



Cheerleading Competition Policies

Safety Rules

Teams must adhere to the NGYFA cheer rules outlined in the rules and regulations document.

Surface and Flooring

Competitions will be held on a 42' x 42' foam cheer floor. Floors will be taped down mat seams and not "grid".

Music and Timing

- a. Each team will be responsible for providing someone to play/pause/stop/control music. Music must be provided on an ipod or mp3 player. Having a backup copy or cd is advised.
- b. Routine time limit is 2:30.
- c. Timing will begin with the first organized movement, choreographed vocal, or beat of music. Spirit entrances and exits are permitted and are not included in the routine time.
- d. A 10 second grace period is given to compensate for any sound equipment playback differences. After the grace period, 1 point per second will be deducted for any routine over the time limit. (Up to a maximum of 10 points).

Sportsmanship

NGYFA believes that good sportsmanship is essential at every athletic event and competition. Any participant, coach, parent, or spectator displaying unsportsmanlike conduct during a NGYFA event may subject the team to a severe Sportsmanship Penalty (25 Points). The sportsmanship clause is in effect from the time of arrival to the time of departure from the venue. The levying of any penalty is at the discretion of the NGYFA Cheerleading Director, Arena Facilitator, or other event personnel.

Competition Rules

- a. Only registered NGYFA coaches will be allowed in warm-up area and on competition floor. There is a maximum of 3 coaches allowed per team.
- b. Registration packets must be received by NGYFA Cheer director one week before competition.
- c. All coaches, team members and parents should conduct themselves professionally at all times. Participants are subject to removal should an incident occur.
- d. Teams must provide their own sound equipment in the warm-up area.
- e. Once the competition doors have been opened to spectators no team should be warming up on the competition mat except for regularly scheduled warm-up rotation.
- f. Teams should report to warm-up rotations at their assigned times and should be ready to perform when called to the floor.
- g. The coaches, teams, and/or parents should have no contact with officials prior to, during, or after the competition. Any concerns or issues should be addressed IN WRITING to the NGYFA Cheerleading Director.
- h. The Order of appearance will be assigned by the NGYFA Cheerleading Director.
- i. All decisions of the officials are final. NGYFA does not allow appeals or protests.
- j. All routines should include a cheer, dance, partner stunts, pyramid, standing tumbling, running tumbling and jumps.

Competition Teams

- a. All athletes must be cleared and registered with NGYFA and be on a team cheering at football games.
- b. You may not combine or trade athletes for competition. You must cheer with your registered team.
- c. Athletes may not cross-compete. You may only compete for one team.
- d. Minimum number of participants per team is 6.
- e. Maximum number of participants per team is 32.

Scorekeeping Guidelines

- a. The scorers will meet with the NGYFA Cheerleading Director prior to the competition to review procedures and guidelines for scoring.
- b. The NGYFA Cheerleading Director will act as Head Scorer: Adding all judges' scores and recording totals on the Judging Tally Sheet and on the individual judges' score sheets.
- c. The Scorer will follow NGYFA procedures when adding the score sheets.
 - i. Each individual judge's sheet will be tallied, making sure all areas are scored.
 - ii. The scores will then be transferred to the Tally Sheet.
 - iii. The high and low scores for each team will be struck through on the Tally Sheet.
 - iv. The remaining scores will be totaled on the Tally Sheet.
 - v. Deductions from the Safety Infraction Score Sheet will be added and recorded on the Tally Sheet. The deduction will be taken from the total judges' score.
 - vi. Ties will then be broken by:
 1. Adding the high and low scores back in and looking at the totals of the tied teams.
 2. The tied teams will then be placed in order by their total scores leaving any teams scoring above them in their place.
 - vii. Deductions may be made for the following reasons:

1. NGYFA or USASF Rules Violation – Each Violation	5 Points
2. Sportsmanship – Each Violation	10 Points
3. Improper Uniform (jewelry, hair, nails, etc)	5 Each
4. Falls	5 Each
5. Boundary Violations	5 Each
6. Timing Infraction	1 Each
- d. All scores are final. There are no protests.
- e. Disqualifications:
 - i. Too many team members.
 - ii. Illegal athletes
- f. The scorekeepers and judges must be professional representatives of the tournament and maintain the integrity of the scoring. Results should not be discussed with anyone other than the Head Judge during the tournament.

Announcer

- a. Prior to the beginning of the tournament the announcer should meet with the NGYFA Cheerleading Director to review procedures.
- b. Should announce teams using the correct procedures as defined by NGYFA:
(_____ is the name of the school.)
 - i. "Taking the floor now is _____"
 - ii. "On Deck is _____"
 - iii. "In the hole is _____"
 - iv. The announcer will then receive a signal from the NGYFA Cheerleading Director and will announce "_____, You may begin."

First Aid Procedures

- a. Tournaments are at your own risk. Professional medical care will not be present.
- b. Teams are responsible for bringing their own first aid supplies and equipment.
- c. When an emergency or an injury occurs, the host and officials should stop the competition until the injured person can be removed from the warm-up or competition floor.
- d. Team members who are bleeding, or have an open wound, or have excessive amounts of blood, may not participate in any event until the appropriate treatment is administered and the uniform or body has been cleaned.
- e. The coach has to select for the team to proceed or withdraw in the event of an injury. The coach must notify the NGYFA Cheer Director.
- f. Casts must be covered with a soft material. Participants with casts must not stunt or tumble and should use caution when performing jumps and other skills.

Basic Scoring Procedures

- a. Score sheets should be marked in ink and signed by the completing judge.
- b. When calling rules, call only what you actually saw. If in doubt and if there is not an agreement on what was seen, then do not make the call. Warn the team.
- c. Evaluate a team based on today. Do not consider last year's performance or what you have heard.
- d. Do not compare teams. Score the team on the floor based on their performance.
- e. If you make a mistake when scoring, initial it, strike through the score you wish to change, and write the new score.
- f. Keep Good Notes!!!
- g. Any judge may call out-of-bounds, jewelry, violations on sportsmanship, unsafe hair, or nails.
- h. If a team does not perform an element on the score sheet, a score of zero may be given. However, all judges must agree that the element (dance, cheer, stunts, jumps, tumbling) was not executed by the team or the team did not attempt to execute the element. All judges must agree to score zero.
- i. A stunt group is considered more than one person working together to execute a stunt. Because a stunt group is dependent on one another to perform and must work as a team, when a stunt falls it will be considered one fall whether one team member or all team members fall. The same would be true of a stunt group in a pyramid.
- j. When tumbling, a fall is considered a fall to the floor when the flyer landing on her hands, legs, knees, back, head, rear, elbows, and so on that was not considered a part of the original landing.
- k. Basket tosses are not allowed.
- l. When calling hair violations, please remember that hair must not interfere with performance. Every athlete's hair must be pulled back, away from the face and in a ponytail or other style when possible.