



2020 GAME DAY VIRTUAL SPIRIT SHOWCASE COMPETITION RULES

A. GAME DAY FORMAT

The total number of participants for a school team is determined by counting all spirit-leading participants including cheerleaders, mascots, and flag corps members. Mascots and flag corps members cannot be involved in the execution of cheer skills. The use of live band and/or drum line to supplement the Game Day environment is not permitted. No twirlers permitted.

Schools are responsible for registering their squad in the appropriate division based on classification.

Each school team will be allowed to enter one (1) school team division. The following divisions have been identified in which schools must participate in their appropriate division.

TEAM DIVISIONS*:

1A—Maximum of 12 participants, 2 coaches
2A—Maximum of 12 participants, 2 coaches
3A—Maximum of 20 participants, 3 coaches
4A—Maximum of 20 participants, 3 coaches
5A—Maximum of 30 participants, 4 coaches
6A—Maximum of 30 participants, 4 coaches

TEAM FEE:

\$200
\$200
\$300
\$300
\$400
\$400

*KSHSAA reserves the right to alter divisions based on the total number of registered teams per classification.

**Additional participants, alternates, or coaches over the max number allowed by classification must pay the admission fee and purchase a ticket for admittance.

B. SCHOOL REPRESENTATION AND TEAM PARTICIPATION

The school team will consist of students that meet the requirements according to the KSHSAA Rules and Guidelines.

1. One team per school will be allowed to enter the KSHSAA Game Day Spirit Showcase Competition.
2. All participants must be academically eligible students of the school in which they represent and must be designated by school officials as spirit representatives for participation purposes.
3. All participants must be eligible rostered squad members (from the 2020-2021 football and/or basketball seasons) and must be a member of the squad for the majority of the scheduled varsity contests in order to be eligible for the KSHSAA Game Day Spirit Showcase Competition.
4. Participants that enter the floor must remain the entire length of the performance.
5. It is the responsibility of the school coach that each team member, coaches, parents, and other persons affiliated with the school conduct themselves in the appropriate manner.
6. School teams must refrain from taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.

C. UNIFORM AND EQUIPMENT GUIDELINES

1. Traditional game day uniform is required.
2. All National Federation of State High Schools (NFHS) and KSHSAA uniform rules apply.
3. School teams must display an overall appearance conducive to serving as public representatives and ambassadors of their school regarding traditional and appropriate attire, conservative make-up, and uniformity.
4. The use of signs, poms, flags, and megaphones are allowed and encouraged for performances. The use of additional props is not permitted.



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- Participants using flags must adhere to the KSHSAA Rules regarding use of flags indoors. For safety purposes, anyone carrying a flag at any time should not run with the flag—including during the performance, warm-ups, and as the team approaches or leaves the practice or performance floor. Teams violating KSHSAA flag rules **during** a performance will be given a safety deduction.

D. COMPETITION PERFORMANCE AREA

- The KSHSAA Game Day Spirit Showcase Competition will comply with the NFHS competition surface rule.

E. MUSIC

- Schools must use recorded marching band music for the fight song and Band Chant categories.
- All use of music must be compliant with U.S. Copyright Laws.
- Neither the KSHSAA nor Varsity Spirit is responsible for obtaining any necessary permission or licensing of the recorded music used by a school team during the KSHSAA Game Day Spirit Showcase Competition.*
- Fight Song /Band Music
 - If a high school marching band records their school's **original** fight song, they will need to get the school's permission to use the song and recording
 - If a team legally acquires a recording of a band playing a popular recording from an authorized provider (iTunes, Amazon, etc.), the song can be used as long as no edits are made to the music (other than for timing purposes).
 - A team cannot use a recording of their band playing a popular song (a cover) or other music without the proper permissions or the band becoming a preferred provider.
See Varsity.com/music for more information about preferred providers.

F. HEALTH AND SAFETY REGULATIONS

- KSHSAA rules require cheer and spirit performances shall be in accordance with safety standards prescribed by the National Federation High School Spirit Rules and KSHSAA Spirit Safety rules.
- The KSHSAA Handbook Rule 10 requires annual education and training for all spirit head coaches.
- School participants must comply with all KSHSAA Handbook Rules for Spirit Activities.
- Any student participating in a KSHSAA member school cheerleading program, suspected of having a concussion, must be evaluated by his or her treating physician. The participant's treating physician must provide a written statement that in his or her professional judgment it is safe for the student to return-to-play before the participant may begin the school districts RTP return-to-play designated protocol.

II. PERFORMANCE CRITERIA

ADDITIONAL COVID PRECAUTIONS FOR ROUTINES AND CHOREOGRAPHY:

- Masks are allowed, but not required
- No stunting or physical contact between participants is allowed at any time. **Violation of this precaution would result in disqualification from contest.**
- Social distancing is required at all times
- There will be no out of bounds this year, so all squad members may social distance
- Performances may be recorded indoors or outdoors. A game day sideline (staggered lines) formation is recommended for all cheer and dance performances, with the exception of the dance performance element.

