



WASHINGTON INTERSCHOLASTIC
ACTIVITIES ASSOCIATION

WIAA/GESA

2021-22 Bound for State Regulations



CHEERLEADING CHAMPIONSHIPS
Battle Ground High School
February 4-5, 2022

Changes from the 2020-21 Cheer Regulations are indicated in bold type and shaded.

Facility Access – Please enter through the participant pass gate. Cheerleaders and coach(es) must be listed on a squad roster on school letterhead provided by the athletic director of the school. The pass list will allow access to any tournament game.

- 1. Cheerleader Roster limits – When accompanied by school cheer coach**, cheerleaders in uniform are admitted free through the pass gate at regional and state events where there is a tradition of cheerleader involvement by that school during the regular season in that sport and there is a designated area on the sidelines of the court/field. There is no limit on the number of cheerleaders approved by the participating school. Due to the restricted area for crowd movement in front of each student rooting section, the number of cheerleaders allowed in front of their crowd at any given time may be restricted. Any number of cheerleaders may participate in performances on the court/field during approved dead ball periods.
- 2. Cheerleader Coaches** - One coach may be admitted at no charge for every five cheerleaders (one to five cheerleaders, one coach admitted free; six to ten cheerleaders, two coaches) up to a maximum of three coaches.

Dressing Room – A room may be available for changing clothes and preparing for games. Please do not use the public restrooms for this purpose.

Check-in at Site - The cheerleader coach must report to the Tournament Manager one-half to one hour prior to each of their game times to verify supervisory responsibilities and to determine performance schedules.

Warm-up Area – A designated warm-up area may be provided. Cheer squads **MUST** bring their own mats and **MUST** be supervised while in the warm-up area.

On-Court Performance Schedule – One (1) minute is allocated for the following:

Between 1st and 2nd quarter

Between 3rd and 4th quarter

Between any subsequent overtime periods

During a full time out (cheerleaders are not allowed onto the court during a 30-second timeout)

Stunts may be practiced only in the designated warm-up area **IF THE SQUAD BRINGS A MAT** and performed **ONLY** on the competition floor. No coaches will be allowed onto the competition floor as spotters. Each squad is responsible to provide any matting required to meet NFHS safety rules.

54.2.1 All members of a cheer squad involved in stunting shall wear their hair away the face and off the shoulders.

54.2.2 A nonskid surface mat(s) of a minimum of 6' x 8' is required for performing basket tosses and other similar multi-base tosses on a hard surface. (Folding panel mats and yoga mats are neither acceptable nor appropriate)

Introduction of Starting Line-up – Cheerleaders may be on the competition floor but must remain within the designated half court area during the pre-game introduction of starters. Cheerleaders may be introduced prior to their first game.

Half-time Music – Squads are required to have their own music unless the band is playing. A representative of the cheer squad must be present at the announcer's table to cue the music.

Half-time Entertainment – Seven (7) minutes will be allocated for half-time entertainment. Since the clock is running, the time allotted for performing groups begins when the group enters the court and end when the group exits the court (NOT when the music begins and ends.) All half-time entertainment must be cleared with the Tournament Manager prior to the contest. The recommended performance order is listed below. This schedule can be changed upon mutual agreement of all performance groups and/or the tournament manager depending upon half-time presentations or special promotions.

- 1st - Home Dance/Drill Team (3 minutes maximum)
- 2nd - Visiting Dance/Drill Team (3 minutes maximum)
- 3rd – Home Cheerleaders (30 seconds)
- 4th – Visiting Cheerleaders (30 seconds)
- 5th – Home Band (if time permits)
- 6th – Visiting Band (if time permits)

Length of Routines – Squads are recommended to be prepared with both short and long routines, depending upon the available time and the number of squads on site.

Props - Cheer crowd involvement cue cards may be used as props (not to exceed 3' x 3'). The cue cards are to be used by cheerleaders in the cheerleader area only and the words must be supportive of their team and not degrading to opponents. Megaphones may be used only by the cheerleaders. Run through signs are not permitted.

