

2021 AAU Jump Rope Rule Book & Regulations



Amateur Athletic Union
www.aaujumprope.org

2021 AAU Jump Rope Rule Book & Regulations

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PREAMBLE

The AAU Jump Rope National Committee has been established in order to promote the benefits of participation in athletics and hereby adopts these rules & regulations (subject to change without notice) for the advancement of that purpose.

I. NATIONAL SPORT COMMITTEE GOVERNANCE AND ADMINISTRATION

A. National Committee Structure and Procedures

1. **National Chair** – National Sport Chair shall be elected by the National Sport Committee at the committee meeting held during National Conventions in which National Officers are elected. Terms are four years. National election polices shall apply. National Sport Chairs may be removed for cause by a majority vote of the National Officers, subject to the right of appeal to the National Board of Review. The President, with the approval of a majority of officers, may appoint a person to fill a vacant position. The appointee will serve until the next regular or special meeting of the committee, at which time an election shall be held to complete the term.
2. **Executive Committee Composition** - The Executive Committee shall conduct the business of the Jump Rope Committee in accordance with the rules and regulations of the AAU and the AAU Jump Rope Program and act on behalf of the National Sports Committee between National Sports Committee meetings. It shall include the National Chairman and members appointed by the National Chairman including the Vice-Chairman, Secretary-General, Youth Chairman, Committee Secretary, Treasurer and one At-Large member. The term of appointments shall coincide with the term of the National Chair.
3. **National Sport Committee Composition** - The Committee will consist of the National Sports Chair, members of the Executive Committee who are elected as provided by the sport's operating rules, the elected or appointed Sport Director of each District, or a representative designated by the District Governor and one appointed representative from each Allied member that registers members in the sport. The President may appoint up to two (2) members at-large.
 - a. **Voting** – Only members of the Committee are permitted to vote. There shall be no voting by proxy. Each member of the Committee will have one vote. Only representatives from Districts that registered a minimum of .5% (a half percent) of the total number of athletes in that sport in the previous year shall be allowed to vote in the National Sport Committee meeting.
4. **Other Committee Positions** – The National Chair may appoint or remove additional committee members. Currently there are two Standing Committees: Technology and Outreach.

B. Sport Committee Meetings

1. **National Sport Committee Regular Meetings.** Regular Meetings of the National Sport Committee shall be in conjunction with the AAU Convention.

2. **Non-Regular Sport Committee Meetings** - National Sport Committee may hold a Non-Regular National Sport Committee meeting in odd years subject to the following provisions:
 - a. The meeting is called by the Chair following approval of the National Office.
 - b. The National Office has the right to coordinate the meeting and pick the site for the meeting.
3. **National Sport Committee Special Meetings**. Special meetings of a Committee are scheduled at the request of the Chair or upon written request of at least one half (1/2) of the Committee members. Ten (10) days' notice is required and notice shall state the purpose of the meeting.
4. **National Sport Executive Committee Meetings** – The National Chair shall determine the date and location of Executive Committee Meetings.
5. **Agenda Additions** -
 - a. Sport Committee Meeting Order (Agendas) - The Regular National Sport Committee meetings, the Non-Regular National Sport Committee meetings, and National Sport Committee Special meetings shall follow meeting order (agenda format) as established by Code (Bylaw 9.5)

II. SPORT POLICIES AND PROCEDURES

A. GOALS AND OBJECTIVES

1. To demonstrate the power, speed, grace, beauty and teamwork of Singles, Pairs, Double Dutch and Team Jump Rope Competition.
2. To demonstrate the relevance and benefits of Jump Rope as a sport, for physical fitness and as a cross - training method for all other sports.
3. To demonstrate and teach new styles, skills, routines and ideas to fellow jump rope enthusiasts.
4. To increase the recognition of Jump Rope as an internationally competitive sport.
5. To assemble top athletes and compete for an overall championship (Triple Crown / Pentathlon).

B. SPORTSMANSHIP/CODE OF CONDUCT

1. Athletes and coaches should conduct themselves in a manner that displays good sportsmanship.
2. Athletes and coaches must take care not to distract a competitor in any way while he or she is competing.
3. Athletes should congratulate others for their accomplishments and rejoice in their success, whether they are team-mates or not
4. Athletes and coaches must ask permission of the originator of a routine, move, or unusual presentation before using it for themselves. It is unethical not to do so.

5. Athletes should share their skills and techniques with other jumpers. This will improve the sport of Jump Rope.
6. Athletes must always treat everyone else with the same courtesy, respect and kindness that they would expect for themselves.
7. Athletes should not use foul language or gestures, nor make rough physical contact with others. Musical accompaniment must not contain explicit language or profanity.
8. Spectators may not enter the competition or practice areas but must remain in the designated spectator areas
9. Coaches, athletes and spectators may not discuss a competitor performance directly with a judge.
10. Protests and appeals must follow the proper procedure or they will not be heard.
11. The AAU Jump Rope Committee has a zero tolerance policy on substance abuse.

III. SPORT OPERATIONS

A. CURRENT YEAR RULE CHANGES:

1. All licensed AAU Jump Rope tournaments and workshops, including licensed virtual events will qualify athletes as eligible to participate in the 2021 AAU Junior Olympic Games. Registered athletes participating in AAU licensed Jump Rope tournaments will be eligible to participate in the 2021 AAU Junior Olympic Games.
2. AAU Jump Rope tournaments and workshops may be run as Virtual Events. AAU Event Licensing and membership requirements for participation still apply.
3. The AAU Jump Rope Committee will be hosting an AAU World Rope Skipping Championship in partnership with IRSO as a separate tournament during the 2021 AAU Junior Olympic Games. Information for this tournament will be in the 2021 AAU World Rope Skipping Championship Handbook.

