



2021 GAME DAY SPIRIT SHOWCASE CHEER 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:

\$300
\$300
\$400
\$400
\$500
\$500

*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 at 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 2021-2022 football and/or basketball seasons) and must be a member of the squad for the majority of the scheduled varsity contests to be eligible for the KSHSAA Game Day Spirit Showcase Competition.
4. The individual students representing a school team may vary in the preliminary categories provided each performance does not exceed the maximum number of participants.
5. For teams advancing to the finals, participants that enter the floor must remain the entire length of the final performance. Substituting individuals on and off the floor for the different sections of the final round is not permitted.
6. 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.
7. School teams must refrain from taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.
8. All individuals must adhere to Stormont Vail Events Center Rules and Regulations:
 - a. No Helium filled balloons or confetti is permitted in the facility.
 - b. For security reasons there is a CLEAR BAG POLICY in place. All persons entering the facility must have a clear, clutch type bag that will be searched by security. Purses and backpacks are not allowed for spectators. Cameras and any camera bags (for media) will also be searched. No tripods are allowed. Please plan to arrive early as there will be some delay in entering.



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- c. No artificial noisemakers are allowed in the facility.
- d. No spirit props, balls, t-shirts, or any other item may be thrown out to the crowd by spirit groups.
- e. All fans are to abide by Rule 52 and display good Sportsmanship.
- f. Fans must stay off the court after the conclusion of all sessions.
- g. No coolers or outside food or drink are allowed in the facility, except for participating squads may bring a cooler into the designated warm up area with healthy food and drink.
- h. Tickets may be purchased on site. Ticket pre-sales will be available through Ticketmaster.
- i. On-site tickets must be purchased at the box office located on the northeast corner of the facility. Arrive early to avoid lines, bags will be checked.

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 grooming, 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.
5. 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

1. Approximate floor size will be 54 feet wide by 42 feet deep (9 strips).
2. The KSHSAA Game Day Spirit Showcase Competition will comply with the NFHS competition surface rule.
3. Signs or props may be placed or dropped outside the competition area by a team member who must remain inside the competition area.

E. MUSIC

1. Schools must use recorded marching band music for the fight song and Band Chant categories.
2. All use of music must be compliant with U.S. Copyright Laws.
3. *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.*
4. Fight Song / Band Music
 - a. 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
 - b. 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 if no edits are made to the music (other than for timing purposes).
 - c. 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.



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F. HEALTH AND SAFETY REGULATIONS

1. 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.
2. The KSHSAA Handbook Rule 10 requires annual education and training for all spirit head coaches.
3. School participants must comply with all KSHSAA Handbook Rules for Spirit Activities.
4. 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

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

The competition will consist of three categories. There should be no "organized" entrances (movement or voice) when taking the floor prior to any of the performances.

1 - Band Chant:

- Recorded marching band music or drum cadence performance that encourages crowd interaction
- QUALIFYING ROUND competition - teams will be announced, take the floor, with timing beginning with the first beat of music or organized movement
- One minute time LIMIT
- No stunts or tumbling are permitted in this section. Jumps and kicks are allowed.

2 - Crowd Leading:

- Sideline cheerleading that engages crowd response
- QUALIFYING ROUND competition - teams will take the floor at the sound of a BUZZER. Timing begins immediately when the buzzer sounds, and teams are encouraged to lead the crowd as they take the floor and continue the crowd-leading section.
- One minute time LIMIT
- There will **not** be a buzzer to signify the end of this section
- Skill restrictions:
 - No basket, sponge or elevator tosses allowed (cradles are considered dismounts, not tosses). Coed and "quick" tosses are permitted.
 - No inversions
 - No twisting dismounts from stunts
 - Single leg extended stunts are limited to liberties and liberty hitches
 - 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
- QUALIFYING ROUND competition - teams will be announced, take the floor, with timing beginning with the first beat of music or organized movement



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- One minute time LIMIT
- Up to three **CONSECUTIVE** eight-counts may be incorporated (skills added) with stunts, 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, dip of top person to load stunt, etc.). **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 basket, sponge or elevator tosses allowed (cradles are considered dismounts, not tosses)
 - No inversions
 - No twisting dismounts from stunts
 - Single leg extended stunts are limited to liberties and liberty hitches
 - No running tumbling
 - Standing tumbling is limited to one skill at a time. A back tuck is the most elite standing tumbling skill allowed

QUALIFYING ROUND - Each performance will consist of one of the each of the three identified categories above. Each Qualifying Round performance will have a time limit of one (1) minute. Each of the performances will be preceded by a designated warm-up session.