Responsibility of the Cheerleaders - Only school district accepted cheers should be used at the appropriate times. Cheers or yells with degrading opponent implications and profanity must be avoided. Cheerleaders actions, responsibility, acceptance, and control of student sections will be evaluated and scored as contributing to sportsmanship awards.

STATE CHEERLEADING CHAMPIONSHIPS

Battle Ground High School

February 4-5, 2022

Changes from the 2020-21 Cheer Regulations are indicated in bold type and shaded.

Excerpt from the WIAA Handbook: 20.3.1.D Stunt Certification is required for Cheer Coaches who intend to have their cheer squad(s) perform stunts. The certification program must be approved by either the Washington State Cheer Coaches Association or the WIAA. Coaches must be recertified every three (3) years.

1.0 QUALIFYING EVENTS

- 1.1 The team must have performed in at least ten (10) varsity school events, such as school assemblies, sideline cheerleading, half-time performances, pep rallies, etc.
- 1.2 The team must have participated in at least one (1) WIAA, WSCCA or school sponsored competition. The competition must:
 - 1) Be staffed entirely by school personnel and/or affiliates (school administrators, teachers, coaches, booster clubs, etc);
 - 2) Have all registration/entry fees deposited into the school ASB account;
 - 3) Not exceed the \$250 maximum per team registration/entry fee as approved by the WIAA and WSCCA;
 - 4) Utilize WOA/WSCJA judges.
- 1.3 The team can qualify for WIAA State competition in one of two ways:
 - 1) Must have scored at least 59 as a minimum qualifying score in the non-tumbling divisions or 65 as a minimum qualifying score in the tumbling, stomp and game day divisions (whole numbers only; there will be no rounding of decimals) after all deductions (based upon the cumulative scores awarded by the four judges) in the competition, or
 - 2) Receive one of the top fifty scores of all performances during the competition season.
- 1.4 Qualifying competitions may be held during the months of November, December and January.

2.0 CATEGORIES: NFHS Spirit rules will be strictly enforced in all categories.

- 2.1 Tumbling: Tumbling is defined as any skill with feet over head rotation.
- 2.2 Non-Tumbling: Tumbling, except for inversions into load-in positions and dismounts of stunts and pyramids, is not allowed.
- 2.3 Stomp
- 2.4 Game Day
- 2.5 The categories may be divided at the state championships by classification and/or by size if four or more teams qualify in the divisions below. **Varsity teams may have two (2) males.**
 - 2.5.1 Varsity small: 12 and under participants

- 2.5.2 Varsity medium: 13-16 participants
 - 2.5.3 Varsity Large: 17 and over participants
 - 2.5.4 Varsity Super Large: More than 20 participants
 - 2.5.5 Coed: **three (3) or more males**
- 2.4 A school may enter only one (1) team in each category and a maximum of three (3) categories.
- 2.5 Each student may participate in tumbling or non-tumbling, but not in both, as well as stomp or game day.
- 3.0 STATE EVENT FORMAT:**
- 3.1 If one (1) to three (3) schools of the same classification qualify within a specific category, that classification will be combined with the other classification.
 - 3.2 If less than four (4) teams qualify for state over a three-year period, that category will either be permanently combined with the closest category (in terms of number of participants on the team) or will be eliminated the following year.
 - 3.3 If up to 30 schools qualify for the state championships, one (1) coaches meeting will be held. If 31 or more schools qualify for the state championships, two (s) coaches meetings will be held. All coaches are urged to be members of the Washington State Cheer Coaches Association (WSCCA).
- 4.0 COMPETITION SCHEDULE:** Teams will be scheduled based upon their qualifying score with the highest qualifying score competing last in each category when possible.
- 5.0 PRACTICE SCHEDULE:** Available practice time will be divided equally among the teams. The practices are closed to other teams.
- 6.0 SCORING/JUDGING**
- 6.1 Four (4) WOA judges plus two (2) safety/technical judges will judge each routine.
 - 6.2 Judges will be positioned on one (1) side of the facility.
 - 6.3 Points deducted for any safety violations will be subtracted from the final score.
 - 6.4 Placement of teams will be posted on the WIAA Web site following the event.
- 7.0 ROUTINES**
- 7.1 Routines are limited to two minutes and thirty-three seconds for the Tumbling and Non-Tumbling categories and three minutes and three seconds for the Stomp and Game Day categories.
 - 7.2 The music portion can not be longer than one minute and thirty-three seconds for the Tumbling and Non-Tumbling Categories (there is no music time limit for the Stomp or Game Day categories.)
 - 7.3 All routines will be timed (both the music portion and total time.) There will be a five (5) point deduction for every ten (10) seconds over the maximum time limit.
 - 1 - 10 seconds over = 5 point deduction
 - 11 - 20 second over = 10 point deduction
 - 7.4 Routines consist of cheer, chants, stunts, dance, jumps, and/or tumbling.