For penalties resulting from rule infractions, please see Rules and Restrictions on page 32

For Differences between AAU and USAJR rules check www.aaujumprope.org and see under Resources section.

- B. EVENT OPERATING RULES** These rules shall apply to all AAU licensed events unless modified. Full explanation is given in the 2021 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, with the center clearly marked.
- The Tournament Director will provide a reasonable space for a Group Routine. Points will not be deducted for space violations.
- 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' support box will be taped on the floor at each speed station and freestyle station. The support boxes will be included 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 for Athletes**

- 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. Securing a rope during Pairs interaction such as draping it over the shoulders or wrapping around waste is 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.

3. **Equipment for Tournament**

- a. **Computer Scoring:** All licensed 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.aauijumprope.org.)
- b. **Scoring Displays:** Digital scoring displays are optional.
- c. **Event Timing Using Mp3 File Format:**
 - The event timing tracks will be in MP3 file format.
 - Tones will be used to begin and end a freestyle routine. The words "Set, Go" and "Time" will no longer be used.
 - Tones will be used to begin and end a speed routine. Switches will still be called, not tones. Routines should start and stop with the music.
 - Music for freestyle routines should be presented with MP3 player with song on a single play list.
 - Refer to music specifics on page 24.

STANDARDIZED ANNOUNCING MP3:

- **Individual Rope Speed, 60 seconds:** "Judges Ready"- "Jumpers Ready" - "Tone"- "15" - "30" - "45" - "Tone".

- **Individual Rope Power, 60 seconds:** "Judges Ready"- "Jumpers Ready" - "Tone"- "15" - "30" - "45" - "Tone".
 - **Individual Rope Triple Unders, 60 seconds:** "Judges Ready"- "Jumpers Ready" - "Tone"- "15" - "30" - "45" - "Tone".
 - **Individual Rope Pairs Speed, 60 seconds (2 x 30 seconds):** "Judges Ready"- "Jumpers Ready" - "Tone"- "10" - "20" - "Switch" - "10", "20" - "Tone".
 - **Individual Rope Pairs Power, 60 seconds (2 x 30 seconds):** "Judges Ready"- "Jumpers Ready" - "Tone"- "10" - "20" - "Switch" - "10", "20" - "Tone".
 - **Double Dutch Singles Speed, 60 seconds:** "Judges Ready"- "Jumpers Ready" - "Tone"- "15" - "30" - "45" - "Tone".
 - **Double Dutch Singles Power, 60 seconds:** "Judges Ready"- "Jumpers Ready" - "Tone"- "15" - "30" - "45" - "Tone".
 - **Double Dutch Team Relay, 120 seconds (4 x 30seconds):** "Judges Ready"- "Jumpers Ready" - "Tone"- "10" - "20" - "Switch" - "10" – "20" - "Switch" - "10" – "20" - "Switch" - "10" – "20" - "Tone".
 - **Double Dutch Pairs Power, 120 seconds (2 x 60 seconds):** "Judges Ready"- "Jumpers Ready" - "Tone"- "15" - "30" - "45" – "Switch" - "15" - "30" - "45" – "Tone"
- All Freestyle Routines:** "Judges Ready" - "Jumpers Ready" - "Tone" - "45 seconds" - One Minute - "Tone"

If the timing MP3 fails in freestyle, the jumper(s) can accept scores recorded with a 0.2 deduction for going over or under, or they may elect to re-jump for a new score.

- d. **Video Replay:** The use of video replay is not permitted.

4. Judges/Officials Requirements

Unless otherwise stated in this handbook, the judging procedures will follow the 2020-2021 USA Jump Rope Judging Handbook

- All judges must be re-certified using the criteria established for 2021 competition. No waivers will be permitted.
- Judges must attend an official AAU or USAJR Judges Certification Workshop annually, based on USAJR judging criteria.
- All judges must be trained no later than March 15, 2021 or 4 weeks prior to a tournament date, whichever date is earlier. Any requests for a later date will need to be submitted in writing to the AAU Junior Olympic Games Tournament Director or AAU Jump Rope Committee by the clinician who handled the training.

- Teams may not nominate a judge for the AAU Junior Olympic Games if they have not judged at a tournament since their last training date.
- 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.
- Each team participating in an AAU Jump Rope Tournament, including the AAU Junior Olympic Games, is required to provide at least one speed Judge for every four of their speed competitors, and at least one freestyle Judge for every four of their freestyle competitors.
- The ratio of required minimum number of judges to jumpers is as follows:
 - 1-4 jumpers: team must supply a minimum of 1 judge (any level);
 - 5-8 jumpers: teams must supply one Level 1 judge and one Level 2 judge;
 - 9-12 jumpers: must supply a minimum of 3 judges, one of which must be a Level 2 judge.
 - 13 or more jumpers: number of judges continues to increase as number of jumpers increases, with a minimum of 4 judges adding another Level 2 judge for every other additional 4 jumpers. For example, 12 jumpers would require 3 judges, at least one of which must be a Level 2 judge. 13 jumpers would require 4 judges, at least two (2) of which must be a Level 2 judge. See table below.
- If a judge is certified or nominated only for speed and not freestyle that judge is counted as ½ judge. Similarly, if a judge is certified or nominated only for freestyle and not speed, that judge is counted as ½ judge. The ratio must remain such that two ½ judges count for 1 judge.

