between the two scores is not too great and then the difficulty score is added.
- iv. If a pass has only one skill, the score for performance shall not exceed 5.0 pts. plus difficulty.
- v. Difficulty scores must be flashed.

4. DEDUCTIONS

- i. No somersaults are allowed. Use of a somersault at this level, a deduction of 2.0 pts. will be made. A competitor will be mandated to the Novice level of double-mini by the next meet.
- ii. If the competitor repeats a skill, the degree of difficulty of the repeated skill will not be counted and a 0.5 point deduction will be taken.

iv. NOVICE DIVISION

1. PASS REQUIREMENTS

- i. Three (3) passes are required. Each pass must consist of a minimum of two contacts with the bed and no more than three. A maximum of two skills per pass.
- ii. Two (2) passes must have difficulty; three (3) passes may have

difficulty. One pass must include one somi; only two passes may include a somi.

- iii. Repeats are not allowed. A skill is considered repeated when used during the three (3) passes more than once as a mount, spotter, or dismount.
- iv. List of Skills Permitted:
 - 1. Tuck Jump
 - 2. Pike Jump
 - 3. Straddle Jump
 - 4. 1/2 Turn (Difficulty - 0.1)
 - 5. Full Turn (Difficulty - 0.2)
 - 6. 1 1/2 Turn (Difficulty - 0.3)
 - 7. Double Turn (Difficulty - 0.4)
 - 8. Tuck Front Somi (Difficulty - 0.5)
 - 9. Pike Front Somi (Difficulty - 0.6)
 - 10. Layout Front Somi (Difficulty - 0.6)
 - 11. Tuck Back Somi (Difficulty - 0.5)
 - 12. Pike Back Somi (Difficulty - 0.6)
 - 13. Layout Back Somi (Difficulty - 0.6)
- v. List of Skills not permitted.
 - 1. No twisting somersaults.
 - 2. No somersaults exceeding 360N rotation.
 - 3. No gainer or inward somersaults.
- vi. Finals – Two (2) passes are required and athlete may repeat preliminary passes, but at least one pass must have a somi, both passes MAY have one somi or have a difficulty skill.

2. WARM UP PROCEDURES

- i. Six (6) passes.
- ii. Athletes must wear competition attire only during warm-ups. From the time a flight begins until competition is completed, athletes must remain in competition attire. 2.0 deduction

3. METHOD OF SCORING

- i. Three judges will be used. Two aesthetic judges and one Superior/Difficulty judge required for Invitational, Association, and National Competitions.
- ii. The evaluation of form (execution and control) and difficulty is done in 10ths of a point.
- iii. Each pass is scored separately and a total of performance plus difficulty is calculated for each pass.
- iv. The scores of the judges must be written independently of each other. The score for performance shall not exceed 10.0 pts. per pass. The total of the two aesthetic scores is added together provided that the difference between the two scores is not too great and then the difficulty score is added.
- v. If a pass has only one skill, the score for performance shall not exceed 5.0 pts. plus difficulty.
- vi. Difficulty scores must be flashed.

4. DEDUCTIONS

- i. Two passes must have difficulty; all three passes may have difficulty. One pass must include one somi, but cannot include two somies; two passes may include one somi.
 - 1. For not having two passes with difficulty, a deduction of

- 2.0 will be made on the last pass.
2. For not having difficulty in two passes and not having a somi in one pass, a deduction of 4.0 will be made on the last pass.
 3. For more than two passes with one somersault per pass or more than one somersault per pass, a deduction of 2.0 will be made. In addition, no difficulty will be given for any somersault over the maximum requirement and the competitor will be mandated to the intermediate level of double-mini by the next meet.
- ii. No somersaults may twist. For a twisting somersault, a 2.0 pts. deduction will be made. In addition, no difficulty will be given for any somersault that contains a twist. A competitor will be mandated to the Intermediate level of double-mini by the next meet.
 - iii. If the competitor repeats a skill, the degree of difficulty of the repeated skill will not be counted and a 0.5 point deduction will be taken.
 - iv. There will be a deduction of 2.0 pts. for not having at least one pass with a somi.
 - v. If the competitor performs all three passes with one somi, the competitor will be mandated to the Intermediate level of double-mini by the next meet. No difficulty will be awarded for the somi in the third pass.