Teams will be evaluated on their ability to lead the crowd, proper skill incorporations and performance, motions, and overall routine. Game Day practicality is heavily emphasized. Performances should be prepared as they would be for sideline crowd-leading at a school sporting event.

A. GAME DAY ROUTINES



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The competition routine will consist of game day elements. There should be no “organized” entrances (movement or voice) when taking the floor.

Each performance will have an overall maximum performance time limit of three (3) minutes and will be performed in the following order:

1. Band Chant
2. Situational Response (see description below)
3. Crowd Leading
4. Fight Song

The entire performance will be executed in a continuous order. To continue the feel of a Game Day environment, **spirited crowd-leading interaction between each section is encouraged.**

SITUATIONAL RESPONSE: Each team will select and demonstrate a defense or offense response to a game day situation, which will begin the Crowd Leading section of the routine. In order to imitate the Game Day environment. A general response would not meet the criteria.

1 - Band Chant:

- Recorded marching band music or drum cadence performance that encourages crowd interaction
- No stunts or tumbling are permitted in this section. Jumps and kicks are allowed.

2 - Crowd Leading:

- Sideline cheerleading that engages crowd response
- Skill restrictions:
 - No running tumbling
 - Standing tumbling is limited to one tumbling skill at a time. A back tuck is the most elite standing tumbling skill allowed.

3 - Fight Song:

- Traditional school fight song performed to recorded marching band music
- Up to three **CONSECUTIVE** eight-counts may be incorporated (skills added) with tumbling and/or jumps. The incorporation can take place at any point in the performance and can (but does not have to be) be repeated once if desired. IF the incorporation is repeated, the **incorporation must repeat exactly as initially performed.** To properly count your incorporation, start counting the 8-counts with the “dips” of the added skill(s)—the dip to jump, dip to tumble. **REGARDLESS OF WHEN THE MUSIC ENDS**, counting of incorporated 8 counts will continue until the **routine** is complete or the skills are completed and back on the ground.
- Skill restrictions:
 - No running tumbling
 - Standing tumbling is limited to one skill at a time. A back tuck is the most elite standing tumbling skill allowed

B. SCORES AND RANKINGS

1. The official results and team placements will be determined by the cumulative score from the performance.
2. Score Sheets and a Time and Deduction sheet will be emailed to the coach following the performance.
3. The judges will score teams using the criteria listed on the KSHSAA Game Day Spirit Showcase Competition score sheet.



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4. All scores and judges' decisions are considered final.

C. TIME LIMITATIONS

1. Acknowledging the potential variance in sound system and timing devices, judges will not issue a deduction until their stopwatches show a time of three (3) seconds over the time limit.
2. It is recommended that all teams practice and time performances prior to competition to allow for variations in sound equipment.
3. **VIRTUAL ROUTINES**—when distributed, please refer to specifics regarding performance recording for upload. Recording should only capture the actual performance with no organized entrances or exits.

III. INTERPRETATIONS AND RULINGS

A. RULES & PROCEDURES

Any questions concerning the rules or procedures of the competition will be handled exclusively by the school coach of the team and will be directed to the Competition Director.

The KSHSAA Game Day Spirit Showcase Competition Rules Committee will consist of a designated Competition Director, Head Judge, and KSHSAA staff. The school team and school coach must abide by all decisions made by the judges and Rules Committee. Any interpretation of the KSHSAA Game Day Spirit Showcase Competition rules and regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee.

B. JUDGING PANELS

Judges will be provided by Varsity Spirit and they will be responsible for scoring each school performance according to the KSHSAA competition score sheets.

1. Head Judge - The Head Judge is responsible for overseeing the entire Judging Panel that consists of Panel Judges, Point Deduction Judge, and Safety Judge. The Head Judge will also fill out his/her own score sheet for each performance.
2. Panel Judge - Panel Judges are responsible for scoring each team's performance based on the KSHSAA score sheets. Each Panel Judge will fill out a score sheet for each performance.
3. Safety Judge - The Safety Judge is responsible for administering all safety violations, time violations, and boundary violations.
4. Judging Coordinator/Quality Judge

5. ALL JUDGES' DECISIONS ARE FINAL.

D. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of the KSHSAA Game Day Spirit Showcase Competition rules and regulations defined in this document will be subject to disqualification from the competition and will automatically forfeit any award.

E. DEDUCTIONS

Deduction points will be subtracted from the final score. The following is a **sample** of potential rule infractions and point deductions. Teams should refer to the Time and Deduction Sheet for details on any deductions given.



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Area	Specific Examples	Deduction Points
Participant allowance	Exceed maximum participants	Disqualification from contest
Music licensing	Failure to meet licensing requirement	Disqualification from contest
NFHS Spirit Rules and KSHAA Safety Rules	Utilization of skill not permitted by rules; Running indoors with flags	5 points per rule violation
Time limit* *3 second window to allow for variance	Each violation	3 points for 1-5 seconds over limit 5 points for 6-10 seconds over limit 7 points for 11 seconds or more over limit
Time limit	Excessive celebration or organized entrance or exit	1 point
Procedure or General Rule Violation (not a safety violation)	Team exceeds 8-count allowances in fight song Team adds stunts or tumbling in Band Chant	3 points per rule violation