Table with Minimum Freestyle Judges Requirements per Team:

Number of Freestyle Competitors	Minimum # of Judges (Level 1 and Level 2)	Minimum # of Level 1 Judges	Minimum # of Level 2 Judges
1-4	1	1	0
5-8	2	1	1
9-12	3	2	1
13-16	4	2	2
17-20	5	2	3
21-24	6	2	4
25 or more	1 judge for every 4 competitors	2	1 Level 2 judge for every 4 competitors minus 2

- Exemptions will be handled on a case by case basis by the tournament director.
- Teams will be assessed a fee of \$150 per judge for each judge below the minimum requirement that is not supplied at the Junior Olympic Games level. At qualifying tournaments, this fee is \$75.
- 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 AAU Membership number must be obtained before arrival at the competition.

5. Coaching Requirements

- Coaches must be registered AAU Members before the competition and must be able to produce their AAU card upon request. The AAU Membership number must be obtained before arrival at the competition.
- Coaches are **required** to take the Positive Coaching Alliance course. See www.aausports.org
- The name(s) 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.
- Teams must declare a “coach of record” for each tournament. When registering for any tournament, teams must declare an “official coach” as well as a “coach of record”. The coach of record is any adult that will fulfill the duties of the official coach if the official coach is unavailable due to judging, competing, serving as a tournament director, or is absent from the premises for any reason. The coach of record may be contacted in case of emergency, file protests, advocate for jumpers, and act as the official spokesperson for the team when the official coach is not available. A team may declare more than one “coach of record” provided they are not registered athletes and must be named at time of registration.
- **Support Box:** A 2’x 2’ support 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. Support people may not call out cadences or use hand claps or beats on the floor to help pace their athletes. Coaches and support people 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 the coaches, coach of record, and support people designated at registration will be allowed in the support box. If while in the support box, the coach or support person does not comply with the code of conduct rules, the team’s floor coaching privileges will be revoked and no coach or support person from that team will be allowed on the floor. The support box will be included on a space available basis at qualifying tournaments.
- The term “support people” includes the Coach and “Coach of Record” as support people.
- Teams of 16 or fewer jumpers are permitted a maximum of 4 support people, including the Coach and “Coach of Record”. Teams with 17-20 jumpers are permitted a maximum of 5 support people. After 20 jumpers, one more support person is added per every 4 more jumpers.

Range of Number of Competitors	Maximum number of Support People (includes the Coach and Coach of Record)
1-4	4
5-8	4
9-12	4
13-16	4
17-20	5
21-24	6
25 or more	1 additional support person for every 4 competitors

- In licensed AAU tournaments, support people must be 16 years old or older and have a current AAU membership. The support people may or may not be registered athletes and must be named at the time of registration.
- Support people will not have any official coaching or coach of record decision-making duties while in the box and on the floor. All coaching decisions and inquiries must go through team coach or coach of record.
- Only one person will be allowed in the box at a time. Coaches and support persons may not discuss a competition performance directly with a judge
- Support Box access is permitted for only one's own team, a Support Box person is not permitted to be in the box for athletes of a different team.
- Wristbands or other identifying tag will be given to the team coach, coach of record and designated support people. If a wristband is used as the identifier, and a support person or coach of record is also competing in the tournament, they must wear the wristband while competing and it will not be considered a jewelry or uniform infraction.
- The support people will have a different color wristband or identifying tag from the coach and coach of record.
- A support person may bring a clicker to the station. Support person may not bring cameras or any other device to the station.
- Exceptions can be requested to the Tournament Director.

6. Awards

TOURNAMENTS:

1. Licensed Tournaments that include Triple Crown Events:

- Gold, silver and bronze medals will be awarded to the top 3 place winners in the Overall Triple Crown events.
- First through 6th place ribbons will be awarded in the component events
- Plaques, banners 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 athletes will be handled as Open competitors. Sports for All Forever medals and place ribbons will be awarded as earned to Open competitors.

2. Other Licensed Tournaments

- AAU Ribbons or medals will be awarded to at least the top 6 places in events. Medals for first through third places is at the discretion of the Tournament Director.

AAU JUNIOR OLYMPIC GAMES

- Gold, silver and bronze medals will be awarded to the top 3 US place winners in the Overall Triple Crown 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.

JOEL 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 AAU Junior Olympic 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.

AAU JUMP ROPE JEAN HODGES AWARD

The Jean Hodges Award is a distinguished service award that recognizes that recognizes AAU Members for outstanding contributions to the sport of jump rope over many years. The award will be presented during the JO Games. The AAU Jump Rope Committee will identify and nominate potential recipients for the award. This award can go to any jumper, coach, official, or other volunteer whose involvement with the sport, support of the growth of the sport, and participation with AAU Jump Rope merits consideration by the committee.

7. 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.

GROUND 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 the 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.

8. Format/Scheduling

- 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 31 regarding Delay of Tournament policy).

9. **Entry Procedures**

- See Description of COMPETITION TYPES on Page 15 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

C. **COMPETITION RULES**

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**

- Athletes may compete in any number of AAU licensed tournaments in preparation 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 Tournament may 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 licensed 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 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 participation in an AAU Licensed Tournament or may be nominated by their National Governing Body (NGB).
- Athlete Nominations will be accepted with approval of the AAU Jump Rope Committee. 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 licensed 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.

- US athletes not able to participate in a licensed tournament due to distance or extenuating circumstance (i.e., no tournament scheduled within 100+ mile radius of their home team) may apply for a qualifying spot through the same nomination process as non-US athletes with approval from the AAU Jump Rope Executive Committee.
 - Requests for any exceptions must be submitted in writing to the AAU National Jump Rope Chairman.