FINAL ROUND— Teams (six per division) with the highest cumulative scores from the three Qualifying Round performances will advance to finals. The final performance round will be preceded by a designated warm-up session.

Each FINAL ROUND 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 respond to audio cues by a game announcer, as heard at football and basketball games. To imitate the Game Day environment, audio cues will include an announcer-lead situational cue to which the team will show a definitive OFFENSE or DEFENSE response. A general response would not meet the criteria.

B. SCORES AND RANKINGS

1. In the qualifying round, each team will be scored by multiple judges in each of the three categories. The cumulative scores from the three categories will determine which teams advance to finals.
2. The official RESULTS and team placements will be determined by the cumulative scores from the Final Round only. Qualifying round scores will not carry over to determine final team standings. However, if a tie occurs in the final round, the cumulative qualifying round scores will be utilized to break any ties.



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3. A Time and Deduction sheet will be given to the coach following each performance. Coaches should wait on the exit side of the performance floor closest to the judges table following each performance to receive the Time and Deduction sheet.
4. Scores and rankings will be available only to coaches as follows:
 - Qualifying Round - score sheets will be made available to all teams following the qualifying round.
 - Final Round scores and rankings will be posted on the KSHSAA website following the conclusion of the competition.
5. The judges will score teams using the criteria listed on the KSHSAA Game Day Spirit Showcase Competition score sheet.
6. 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. Introductions and exits:
 - a. All team breaks, rituals, and traditions need to take place backstage before a team is in the "on deck" or next to perform position.
 - b. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures i.e., teams must refrain from chest bumps, hugs, and handshakes.
 - c. All teams should refrain from any type of excessive celebration following the team's performance.
 - d. There should not be any organized exits or other activities after the official ending of the routine.

III. INTERRUPTION OF PERFORMANCE

A. UNFORSEEN CIRCUMSTANCES

1. If, in the opinion of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected will be directed to **STOP** the routine.
2. If directed to stop a routine, the team will perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.

B. FAULT OF TEAM

1. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
2. The competition officials will determine if the team will be allowed to perform later. If decided by officials, the team will perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.

C. INJURY

1. All participants must follow the KSHSAA safety regulations identified in this document. The only persons that may stop a routine for injury are a) competition officials, or b) the school coach from the team performing.
2. The competition officials will determine if the team will be allowed to perform later. If the competition officials allow a routine to be performed later, the spot in the schedule where the re-performance is to take



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place is at the sole discretion of competition officials. The team may perform the routine again in its entirety but will be evaluated only from the point where the interruption occurred.

3. The injured participant that wishes to perform may not return to the competition floor unless the competition officials receive clearance from the on-site medical personnel and the school head coach of the competing team.
4. Any injured participant suspected of a concussion is required to follow the KSHSAA Concussion Policy regarding the treatment of concussions and must be removed immediately from the competition.

IV. 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. Such questions should be made prior to the team's competition performance.

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. AWARDS

Each conference or division will receive the following awards:

1. The top three teams will be awarded and designated with a 3rd place trophy, a runner-up trophy, and 1st place with a Championship trophy.
2. Each classification or combined classification will receive medals for the top six teams and trophies for the top three winners.

C. 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.



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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 each performance on any deductions given.

Area	Specific Examples	Deduction Points
Participant allowance (Section I, A)	Exceed maximum participants	Disqualification from contest
Music licensing (Section I, E)	Failure to meet licensing requirement	Disqualification from contest
NFHS Spirit Rules and KSHAA Safety Rules	Utilization of skill or stunt not permitted by rules; Running indoors with flags	5 points per rule violation
Time limit* *3 second window to allow for variance (Section II, C)	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
Performance floor	Any team member stepping with both feet outside the designated performance area	.5 Half of one 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