lvi. INTERMEDIATE DIVISION

1. PASS REQUIREMENTS

- i. Three (3) passes are required. Each pass must consist of a minimum of two contacts with the bed and no more than three. A maximum of two skills per pass.
- ii. Each pass must include one somi, but cannot include two somies.
- iii. Repeats are not allowed. A skill is considered repeated when used during the three (3) passes more than once as a mount, spotter, or dismount.
- iv. List of Skills Permitted:
 1. Tuck Jump
 2. Pike Jump
 3. Straddle Jump
 4. 1/2 Turn (Difficulty - 0.1)
 5. Full Turn (Difficulty - 0.2)
 6. 1 1/2 Turn (Difficulty - 0.3)
 7. Double Turn (Difficulty - 0.4)
 8. Tuck Front Somi (Difficulty - 0.4)
 9. Pike Front Somi (Difficulty - 0.6)
 10. Layout Front Somi (Difficulty - 0.6)
 11. Tuck Barani (Difficulty - 0.6)
 12. Pike Barani (Difficulty - 0.6)
 13. Layout Barani (Difficulty - 0.6)
 14. Tuck Back Somi (Difficulty - 0.4)

16. Layout Back Somi (Difficulty - 0.6)

17. Back Somi with a 1/2 Twist (Difficulty - 0.6)

v. List of Skills not permitted

1. No somersaults exceeding 180N twist.
2. No somersaults exceeding 360N rotation.
3. No gainer or inward somersaults.

vi. Finals – Two (2) passes are required and athlete may repeat preliminary passes.

2. WARM UP PROCEDURES

i. Six (6) passes.

ii. Athletes must wear competition attire only during warm-ups. From the time a flight begins until competition is completed, athletes must remain in competition attire. 2.0 DEDUCTION

3. METHOD OF SCORING

i. Three judges will be used. Two aesthetic judges and one Superior/Difficulty judge required for Invitational, State, and National Competitions.

ii. The evaluation of form (execution and control) and difficulty is done in 10ths of a point.

iii. Each pass is scored separately and a total of performance plus difficulty is calculated for each pass.

iv. The scores of the judges must be written independently of each other. The score for performance shall not exceed 10.0 pts. per pass. The total of the two aesthetic scores is added together provided that the difference between the two scores is not too great and then the difficulty score is added.

v. If a pass has only one skill, the score for performance shall not exceed 5.0 pts. plus difficulty.

vi. Difficulty scores must be flashed.

4. DEDUCTIONS:

i. Each pass must include one somi, but cannot include two somies. For more than one (1) somersault per pass, a deduction of 2.0 pts. will be made. In addition, no difficulty will be given for any somersault over one. A competitor will be mandated to the sub-advanced level of double-mini by the next meet.

ii. No somersaults exceeding 180twist. For a somersault exceeding 180N twist, a 2.0 pts. deduction will be made. In addition, no difficulty will be given for any somersault exceeding 180N twist. A competitor will be mandated to the Sub-Advanced level of double-mini by the next meet.

iii. If the competitor repeats a skill, the degree of difficulty of the repeated skill will not be counted and a 0.5 point deduction will be taken.

iv. There will be a deduction of 2.0 pts. for a pass without a somi.

lvii. SUB-ADVANCED DIVISION

1. PASS REQUIREMENTS

i. Three passes are required. Each pass must consist of a minimum of

2 contacts with the bed and no more than 3. A maximum of two skills per pass.

- ii. Each pass must contain at least one (1) somersault. At least one (1) pass must contain two (2) somersaults. No more than two (2) passes may contain two (2) somersaults.
 - 1. **Maximum difficulty** per pass - 1.3 pts.
 - 2. At least one pass must contain a spotter somi
- iii. Repeats are not allowed. A skill is considered repeated when used during the two (2) passes more than once as a mount, spotter, or dismount.
- iv. List of Skills permitted:
- v. 4 Tuck Jump
 - 1. Pike Jump
 - 2. Straddle Jump
 - 3. 1/2 Turn (Difficulty - 0.1)
 - 4. Full Turn (Difficulty - 0.2)
 - 5. 1 1/2 Turn (Difficulty - 0.3)
 - 6. Double Turn (Difficulty - 0.4)
 - 7. Tuck Front Somi (Difficulty - 0.5)
 - 8. Pike Front Somi (Difficulty - 0.6)
 - 9. Layout Front Somi (Difficulty - 0.6)
 - 10. Tuck Barani (Difficulty - 0.6)
 - 11. Pike Barani (Difficulty - 0.6)
 - 12. Layout Barani (Difficulty - 0.6)
 - 13. Tuck Back Somi (Difficulty - 0.5)
 - 14. Pike Back Somi (Difficulty - 0.6)
 - 15. Layout Back Somi (Difficulty - 0.6)
 - 16. Back Somi with a 1/2 Twist (Difficulty - 0.6)
 - 17. Inward Somersault (Gainer) (Difficulty - 0.1 bonus to somersault for gainer)
 - 18. 360 Twisting Somies (Difficulty - 0.7)
- vi. List of Skills not permitted:
 - 1. No somersaults exceeding 360(twist).
 - 2. No somersaults exceeding 360N rotation.
- vii. Finals – Two (2) passes are required and athlete may repeat preliminary passes. One pass **MUST** have two somis and two passes **MAY** have two somis.