2. Eligibility

- a. Age is determined by the date of June 15th of the competition year, e.g. June 15, 2021 for this competition year
- b. Athletes who are over 18 must register as adult athletes.
- c. In all individual events the athlete must compete in his or her own age group.
- d. In Individual Rope Pairs, Double Dutch and Team competition, age group is determined by the age of the oldest athlete.
- e. No athlete may compete in the same event more than once in any tournament e.g. on two separate Double Dutch teams.
- f. Athletes may not compete in any All Around or Group Routine event in which they are judging.

3. Uniform & Equipment

- **UNIFORM REQUIREMENTS**
- All team participants must wear the same basic color, regardless of gender. For example, an all- female team may have a jumper with black shorts, a jumper with longer black shorts and a jumper with black shorts with white piping. As long as the majority color is black for the shorts, this is allowed. It is also allowed for one female to have shorts and one female to have leggings, as long as both are of the majority color.
- Group Routine uniforms may be coordinated for creativity, provided other uniform rules are observed.
- Inappropriate uniforms or uniforms that are not the same basic color as indicated above are a delay of tournament infringement.
- 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.
- Regular underwear should not be visible during any of the moves
- 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 held responsible.
- Jewelry may not be worn during competition, the only exception being earring studs or wedding bands, which if left in place, these must be taped over.
 - a. Example: Watches, cloth bracelets and necklaces, body-piercing items, protruding hair- clamps and other potential safety hazards are unacceptable.
- Hard plastic or metal headbands are not allowed and must be removed under the delay of tournament rule. Headbands must be soft (e.g. fabric or elastic) not hard (e.g. plastic or metal).
- 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.
- Eyeglasses must be secured using a sport-strap or ear-wedge.
 - Eyeglasses will be treated as jewelry. A competitor may remove them in the station and place them in the coaches' box or hand them to a coach. If eyeglasses are worn, a strap or wedges is required. AAU takes no responsibility if they are lost, scratched, or broken.
- 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
 - a. Example: Medic-Alert bracelet or religious attire exception.
- Delay of Tournament penalty will apply to any competitor who would have to leave the floor to change or cover up.

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.

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.

For penalties resulting from these rules, please see page 31

4. Competition Types

Tournaments may be offered based on interest of the host team; this includes Virtual Events. AAU membership and licensing requirements must be observed. Events held for invitational tournaments may vary as desired by the tournament director.

AAU TOURNAMENTS

Any AAU athlete who meets age restrictions, as quoted under Page 14 under Eligibility, may compete at any Open Tournament, providing space is available and no other restrictions apply.

- Bids to host a licensed tournament should be sent to the AAU Jump Rope Executive Committee for review and approval by October 1 of the preceding year, or ideally a minimum of 2-3 months prior to event to allow time for bid approval, event licensing, and event promotion. Bid-forms are posted on the web-site www.aausports.org. Acceptance of bids submitted by October 1 will be announced after the Fall Executive Committee Meeting. All other bids will be reviewed as received by the AAU Jump Rope Executive Committee
- Tournament Directors must request official licensing 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.

- Athletes may attend any number of licensed tournaments in preparation and practice for the AAU Junior Olympic Games, 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 Licensed 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 is 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.

2021 AAU JUNIOR OLYMPIC GAMES

Athletes may qualify for the 2021 AAU Junior Olympic Games in Houston, TX in the following ways:

US ATHLETES

1. By participating in an individual, pairs or Double Dutch event at any 2021 AAU licensed tournament unless previously qualified.
2. By participating in any licensed 2020-2021 AAU tournaments or workshops, including licensed virtual events.
3. US athletes not able to participate in an AAU licensed tournament due to distance (i.e., no tournament scheduled within 100+ mile radius of their home team) may apply for a qualifying spot through the same nomination process as non-US athletes with approval from the AAU Jump Rope Executive Committee.
4. Requests for any exceptions must be submitted in writing to the National Jump Rope Chairman.

NON-US ATHLETES

1. By participating in an individual, pairs or Double Dutch event at any 2021 AAU licensed tournament; Tournament fee \$40.00 (US).
2. By being nominated by the athlete’s National Governing Body (NGB).
3. Teams are limited to one entry in each age division for the Group Routine event.
4. Nomination Fee \$40.00 (US) per athlete. See Nomination Forms on the Jump Rope

page at www.aaumjumprope.org or request by email to jumprope@aausports.org

AAU Junior Olympic Games fee is \$55.00 (US). This does not include the NGB nomination fee (\$40.00 per athlete) or registration fee (\$40.00 per athlete) for competing in a licensed tournament. AAU membership fees are not included and must be purchased separately.

- Separate fees for coaches and spectators – see event entry information.
- If there are 2 or less competitors registered for an event, that event will be combined with the next closest age group, as determined by the Tournament Committee.

5. Categories of Competition in the Sport of Jump Rope

Age Divisions for Jump Rope will be:

Individual Events: Females 8 & under, 9, 10, 11, 12, 13, 14, 15-16, 17-18, 19-22, 23-over

Males: 8 and under, 9-10, 11-12, 13-14, 15-16, 17-18, 19-22, 23-over

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

Double Dutch: 10-under, 11-12, 13-14, 15-17, 18-over

Separate Male and Female Divisions in Single Rope Individual events

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

Group Synchronized Routine Age Divisions:

14 & under

15 – over

If any age division event has 2 or less entries, they will be combined with the nearest age group.

6. Jump Rope Events 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 eight (8) and a maximum of twenty-four (24) participants, each with their own rope.

7. COMPETITION EVENTS

TRIPLE CROWN EVENTS FOR INDIVIDUALS 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 an overall medal, with the only exception being in case of an approved substitution for an injured athlete – see page 13. 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 under jumps and adding the two closest counts to determine the total score.