- 7.5 Cheers, chants and signs are to be directed only toward the school's team.
- 7.6 Spotters will not be provided.
- 7.7 NFHS rules apply with this addition to 2-2-3: Members of a cheer squad involved in stunting shall wear their hair away from the face and off the shoulders.

8.0 PERFORMANCE AREA

- 8.1 The 54' x 42' cheer mat area represents the performance boundary area for the Tumbling, Non-tumbling, and Game Day categories. Three mats will be centered horizontally along the side line and the basketball court boundary lines represent the boundary lines for the Stomp category.
- 8.2 No points will be deducted if hands cross outside the performance area to drop or pick up pom poms, signs and/or megaphones.
- 8.3 Entrances and exits from the performance area will not be judged by the performance judges. Safety/Technical judging, including timing, starts when the music begins or with the first choreographed word or motion and ends when the music stops or with the last choreographed word or motion, whichever comes last. Final dismounts performed after the conclusion of the timed routine will not be judged.
- 8.4 Any damage to the floor resulting from a team's performance will be that school's responsibility.

9.0 ENTRANCE PROCEDURES: All teams must be ready to take the floor one team ahead. Teams must stay out of view until the official announcement is made to enter the floor.

10.0 MUSIC: All music must be approved by the local school district.

10.1 Each squad is responsible for its music that will be plugged into the sound system on site.

10.2 If a routine is stopped due to mechanical failure or serious injury, the squad will have the choice to perform again. The head coach must inform the tech table within ten (10) minutes if the squad chooses to perform again. The squad will perform the entire routine again with the judging commencing from the point of the mechanical failure or serious injury.

10.3 Music may have words, but all must be appropriate.

10.4 A representative of each team must be present at the announcer's table to cue the music when their team is performing. No responsibility is taken by the sound crew if a school representative is not there.

11.0 AWARDS: A minimum of four (4) schools must compete in a category in order for a first place trophy to be awarded.

11.1 If less than four (4) teams qualify in a given category or division, a first place trophy will be awarded if a team achieves at least the average of the first place scores in all divisions within the categories listed below.

11.1.1 For teams in a Non-Tumbling or Stomp category, the average of the first place scores in all other Non-Tumbling and Stomp categories will determine the minimum scores that must be earned for a first place trophy.

11.1.2 For teams in a Tumbling or Game Day category, the average of the first place scores in all other Tumbling and Game Day categories will determine the minimum scores that must be earned for a first place trophy.

- 11.2 A second place trophy will be awarded if five (5) to eight (8) schools compete in a category.
 - 11.3 A third place trophy will be awarded if nine (9) to twelve (12) schools compete in a category.
 - 11.4 A fourth place trophies will be awarded if thirteen (13) to sixteen (16) schools compete in a category.
- 12.0 CLOSING CEREMONY:** Only the seniors or captains from each of the participating schools will march onto the competition floor during the closing ceremonies.
- 13.0 SPECTATOR and PARTICIPANT SEATING:** Participants and spectators may not “block” or “reserve” seats. Areas will be designated for spectators and for participating teams.
- 14.0 GAMES COMMITTEE:** For the purpose of ruling on appeals, the Games Committee shall consist of the event manager, the head judge, the head safety/technical judge and two participating coaches, athletic directors or school administrators not involved in the dispute in question (either competing in a different category or in a different classification.)