2. WARM UP PROCEDURE

- i. Six (6) passes.
- ii. Athletes must wear competition attire only during warm-ups. From the time a flight begins until competition is completed, athletes must remain in competition attire. 2.0 DEDUCTION

3. METHOD OF SCORING

- i. Three judges will be used. Two aesthetic judges and one Superior/Difficulty judge required for Invitational, Association, and National Competitions.
- ii. The evaluation of form (execution and control) and difficulty is done in 10ths of a point.

- iii. Each pass is scored separately and a total of performance plus difficulty is calculated for each pass.
- iv. The scores of the judges must be written independently of each other. The score for performance shall not exceed 10.0 pts. per pass. The total of the two aesthetic scores is added together provided that the difference between the two scores is not too great and then the difficulty score is added.
- v. If a pass has only one skill, the score for performance shall not exceed 5.0 pts. plus difficulty.
- vi. Difficulty scores must be flashed.

4. DEDUCTIONS

- i. If all three (3) passes have two (2) somies, a deduction of 2.0 pts. will be taken. In addition, no difficulty will be given for the second somi in the third pass. The competitor will be mandated to the Advanced Level of double mini by the next competition.
- ii. For exceeding the maximum 1.3 difficulty pass, a deduction of 2.0 pts. will be made. In addition, the competitor will be mandated to the Advanced level of double-mini by the next meet. The difficulty will be awarded to the athlete.
- iii. For exceeding a 360 degree twist, the pass will be terminated at that point, a 2.0 deduction will be taken, and the athlete will be mandated to the Advanced level of double-mini by the next competition.
- iv. If the competitor repeats a skill, the degree of difficulty of the repeated skill will not be counted and a 0.5 point deduction will be taken.
- v. For a pass without a somi, a deduction of 2.0 pts. will be taken.
- vi. For not having one pass with two somis, a deduction of 2.0 pts. will be taken.
- vii. Finals – Two (2) passes are required and athlete may repeat preliminary passes. One pass **MUST** have two somis and two passes **MAY** have two somis.

Iviii. ADVANCED DIVISION

1. PASS REQUIREMENTS

- i. Advanced double-mini trampoline competition consists of three (3) optional routines. Each pass must consist of a minimum of two contacts with the bed and no more than three. Each pass must consist of a minimum of 2 contacts with the bed and no more than 3. A maximum of two skills per pass.

1. Preliminaries

- a. Three (3) passes with two (2) somis in each pass.

2. Finals

- a. Two (2) passes in the finals with a minimum of two (2) somis in each pass.

- b. The final two (2) passes must be different than the preliminary passes. No repeats in all five (5) passes.

- c. The competitors with the top ten (10) scores from the preliminary of a tied score with the tenth scoring athlete, all athletes with to compete in finals.

- d. The winner is the competitor with the

highest overall number of points.

e. Competitors with the same scores will be given the same number of warmups.

2. WARM UPS

- i.** Prelims
 - 1.** Seven (7) passes
 - 2.** No Stretch Jump
- ii.** Finals
 - 1.** Five (5) passes
 - 2.** No Stretch Jump
- iii.** Athletes must wear competition attire only during warm-ups. From the time a flight begins until competition is completed, athletes must remain in competition attire. First warning verbal and the second warning will result in disqualification for athletes who do not stay in their competition attire from the beginning of warm-ups through the end of their competition (and at Advanced, until after their flight awards) unless approved by the Superior Judge.
- iv.**