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 jumping and the second jumper will begin jumping until the Final Tone. 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 jumping and the second jumper will begin jumping until the Final Tone. 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.

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.

Awarding of Points Toward the Overall Triple Crown

A Ten Point Descending Scoring System is used to reward the top 10 places for athletes in each of the three component events. 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.

TRIPLE CROWN EVENTS FOR SINGLE AND PAIRS DOUBLE DUTCH

The Triple Crown Event is a combined Double Dutch event designed to reward the overall Single Double Dutch Champions and the overall Pairs Double Dutch Champions. The Triple Crown Single Double Dutch team consists of 3 athletes. The Triple Crown Pairs Double Dutch team consists of 4 athletes. The athletes must compete within their age group. The component events of the Single Double Dutch Triple Crown include Double Dutch Single Speed, Double Dutch Single Freestyle, and Double Dutch Single Power. 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 Triple Crown Champions in each age group. Triple Crown event medals of gold, silver and bronze are awarded to the top three place finishers in each Double Dutch age group. At all levels of AAU Jump Rope competition, athletes must compete in all component events to be eligible to receive a medal, with the only exception being an approved substitution for an injured athlete – see page 13. Place ribbons are not awarded in the Triple Crown 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 60 seconds. 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 Single 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 30 seconds. 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 Pairs Speed Relay (4x30): 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 a 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 Final Tone is sounded. 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 Power (2x30): requires 4 athletes, (2 turners and 2 jumpers). It is a 60 second timed event where each jumper attempts to complete as many double under jumps as possible within 60 seconds. At the command “switch” the first jumper will exit the ropes and the second jumper will enter the ropes and jump until the Final Tone. 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 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.

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 (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.

Awarding of Points in the Triple Crown Double Dutch Events is the same process as listed above for Individuals and Pairs.

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 at or above the scores noted below or 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. This special consideration to athletes achieving these standards will be based on availability of judges.

Minimum Eligible Score for 4th Clicker at AAU Junior Olympic Games:

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

INDIVIDUAL TIMED TRIPLE UNDERS: This is a 60 second timed event where a Jump Rope

Athlete attempts to complete as many triple under jumps with a rope as possible within the time period. A triple under is performed by completing 3 rope revolutions for each two-foot jump. Only such jumps will be counted. The event is decided by 3 judges counting completed triple under jumps and adding the two closest counts to determine the total score. This event is for athletes in 15 and older age groups.

4-PERSONAL SINGLE FREESTYLE ROUTINE:

- a. Age Groups for this event will be 14-under and 15-over
- b. Those placing in the top 10 at a qualifying tournament will qualify to compete this event at the AAU Junior Olympic Games
- c. Length of routine is same as single rope freestyle events, max. of 1-minute 15 seconds, choreographed to music
Routines will be judged using current single rope freestyle judging

GROUP ROUTINE

Group Routine is a synchronized group routine that is performed by at least 8 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. Entries in the Group Routine Event are limited to one entry per team per Group Routine age group. 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.

8. EVENT JUDGING PROCEDURES

A. SPEED EVENTS: Speed events will utilize a standardized MP3 timing file (available at www.aaujumprope.org).

- 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.
- Three (3) counters must be assigned to each jumper or team. One counter is assigned as the Head Judge. (See page 18 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 AAU/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 First command 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 First tone). A minor False Start will be assessed 5 points. Jumpers will not be allowed to jump their speed event again for false starts. 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”. 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 use a tone 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.

B. POWER EVENTS: Power events will utilize a standardized MP3 (available at www.aaujumprope.org).

- Only completed double under jumps will be counted; or completed triple under jumps in 15-17 and 18-over timed triple under event. 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 20 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 AAU/USAJR judging guidelines, but the Head Judge is ultimately responsible.
- Rope must be positioned behind the jumper at the start of individual events.
- 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 the command “Switch” is given.

- **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 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; a discrepancy in score by the two closest judges in excess of 3 counts.

Unacceptable Examples: Shoelaces 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.

C. **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 Single 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.

CURRENT JUDGING PANELS

There should be 5 Content, 5 Presentation and 1 Head Judge at each freestyle station.

- 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.

HEAD FREESTYLE JUDGE

Required Elements: Required variation and choreographic balance.

To receive full credit for the required elements in a Freestyle Routine, Each required element must be demonstrated a minimum of **twice** at **any level** with the exception of spatial dynamics for Single Rope events and synchronized team footwork for Double Dutch events.

The five required elements in AAU are:

- Strength Movement (Multiple Unders and Inversion or Displacement Skills)
- Directionality/Backwards Skills in Single Rope events or Synchronization/Unison in Double Dutch events.
- Spatial Dynamics in Single Rope events and Double Dutch events or Dynamic Interaction in Single Rope Pairs events.
- Rope Manipulation Skill in Single Rope and Intricate Turner Skill/Turner/Jumper Exchanges in Double Dutch
- Musical/Rhythmic Interpretation.

Application of Music:

Freestyle routines must have music. Full credit will be awarded for a routine which begins and ends with the music. Note, the beginning of the routine may be delayed up to 16 beats without penalty to accommodate music which is designed with a passage or intro. The end of the routine must end on cue or fade at the conclusion of the routine. Music should be cut or faded to end the routine. Music that continues to play without fade after the ending post will not receive full credit.

Partial credit will be awarded if the routine starts on cue, but does not end with the music or fade. Partial credit will be awarded if the routine does not start on cue and ends with the music or fade. Credit may not be awarded if the routine does not begin and end with the music.

