

# IESA State Cheerleading



## Important Information

### DIVISIONS

#### Game Day Cheer Division

- 1:15 time limit for entire performance
- Athletes must enter side or back corner (similar to a timeout in basketball)
- All skills (stunts, pyramids, jumps, tumbling) must be performed inside the competition area.
- Props must be carried on/off the competition area like a basketball timeout.
- Props may NOT be set up in advance.
- Objects cannot be thrown/placed outside the competition area.
- MUST INCLUDE BOTH a cheer and a chant.
- Poms and Signs MUST BE USED.
- Megaphones/Flags/Mascot are optional but encouraged.
- A mascot would count as a member of the squad.
- NO MUSIC allowed during the GAME DAY CHEER Division.
- No tosses (sponge or basket)

One Game Day Cheer Division	5 - 25 Members
-----------------------------	----------------

#### Routine Division

- Music is required.
- 1:30-3:00 minute time limit for entire performance.
- The music portion may not exceed two (2) minutes.
- The “normal” full routine setup is music, followed by the cheer/sideline, and concludes with music.

1A Routine	5 - 25 members
2A Routine	5 - 25 members
3A Routine	5 - 25 members

### IESA EXCEPTIONS TO NFHS RULES

1. The National Federation of High School Associations (NFHS) Spirit Rules Book will be followed for the state competition.
2. The IESA has adopted the following exceptions to the NFHS Spirit Rules Book:
  - a. All tosses (sponge and basket) are prohibited. For clarification, a quick toss is permitted because the top person's feet begin with contact on the performing surface. See NFHS Spirit rule 1 for specific definitions.
  - b. Any squad in violation of safety regulations or any NFHS Spirit Rules Book major infraction will be assessed a deduction for each infraction as outlined in the technical scoresheet.

## **PRIOR TO COMPETITION**

- Music must be made available on a mobile device such as iPhone, as long as another music format is available for back up and it is the coach's responsibility to start and stop the music.
- Coaches are permitted to test music for 30 minutes prior to Session 1 and after the conclusion of Session 1 awards.

## **DURING COMPETITION**

- Personnel selected by the IESA will be responsible for judging all performances. Their decisions are final and cannot be protested.
- In the Routine division, the time will start with the first organized word, motion, or sound of music and will end with the same. There will be a deduction from the total score if the time limit is not met. The ending of the routine should be held for a few seconds and safely dismounted with no excessive celebration.
- In the Game Day Cheer Division entrances and exits are considered part of the routine and should be organized. Signs must be brought out and taken off the mat with the squad members. The ending of the routine should be held for a few seconds and safely dismounted with no excessive celebration.
- Squads may line up anywhere inside the competition area. The competition area will be 42' x 54' (9 strips).
- Participants in the routine division must start on the mat in the competition area with at least one foot on the ground. There will be a deduction per judge if a school fails to start their performance with at least one foot on the ground.
- Participants can step on the edge of the mat, but if he or she steps off the edge (i.e., foot/shoe makes contact with the floor) or outside the mat boundary lines, it is considered out of bounds. There will be a deduction per incident per judge if a participant steps outside the boundary lines.
- Each squad's presentation must include at least one cheer or sideline chant.
- The musical portion of a routine division performance must not exceed two (2) minutes.
  - Band cheers will be considered part of the musical portion.
  - Squads exceeding the music time limit will be assessed a deduction from the total score.
- Signs used during the routine division may be placed on the competition mat prior to the performance and such signs may be placed on or off the mat without penalty.
- Signs used during the Game Day Cheer division must be brought to the mat as part of the routine.
- Interruptions
  - If, in the opinion of the tournament officials, a squad's routine is interrupted because of failure of the tournament equipment, facilities, or other factors attributable to the tournament rather than the squad, the head official should stop the routine. The squad will be allowed to present its routine from the place in the routine where the interruption occurred. The degree and effect of the interruption will be determined by the tournament officials.
  - In the event a squad's routine is interrupted because of failure of the squad's own equipment, the squad must either continue the routine or withdraw from the competition.

- If an injury occurs during warm-up or during the team's scheduled competition time and the athlete is no longer able to participate, the head official and tournament management shall determine the time for the team to feed back into the warm-up and competition order.

This time should not exceed 30 (thirty) minutes from the time of injury in the warm-up area or on the competition mat.

- Tournament officials reserve the right to stop the routine if an injury occurs.

## JUDGING CRITERIA

- The judges will score the squads according to the judging criteria on a 100-point system. The total accumulated point value will be averaged against the number of judges and technical deductions will be taken from the average score. In keeping with the proper role of cheerleading, emphasis will be placed on practicality of material.
  1. **Communication** (15 points in game day cheer, 10 points in routine)
    - a. Game Day Cheer - 5 points for practicality of material in routine (use of signs, effectiveness of cheer and sideline chant words) and 10 points for voice inflection, eye contact, facial expression
    - b. Routine - voice inflection, eye contact, facial expression
  2. **Fundamental Skills** (45 points in game day cheer, 50 points in routine)
    - a. Game Day Cheer - 15 points for motions (strong, sharp, arm levels, synchronization), 10 points for tumbling, 10 points for jumps, and 10 points for partner stunts/pyramids
    - b. Routine - 10 point for motions (strong, sharp, arm levels, synchronization), 10 points for tumbling, 10 points for jumps, 10 points for partner stunts, and 10 points for pyramids
  3. **Group Techniques** (20 points) - 10 points for synchronization (group timing in motions, stunts, tumbling, jumps, and dance) and 10 points for formations and spacing (use of the floor, formation changes, and symmetrical spacing)
  4. **Overall Effect** (10 points) - crowd appeal (choreography, continuity, transitions, and visual effect)
  5. **Sportsmanship** (10 points) - the style the cheerleaders demonstrate, the squad should be enthusiastic about the material but should refrain from taunting or bragging gestures that are inconsistent with the squad's ability to lead the crowd in support of the athletic team
- For the routine division, a rubric will be implemented, and a copy of the rubric is available online.

## AWARDS

- A 1st, 2<sup>nd</sup> and 3<sup>rd</sup> place trophy and medals will be presented in each division on the day of the competition.
- All teams in a division are called to the competition mat – the top 3 place finishers will be announced in reverse order.
- Within 1 hour of the conclusion of the awards ceremony, the head coach will be emailed the results, including team score and overall division results.
- The head coach will have 48 hours to email the IESA Cheer Administrator for clarification on scoring.
  - No scores are changed because of this email communication.
  - At no time will a video review take place as the judges' scores are final and cannot be protested.
- Clerical or team scoring errors may be corrected up to 48 hours after the conclusion of the competition. After this time, all team standings will be final.