3. METHOD OF SCORING

- i.** There will be four (4) aesthetic judges, one (1) difficulty judge, one (1) superior judge, and one (1) penalty judge for a total of seven (7) judges. This is recommended for Invitational Competitions and required for Association and National Championships.
- ii.** The evaluation of execution (form, consistency of height and control) and difficulty is done in 10ths of a point.
 - 1.** Judges must write their deductions independently of each other. The mark for performance shall not exceed 10.0 pts per pass. When signaled by the Superior Judge, the scores of the Aesthetic judges must be shown simultaneously.
 - a.** If any of the Execution judges fail to display their marks when signaled by the Superior Judge, then the average of the other marks will be taken for the missing mark. This decision will be made by the Superior Judge.
 - 2.** Evaluation of the score for Execution:
 - a.** The deductions for poor execution are subtracted from the maximum mark.
 - b.** In the individual competition: The highest and lowest marks of the execution judges are deleted. The total of the two remaining marks is the score for execution, provided the difference between the three marks is not too great.
- 3.** Evaluation of the Score for Difficulty:
 - a.** The Difficulty Judges calculates the difficulty value of the routine and enters it on the competition card.
- 4.** Evaluation of the Competitor's Score for the round:
 - a.** In individual competition, the difficulty score is added to the execution score.
 - b.** All scores will be rounded to 2 decimal places. Such rounding will be made only in

respect of the competitor's total score for a routine.

- iii. If a Judge fails to carry out his duties in a satisfactory manner he must be replaced. This decision will be made by the Arbitration Jury upon the recommendation of the Superior Judge.

4. DEDUCTIONS

- i. For a pass with only one somersault, a deduction of 2.0 pts. will be given.
- ii. For a pass without any somersaults, a deduction of 2.0 pts. will be given.

5. GUIDE TO JUDGING DOUBLE-MINI LANDINGS

Double-mini Landing Mat

Deviation from center text boxes

.2	.1	.0	.1	.2
.3	.2	.1	.2	.3
.4 (2+2)	.3 (2+1)	.2	.3 (2+1)	.4 (2+2)
.5 (3+2)	.4 (1+3)	.3	.4 (1+3)	.5 (3+2)

The deductions shown include a combination of these two deductions listed.

i. DEDUCTIONS:

- 1. Excessive deviation from the center 0.1-0.2 pts
- 2. Excessive distance on dismount 0.1-0.3 pts

6. Double Mini Trampoline Difficulty Chart

MOUNTING SKILLS

	Tuck	Pike	Layout	Puck
Tuck Jump	-	-	-	-
Pike Jump	-	-	-	-
Straddle Pike Jump	-	-	-	-

SPOTTER SKILLS	Tuck	Pike	Layout	Puck
Straddle Pike Jump	-	-	-	-
Front Jump 2 Twist	-	-	.1	-
Front Jump 1 Twist	-	-	.2	-
Front Jump 1 1/2 Twist	-	-	.3	-
Front Jump 2 Twist	-	-	.4	-
Front Somersault	.5	.6	.6	-
Front Double Somersault	1.0	1.2	1.2	-
Front Somersault 2 Twist (Barani)	.6	-	.6	-
Front Somersault 1 Twist	-	-	.7	-
Front Somersault 1 1/2 Twist (Rudy)	-	-	.8	-
Front Somersault 2 Twist	-	-	.9	-

SPOTTER SKILLS

Front Somersault 2 1/2 Twist (Randy)	-	-	1.0	-
Front Somersault 3/2 Twist (Adolph)	-	-	1.2	-
Front Double Somersault 2 Twist (Barani Out)	1.1	1.3	-	-
Front Triple Somersault 2 Twist (Triffis/Barani Out)	1.6	1.9	-	-

Back Somersault	.5	.6	.6	-
Back Double Somersault	1.0	1.2	1.2	-
Back Double Somersault 1 Twist (2 In Out)	1.2	1.4	1.4	1.2
(Full In Back Out)	1.2	1.4	1.4	1.2
(Back In Full Out)	1.2	1.4	1.4	1.2
Back Somersault 1 Twist	-	-	.7	-
Back Somersault 2 Twist	-	-	.9	-
Back Somersault 3 Twist	-	-	1.1	-