Directionality/Backwards Skills in Single Rope: Skills demonstrating an obvious change in the direction of the rope around the jumper's body. The direction of the rope is determined by the direction the rope approaches the jumper's feet. If the rope approaches the jumper's toes, the rope is going forward. If the rope approaches the jumper's heels, the rope is going backward. *Note that the rope must make a complete revolution around the jumper's body to satisfy this requirement.*

Full credit will be awarded for two changes of direction during the routine by each jumper. Partial credit will be awarded for one change of rope direction by each jumper during the routine. No credit will be given if the jumper(s) fails to complete a change of direction during the routine.

Examples of Directionality/Backwards Skills in Single Rope:

- **Full credit example:** jumper begins routine with rope moving in forward direction, then changes rope to backward direction for a period of time and then changes rope to forward direction for another period of time. (2 rope direction changes)
- **Partial credit example:** jumper begins the routine with the rope moving forward. Jumper performs majority of their routine in the forward direction. Toward the end of the routine, the jumper changes direction of the rope to backwards and jumps the remainder of the routine in the backward direction, ending the routine in the backward direction. (1 rope direction change)
- **No credit example:** jumper does entire routine in the forward direction. (no change of rope direction)

Things to watch:

- Watch for the direction of the rope during gymnastic skills. These will count for a direction change, as long as the rope revolves around the jumper's body.
- Side swings, buddy bounces, stalls without jumping the rope, helicopters, horizontal body wraps, and other such skills do not count toward a direction change, as the rope does not revolve around the jumper's body.
- Skills that involve changing from forward to backward in one jump will count for a change of direction (e.g., EK full twist).

Spatial Dynamics in Single Rope Pairs Freestyle: Dynamic interaction will replace spatial dynamics in pair's single rope freestyle. Dynamic Interaction is required for Single Rope Pairs Freestyle Events. This element is demonstrated when jumpers interact cooperatively and are highly dependent on one another (e.g. it is not possible to perform the skill without both jumpers' collaboration)

Full credit will be awarded when the jumpers successfully complete dynamic interaction at least twice during the routine (example: Scoops, Chinese Wheel). Partial credit will be awarded if dynamic interaction is successfully completed once during the routine. No credit will be given if the jumpers fail to successfully complete dynamic interaction at least once.

Synchronization in Double Dutch: Synchronized team footwork.

To receive full credit, all jumpers and turners must perform synchronized team footwork in unison. (This required element does NOT need to be completed twice.) If some of the jumpers and turners participate, partial credit will be awarded. No credit will be given if synchronized team footwork is not done.

Accuracy: a one tenth (0.1) deduction will be subtracted for every 3 misses. 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 "Λ" on the head judge(s) 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 (0.2) deduction will be subtracted for a time violation and a one tenth (0.1) deduction for each space violation. Other deductions are described on page 28.

CONTENT JUDGE

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).

Levels of Difficulty:

Point range for the levels adjusted slightly to accommodate for added level, maximum value for difficulty stays at 4.0.

The Difficulty scale will be:	Basic/Level	1: 0.0-0.5
	Elementary/Level	2: 0.6-1.2
	Intermediate/Level	3: 1.3-1.9
	Advanced/Level	4: 2.0-2.6
	Masters/Level	5: 2.7-3.3
	New Level	6: 3.4-4.0
	Level 6 does not apply to Double Dutch	

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.

PRESENTATION JUDGE

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 are 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.

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 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.

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.

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

FLOOR MANAGER

The Floor Manager will sit on the back line during a freestyle heat to determine space violations. The Floor Manager 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.

GENERAL NOTES FOR FREESTYLE EVENTS:

- 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 manager has 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 **Start Tone**. A 45 second call will be added to the timing MP3 to warn athletes and judges of the routine's progress.
- There is a two-tenths (0.2) 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 as a single track on a MP3 device. It is the responsibility of the Coach to be sure that all music provided is playable on a standard audio system. A back-up MP3 player or individual or team CD must also be readily available. Routines with no music will not be scored.

SCORE CALCULATIONS

- 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 Floor Manager.
- The Freestyle events will utilize an MP3 player this year. The commands are: "Judges ready" - "Jumpers ready" – **Start Tone** - "45 seconds" - "One Minute" - **End Tone**. The end tone is sounded 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 scoresheets. 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 the Final tone: Any routine that continues for more than 5 skills after the Final tone, will be assessed a delay of tournament penalty by the head judge of 0.4. This is in addition to the 0.2 deduction penalty for going over time.

If the Timing MP3 fails during freestyle events, the jumper(s) can choose to accept the scores already noted by judges with a 0.2 deduction for going over or under time, or they can elect to re-jump for a new score.

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 MP3 presented by athlete(s), shoelaces 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.

Timing MP3 failures may also be cause for a re-jump per rules change noted above.

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

D. 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 is observed 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 (0.4) deduction will be subtracted for a time violation and a two-tenths (0.2) 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 0.4 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.
- Group Routine events are to be performed within a 2 to 4-minute time frame. There is a four-tenths (0.4) 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 MP3 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 Presentation. The five (5) Presentation Judges will judge Creativity 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.

9. **RULES AND RESTRICTIONS**

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 0.4 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 0.4 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.

SPECIFIC PENALTIES APPEAR IN THE MAIN TEXT OF THESE RULES.

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 eyeglasses, 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 0.4 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 stopwatch 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 infraction 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. Eyeglasses will be treated as jewelry. A competitor may remove them in the station and place them in the coaches' box or hand them to a coach. If worn, a strap or wedges are required. AAU takes no responsibility if they are lost, scratched, or broken.

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 0.4. This is in addition to the 0.2 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 scoresheet.

