

## State Spirit Competition Guidelines Cheer Guidelines

### Eligibility

The NMAA State Spirit Competition is open to all NMAA member high school competitive varsity cheer teams. Only one team may represent a school. All participants must adhere to all NMAA eligibility requirements. Each school must submit a team roster and picture on the NMAA website by December 15th of the current year.

### Performance Category

Teams are required to perform first a **Game Day** routine and second a **Cheer with Music** routine. The daily score for each routine is the total of each judge's scores minus any deductions then divided by the number of judges for an average score. The two daily scores are then added together to arrive at a team's final score. Both routines must follow the guidelines set forth in the NFHS Spirit Rules Book.

### Performance Criteria

#### Game Day Performance Criteria

- Each team will perform a routine composed of three sections (Band Dance, Crowd Leading, and Fight Song) not to exceed three minutes (3:00).
- Each section is not timed but should be approximately one minute each (1:00).
- Each team will showcase its best game day presentation that will include an announcer-lead situation game day element (basketball centered).
  - Every team will follow the same order: Band Dance, Crowd Leading, and then Fight Song.
  - Situational elements will be the transition between Band Dance and Cheer (crowd leading) sections.
  - Teams will not be aware of the game day situation prior to performance.
- The use of crowd leading tools such as signs, poms, flags, and/or megaphones are encouraged.

#### Band Dance Performance Criteria

##### Band Dance Rules and Restrictions

- Teams will take the floor when announced
- Recorded music performed by marching band
- No stunts or tumbling permitted
- Practicality is very important
  - Crowd entertainment vs. Crowd leading

#### Crowd Leading Performance Criteria

##### Crowd Leading Rules and Restrictions

- Emphasis on crowd involvement
- Crowd leading tools highly encouraged
- No music permitted

**Skill Restrictions**

- No basket, sponge, or elevator tosses allowed
- 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 and the most elite skill allowed is a standing back

**Fight Song Performance Criteria**

**Fight Song Rules and Restrictions**

- Recorded music performed by marching band
- Up to three consecutive eight counts may be incorporated with stunts, tumbling, and/or jumps. IF REPEATED incorporating stunts, tumbling, and/or jumps must repeated as initially performed.

**Skill Restrictions**

- No basket, sponge or elevator tosses allowed
- 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

**Game Day Sample Video: ADD YOUTUBE LINK HERE**

**Cheer with Music Performance Criteria**

- Each team will perform a routine not to exceed two minutes and thirty seconds (2:30).
- Music is mandatory and is to be no longer than a total of 1 minute and 30 seconds (1:30). Once the music starts, it can be interrupted with chants, cheers, stunts, etc. The school fight song can be used in this category. Music should be appropriate and not offensive in any manner to the audience.
- See judges sheet for criteria that will be used to judge this category.

There will be a total deduction of 5 points for any performance that exceeds or does not meet the time limit. Deductions will be reflected on the technical judges' scoring sheet.

A floor monitor will signal for the team to enter the floor. A team will have 45 seconds to (1) enter the floor, (2) set up any props, and (3) get into position. Teams will begin their routine immediately after it is announced ("Now performing..."). No additional set-up or positioning time is allowed. The time will begin with the first signal (stomp, clap, ready, music, etc.) and end when the routine is over. Teams exceeding the entrance time will receive a 5-point deduction from their total score for that performance. Deductions will be reflected on the technical judges' scoring sheet.

Routine music must be recorded on an iPod, iPhone, smartphone or tablet. CD's will not be accepted. You must have your music cued and ready to hand over to the music tech on your iPod, iPhone, smartphone or tablet. If using an iPhone please ensure it is in airplane mode. Keep in mind that recording equipment differs. In the event of music malfunction during the State Competition, the music representative must inform the person controlling the music to stop the music. The announcer will tell the performing team to regroup and start over. There will not be a point deduction for a music malfunction. (Note: A coach may not request that the routine be repeated once the team has left the floor.)

### Classifications/Divisions

- Divisions shall be made into the following classifications: A-AA, AAA, AAAA, AAAAA, AAAAAA, Co-ed A-AAAA, and Co-ed AAAAA-AAAAA.
- Teams must compete at the classification level that the school declares for boys' basketball participation.
- Each team (All girl and Co-ed) is limited to twenty-four (24) team participants in addition to mascot(s), and four (4) alternates. Each team will perform two routines with no more than 4 team members different from one routine to the other.
- Co-ed division is defined as having two (2) or more male participants on a varsity team. If only one male member is on a team, the school can determine whether they compete in the All Girl division or in the Co-ed division.
- Each school must declare the division in which they will perform by the stated deadline on the registration form. Teams will not be allowed to change divisions after the deadline.
- All performers must be listed on the official registration form.