FORWARD

	Tuck	Pike	Layout	Puck
Tuck Jump	-	-	-	-
Pike Jump	-	-	-	-
Straddle Pike Jump	-	-	-	-
Straight Jump 2 Twist	-	-	.1	-
Straight Jump 1 Twist	-	-	.2	-
Front Jump 1 1/2 Twist	-	-	.3	-
Front Jump 2 Twist	-	-	.4	-
Front Somersault	.5	.6	.6	-
Front Double Somersault	1.0	1.2	1.2	-
Front Somersault 2 Twist (Barani)	.6	.6	.6	-
Front Somersault 1 Twist	-	-	.7	-
Front Somersault 1 1/2 Twist (Rudy)	-	-	.8	-
Front Somersault 2 Twist	-	-	.9	-
Front Somersault 2 1/2 Twist (Randy)	-	-	1.0	-
Front Somersault 3 1/2 Twist (Adolph)	-	-	1.2	-
Front Double Somersault 2 Twist (Fliffis/Barani Out)	1.1	1.3	-	-
Front Somersault 3 Twist	-	1.1	1.1	-
Front Somersault 3 1/2 Twist	-	1.2	1.2	-
Front Double Somersault 1 Twist	1.2	1.4	-	-
Front Double Somersault 1 1/2 Twist (Rudy Out)	1.3	1.5	-	-
(Full In Barani Out)	-	1.5	1.5	1.3
(Barani In Full Out)	-	1.5	1.5	1.3
Front Triple Somersault 2 Twist (Triffis/Barani Out)	1.6	1.9	-	-

Tuck Pike Layout Puck

BACKWARD

Backward Tuck Jump	-	-	-	-
Backward Pike Jump	-	-	-	-
Backward Straddle Pike Jump	-	-	-	-
Backward Jump 2 Twist	-	-	.1	-
Backward Jump 1 Twist	-	-	.2	-

Backward Jump 1/2 Twist	-	-	.3	-
Backward Jump 2 Twist	-	-	.4	-
Backward 2 Somersault	.5	.6	.6	-
Backward Double Somersault	1.0	1.2	1.2	-
Backward Somersault 1/2 Twist	.6	.6	.6	-
Backward Somersault 1 Twist	-	-	.7	-
Backward Somersault 1 1/2 Twist	-	-	.8	-
Backward Somersault 2 Twist	-	-	.9	-
Backward Somersault 3 Twist	-	-	1.1	
Backward Double Somersault 2 Twist (1/1 In 1/1 Out)	1.2	1.4	1.4	1.2
Back Double Somersault 2 Twist (2 In 2 Out)	-	1.6	1.6	1.4

1 Twist (2 In 2 Out)	1.3	1.5	1.5	1.3
(Full In Back Out)	1.3	1.5	1.5	1.3

IV. **EXCERPTS FROM AAU CODE BOOK***(Cannot be changed by Sport Committee)*

- A. **AAU Membership** –All participants must be a member of the AAU in order to participate in any AAU Sanctioned Event. Event Operators may not collect AAU membership money at any AAU sanctioned event.

Membership Requirements -Membership in the AAU is a privilege granted by the AAU. The AAU at its sole discretion reserves the right to accept or reject applicants for membership.

1. **Conditions for Membership**. Membership in any class may be granted only after an application is submitted and approved. By submitting an application, the applicant agrees to comply with all the provisions of the Constitution, Bylaws, policies, procedures and rules of the AAU.

2. **Classes of Membership**

Classes of membership in the AAU are as follows:

- a. **District Member** - The organization chartered by the Congress to provide administrative services within a designated geographic area.

- b. **Club Member** - An organization or group that has been approved for membership after meeting the registration requirements of the Code.

- c. **Individual Member** - A person who has been approved for membership after meeting the registration requirements of the Code. Individual membership categories are:

1. Youth Athlete
2. Adult Athlete
3. Non-Athlete

- d. **Affiliate Member** - An organization or group approved by Congress which is engaged in athletics or sports-related activities.

B. **Use of Logos and Trademarks**

1. The AAU name, mark, seal, logo, and other insignia (all "AAU marks") are protected through trademark registration and are defined as the intellectual property of the AAU. A user of the AAU's intellectual property must have prior and continued approval of the National AAU. Only those subordinates and affiliated organizations which are expressly authorized by the National AAU may use the intellectual property of the AAU. The National AAU may withdraw its approval to use its marks, in its sole discretion. Members shall immediately comply with notice to cease and desist from the use of the AAU's intellectual property. The unauthorized use of any of the intellectual property of the AAU is a violation of this policy and may subject the member/entity to penalties set out in the AAU Code.
2. Only chartered Districts, District Sport Committees and National Sport Committees may use the AAU marks in their name.