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.

IV. EXCERPTS FROM AAU CODE BOOK

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

Membership Requirements. Membership in the AAU is a privilege granted by the AAU. It is not a right. 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 AAU Code, including its Constitution, Bylaws, policies, procedures and rules of the AAU.
2. **Categories of Membership**
 - 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 include:
 - i. Youth Athlete
 - ii. Adult Athlete
 - iii. Non-Athlete
 - d. **Allied Member.** An organization or group approved by Congress which is engaged in athletics or sports-related activities.

B. Membership and Residency

1. Adult members will not be bound by residence requirements.
2. Youth members must register in the District of their bona fide residency, except as follows:
 - a. A youth member who resides in the county of one District that adjoins a county of another District and who attends a school located in the adjoining county will have the option of registering in either District.
 - b. A youth member subject to a written joint legal custody arrangement whose custodians reside in different Districts shall have the option of registering in either District.
 - c. A bona fide student at an educational institution may be considered a resident of the District in which the institution is located.
 - d. The National Board of Review will determine issues of residency.
3. Persons living outside the U.S. may register online or through the AAU National Office. The respective National Sports Committee rules shall govern their participation in AAU competitions.

C. Eligibility

1. A youth member may elect to participate in his or her District of bona fide residence or a District that geographically adjoins that District. Exception: In team events the National Sports Committee shall determine the number of youth members permitted to participate on a team from an adjoining District.
2. **Club Attachment.** A youth member becomes attached to a club member when he/she competes with that club in any AAU licensed event (practice not included). A youth member may be attached to only one club with the following exceptions:
 - a. An athlete may attach to additional clubs (one in each sport) if he/she participates in additional sports.
 - b. Participation in an AAU licensed league does not create club attachment.
3. **Transfers.** Athletes who transfer under this section are subject to National Championship eligibility restrictions as adopted by the National Sport Committee. After a youth member becomes attached to a club, he/she may only transfer to another club in the same sport as follows:
 - a. If the youth member has not competed in any AAU authorized events in that Sport for a period of sixty (60) days no permission is necessary.
 - b. If the representative of the club to which an athlete is attached signs a release form permitting an immediate transfer. (Athletes who transfer under this section are subject to National Championship eligibility restrictions as adopted by National Sport Committees.)
 - c. When the transfer is for the purpose of competing with a team which has qualified for a National Championship as provided by National Sport Committee rules.
 - d. If the Registrar determines there is good cause to believe that the transfer is due to events outside the control of the athlete or that the transfer serves the best interest of the AAU.

D. Use of Logos and Trademarks

1. **AAU Registered Marks.** 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. No person or entity may use the AAU's intellectual property without the 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 as well as the (Federal) Lanham Act and may subject the member/entity to penalties set out in the AAU Code. If granted approval/permission to use any of the AAU marks, the limited right to use the marks shall be non-exclusive and the user shall not acquire any ownership in or of such mark(s).

2. Only chartered Districts, District Sport Committees and National Sport Committees may use the AAU marks in their name.
3. There are three (3) levels of AAU club membership. Level 1 AAU Clubs acquire no rights to use the AAU's intellectual property. Level 2 and Level 3 Clubs may use AAU's registered marks only as follows:
 - a. For the purpose of promoting an AAU licensed event.
 - b. For the purpose of promoting the club's AAU related activities.
 - c. Neither members nor clubs may use the name AAU in their legal name, domain name, email or any other name without the express written consent of the National AAU.
4. In the event of a dispute or conflict as to a member's/entity's claim(s) to use any of the intellectual property of the AAU, the Officers of the AAU shall decide and determine the dispute in their sole discretion.
5. No license will be granted by the AAU for any event where the word "Olympic" or any derivate thereof is used in any advertisement or notice in any manner in connection with AAU competition.

E. Event Licenses

1. No event shall be conducted under the auspices of the AAU unless a written license has been issued for the activity. A license is the written approval of the AAU for the conduct of the activity.
2. Only AAU members may participate in licensed events unless otherwise provided in the Bylaws.
3. Licenses may be issued to any club in good standing and which meets the membership criteria. Any license may be reviewed within 15 days of submission by the District Sport Committee Director or the Governor if there is no District Sports Director. If the license is reviewed and rejected, the organization submitting the license application shall be notified.
4. No license shall take effect until approved or until the 15-day review period has expired.
5. The National Registration Executive Committee has the authority to:
 - a. Issue a license in an unchartered District.
 - b. Issue a license for events in locations where there is no active District member.
 - c. Issue a license for events in Districts where there is no current active participation. (No District Championship in the prior membership year).
 - d. Issue a license for events directly sponsored by the National AAU or National Sports Committee (The National Sport Committee shall consult with the District Sports Director and Governor prior to seeking an event license.)

- e. Review and approve any sanction license rejected by the District.
 - f. Revoke an approved license for good cause.
- 6. Event licenses issued to one organization cannot be transferred to another organization.
 - 7. No event license will be issued for any event where the word “Olympic” or any derivative thereof is used in any advertisements or notice in connection with the event except upon the specific written approval of the Board of Directors.

F. District Sport Committee Biennial Meeting

- a. **District Sport Committee Biennial Meeting.** It is the duty of the District Sport Committee to in even years hold a biennial meeting, the date of which shall be approved by the District Executive Committee. [Not the Sport Committee Executive Committee]
- b. **Notice of District Sport Meetings.** Notice of the biennial or special meetings of the District Sport Committee will be given to all clubs with members registered in the sport. Notice shall be sent not less than 30 or more than 60 days prior to the scheduled meeting. In election years, the notice of election must be sent 60 days prior to the meeting.
 - a. **Quorum.** Five (5) member clubs with voting eligibility must be present to constitute a quorum of the Biennial Sport Committee meeting.
 - b. **Voting.** Each club that has registered at least five (5) individual members in the sport during the current year shall appoint one (1) representative to serve on the District Sport Committee. The representative shall be designated on the club membership application.
 - c. Minutes of the meeting must be written and filed with the District Secretary and the National AAU Compliance Department.