### Trophies and Awards State

State Championship trophies will be awarded using the following guidelines:

- 1. If a class has up to three teams, only one trophy will be awarded**
- 2. If a class has four or 5 teams, two trophies will be awarded**
- 3. If a class has 6 or more teams, three trophies will be awarded**

In the event of a tie, the team's highest scoring performance will be used to determine the ranking for the state trophies.

**Example:**

Team	1 <sup>st</sup> Routine	2 <sup>nd</sup> Routine	Total
1	98	95	193
2	96	97	193
3	94	99	193

All three teams would be in a three-way tie with the combination of both scores. Therefore the highest routine score would be used in ranking for the state trophy, which would result in Team 3 winning first place (99), Team 1 second place (98) and Team 3 third place (95).

If the tied teams have the **same** identical routine scores regardless of routine order the state trophy would be awarded to all three teams. The team that traveled the furthest would take the trophy home, and duplicate trophies would be mailed to the remaining teams.

### **Adjudication**

Judges for the State Spirit Competition will be impartial, qualified and experienced professionals from out of state (5 out of 6) with a thorough knowledge and background in cheerleading. Judges will provide written evaluations on the score sheets. All judges' scores will be averaged to determine the final score for each performance. Technical judges will rule on safety violations.

Judges' sheets may be picked up at the designated area at the conclusion of the event. No technical protests or appeals will be accepted.

### **Awards Presentation & Championship Photographs**

Each team may only send two (2) members to the floor for awards.

The Awards Presentation will be held at the conclusion of the event. When awards are announced, the two-team representatives will accept the trophy. Following the presentation of each State Championship, the entire team will be directed to an area for photos.

### **Regulations for Safety**

Safety rules apply to all Cheer teams at all times. Violation of the safety guideline(s) during the State Competition will result in penalty point deductions. Violation(s) of any rules in the current National Federation Spirit Rules Book will result in a deduction from the total score for that performance.

Technical judges will determine violations of the safety guidelines.

Refer to the current National Federation Spirit Rules Book for the safety guidelines, which must be adhered to (Rulebooks may be purchased through the NMAA office).

### **Spotters**

All spotters must be members of the varsity team performing and must participate in the routine. Qualified spotters will also be on the performance floor for the purpose of spotting all stunting.

## **Performance, Warm-Up and Stretching Areas**

- Performances will be conducted on the basketball court (94' x 50'). An official Cheerleading Mat (54 ft. wide x 42 ft. deep) will be in place on center court for Cheer performances. All performances must stay within the perimeters of the mat. Failure to do so will result in a deduction by the technical judge.
- Teams will be given an adequate amount of time to warm up. No team will be permitted to warm-up in the concourse area.
- Only coaches who are state licensed, AACCA certified, recognized by the school, and listed on the official state entry form are permitted in the competition and warm up areas. These coaches are the only persons authorized to perform coaching duties. Individuals not meeting these requirements will be asked to leave the competition and/or warm-up area(s).
- A designated "coaches box" on the front edge of the performance area will be provided. Only two licensed and AACCA certified coaches, recognized by the school, are permitted in that area. Coaches must remain in the designated "coaches box" until the completion of the routine.
- Following their performance, teams will have 15 seconds to exit the floor.

## **Team Entrance and Seating**

- Teams will be provided with souvenir bag tags for participants who are listed on the State Registration Form and whose eligibility has been verified via the NMAA website. Bag tags will not be used for admission.
- It is required that all performing teams enter through the complimentary entrance door. Only eligible participants listed on the State Registration Form will gain free entry as members of the team.
- Any team member wanting to re-enter the arena or the performance area must show ID at the complimentary entrance door and be listed on the state registration form.
- No outside food and/or beverages will be permitted.
- Administrators and Sponsors must enter through the complimentary entrance door. Individuals will be admitted according to the NMAA Complimentary Entrance policy.
- Teams may sit in the participants seating area.
  - Only the performing teams and coaches will be permitted to enter this area.
  - If you are in the participant seating area, you must remain seated during performances. Entrance and exit from this area will only be permitted between performances. A team may be asked to leave the participant seating if they are not respectful of the performing team.
- Teams are not allowed to change in the seating area. All costumes and uniform changes must be done in the provided facilities.

**Registration**

**Send registration to:** NMAA – Spirit Competition  
Attn: Alissa Wesbrook  
6600 Palomas Ave. NM  
Albuquerque, NM 87109  
Fax: 505-923-3114

**\*All registration must be submitted or postmarked by Friday, February 17, 2017.**