G. Functions of District Sport Committees

- 1. **District Sport Committees.** In each approved AAU sport in which the District has athletes actively participating, there may be a Committee to manage competition within the District.
- 2. **Composition.** The District Sport Committee shall include the following :
 - a. Each club member which registers at least five individual members in the sport shall have one representative on the District Sport Committee.
 - b. District Sport Committee Officers defined by that sport’s operating rules.
 - c. The Governor may appoint up to two (2) at-large members.
- 3. **Duties.** The duties of the District Sport Committee are to:
 - a. In even years, hold a Biennial meeting, the date, time and location of which shall be approved by the District Executive Committee.
 - b. Adopt at the Biennial Meeting, rules of operation of the Committee to be

submitted to the Executive Committee for approval and which shall not conflict with the provisions of the AAU Constitution, Bylaws, National Policies or National Sport Committee rules.

- c. Determine whether to establish a Committee operating account and if so to comply with all relevant AAU procedures and policies.
- d. Provide for the conduct of the District championships.
- e. If the District Committee is organized as an administration club under the AAU, it shall annually file the Location of Assets Report with the District Office, and forward a copy to the National Office.

H. Functions of the District Sport Director

1. **District Sport Director.** In each approved sport in which the District has athletes actively participating, there may be a Director.
2. **Election.** In each sport in which five or more club members have designated the sport as its primary sport, the Director shall be elected by the Committee at its Biennial Meeting. The District Sport Director takes office upon election.
3. **Appointment.** When there are fewer than five clubs registered to the Sport, the Sport Director may be appointed by the Governor with the approval of the National Sport Committee Chair. The District Sport Director takes office upon appointment.
4. **Term.** The term of office for an elected District Sport Director shall be four (4) years to run concurrently with the District Officers. The term of office for an appointed District Sport Director shall be one year or until removed by the Governor, or until such time as the Sport Committee meets the criteria to elect a Chair.
5. **Vacancies.** A vacancy occurring in an elected District Sport Director shall be filled by the Governor with approval of the National Sport Committee Chair.
6. **Duties.** The Sport Committee Director shall :
 - a. Develop a budget for the Sport Committee to file with the District Treasurer.
 - b. Perform the duties set forth in the Committee Rules of Operation.
 - c. Review and approve, or for reasonable cause deny, event licenses in the sport.
 - d. Preside at Sport Committee meetings.
 - e. Maintain records of the District Sport Committee, including but not limited to the minutes of all meetings, the budget, location of assets report (if required), and the District Sports Committee operating rules.
 - f. Prepare, or have prepared, meeting minutes (which shall be approved at all District Sports Committee meetings). Forward a copy of all minutes to the National Office and District Secretary no later than 30 days following the District Sport Committee meeting.
 - g. File a copy of all records requested by the District Secretary and the AAU National Office Compliance Department no later than 30 days following District Sport Committee meetings.
 - h. At the conclusion of service as Sport Director, turn over all records to the successor to the position.
7. **Removal.** District Sport Directors may be removed as follows:
 - a. **By District Sport Committee.** An elected Sport Committee Director may be removed by a two-thirds (2/3) vote of the Sport Committee at the Biennial meeting provided that the Notice of the meeting specifies that a

motion to remove is on the agenda. [R

- b. **By National Sport Chair.** Each National Sport Chair shall annually review the number of events held in their sport. If the minimum number of licensed days of activity, excluding practice licenses is below the minimum established by the National Sport Council, the National Sport Chair may remove the District Director with consent of the Governor. If the District Governor does not agree with the removal, the President shall appoint an arbiter who will make the final decision, which shall be binding.
- b. **By National Board of Review.** A Sport Director may be removed by order of the National Board of Review following the filing of a complaint and the Board's proceedings. By the National Board of Review Chair after the failure of the District Sports Director to file minutes, reports and records as required by this article.

B. APPENDIX

1. Executive Committee Directory

AAU Jump Rope Committee: jumprope@aausports.org

AAU Jump Rope Chairman

James E. McCleary

jamesemccleary@gmail.com

AAU Jump Rope Secretary General

Cindy Bork

borkcindy91@gmail.com

AAU Jump Rope Vice Chairman

Rich Cendali

Skipit_coach@comcast.net

AAU Jump Rope Treasurer

Lee Purser

lee_purser001@yahoo.com

AAU Jump Rope Youth Chairman

Paul Feciura

jbccoach@aol.com

AAU At-Large Member

Karla Thompson

kthom76399@aol.com

Advisory Member

Jean Hodges

Jeanhodges45@verizon.net

2. AAU National Office Staff:

Alex Wilzbacher, Sport Manager

awilzbacher@aausports.org

407-828-3765

3. Dates for National Championships

2021 AAU Junior Olympic Games Jump Rope Championships July 28 – August 3* Houston, TX

**final dates subject to confirmation*

Future Dates for AAU Junior Olympic Games:

2022 Greensboro, NC July 27-August 6, 2022

2023 Des Moines, IA July 26-August 5, 2023

2024 Greensboro, NC July 24-August 3, 2024

2025 Hampton Roads, VA July 23-August 2, 2025

2026 Houston, TX July 29-August 8, 2026