



**MATS**

The Tournament Host is responsible for placing the competition mats according to the GIAA directions. The Head Judge will check placement when they arrive and may ask that mats be changed to meet requirements. Competition will not begin and may be halted until the mats are correctly place.

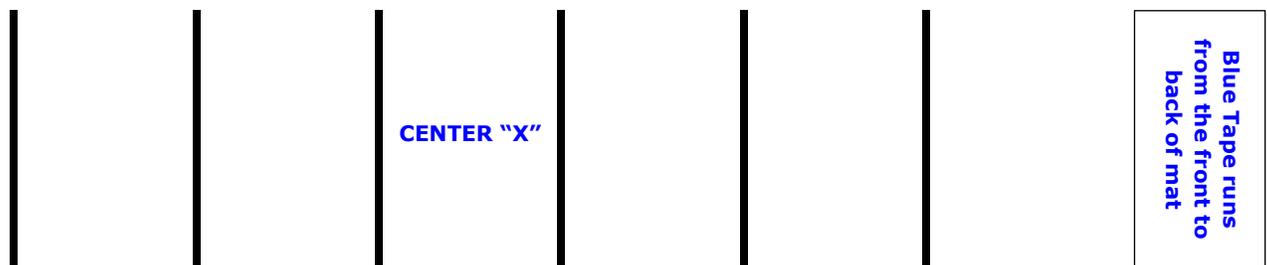
- Mats should be 42' x 42'
- Mats must be a minimum of 1- and 3/8-inches thick.
- Mats cannot be spring floors.
- The entire mat is considered the competition floor.
- White tape may be used to mark the center of the mat and around the outside of the mat. This is for safety precaution to assist the cheerleaders in determining where they are on the mat when tumbling.
- Out-of-bounds will be considered stepping off, tumbling off, stunting off, dancing off, jumping off, or performing off the mat. Participants must touch the floor.
- In the case of an injury or accident, mats must be appropriately cleaned of any body fluids before the competition can proceed.

**MAT PLACEMENT**

Mats must be placed according to the GIAA Rules and failure to do so can result in a penalty for the Host School. Please follow the steps for placing the mats and see the drawing.

<b>STEP</b>	<b>ACTION</b>
<b>1</b>	Lay the length of the mats parallel to the Officials' Table <ul style="list-style-type: none"> <li>○ Mat Placement: 7 mats wide, 7 mats long</li> </ul>
<b>2</b>	Locate the center by measuring front-to-back and side-to-side.
<b>3</b>	Mark the center with white tape forming an "X".
<b>4</b>	Measure 3-feet either side of it and this is where the first blue strips will be placed from the back to the front, perpendicular to the Officials' Table.
<b>5</b>	From there, measure 6-foot on either side of that line and continue to do so. There will be six lines of blue tape from back to front.
<b>6</b>	White tape may then be placed around the border of the mat to define the ends/edges of the mat. <ul style="list-style-type: none"> <li>○ This does not define the boundary and is a safety precaution only.</li> </ul>

**Back of Mat (Team entry should occur at back of the mat if possible.)**



**Center Front of Mat – Officials' Table**



## COMPETITIVE CHEERLEADING MASTER SCORE SHEET

<b>Division / Host School</b>	<b>Total Number of Squads</b>	<b>Page</b>
		___ of ___
<i>The Subtotal is Panel A Subtotal, Panel B Subtotal, and Panel C Subtotal added together.</i>		
	<b>Team ___</b>	<b>Team ___</b>
<b>SCHOOL</b>		
Panel A Subtotal		
Panel B Subtotal		
Panel C Subtotal		
<b>SUBTOTAL</b>		
Deductions		
<b>TOTAL SCORE</b>		
<b>PLACEMENT</b>		
	<b>Team ___</b>	<b>Team ___</b>
<b>SCHOOL</b>		
Panel A Subtotal		
Panel B Subtotal		
Panel C Subtotal		
<b>SUBTOTAL</b>		
Deductions		
<b>TOTAL SCORE</b>		
<b>PLACEMENT</b>		
<i>Head Officials' Signature</i>		<i>Score Keeper's Signature</i>



### DEDUCTIONS

The **Competitive Cheerleading Safety Infraction Sheet** is for safety infractions and warnings only. A team may have a deduction due to an NFHS or GIAA Safety infraction. Do not write personal comments on the Competitive Cheerleading Safety Infraction Sheet.

### 2-Point Infractions – NFHS / GIAA

Two (2) Points per each individual violation will be incurred and may be called by any official on the panel.

<b>2 Point Safety Violations</b>
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- When beginning with a stunt or pyramid, the team may set and prepare to build prior to beginning the routine. Only at the beginning of the routine, a flyer **must** have one foot on the floor ready to begin the stunt and in preparation of the signal to begin. Routines cannot begin in a stunt per GIAA Rules.
  - It is a 2-point deduction per top person who does not have one foot on the floor.
- Tumbling outside of the routine is illegal and will result in a violation as well as a penalty. If the team member tumbles while coming on the floor, time will begin when the team member tumbles. A team member **cannot** tumble on or off the mat. This is a GISA violation.
  - It is a 2-point deduction per team member who tumbles outside of the routine.
- Loss of hair devices, loss of hair pieces, inappropriate hair pieces, inappropriate fingernails, untied shoestrings, jewelry, glitter, etc.
- Items from the above list that interfere with the execution of a skill.
- Inappropriate uniform. Failure to follow GIAA and NFHS Rules.
- Beginning the routine off the mat.
- Boundary violations – stepping out-of-bounds.
- Falls to the floor.
- Unsafe performing surface – Loss of shoe or loss of hair device.
  - Should a performer step on the bow or walk over a bow or other item it is not a violation. However, if the performer executes a skill(s), such as tumbles, jumps, or stunts/builds pyramid onto the bow, hair device, shoe, pom, etc., it is a violation.
  - The loss of a shoe or another part of the uniform would be considered a violation of NFHS Rule 3-1-4. Shoes must remain tied and, on the foot to be considered safe and an appropriate uniform. An official may call an untied shoelace as a violation of this rule. Untied shoe laces or loss of a shoe will result in an unsafe uniform violation.



- Inattentive spotter. Only one official is needed to call this violation.
- Only call shoes that are inappropriate for cheer. Cheerleaders may have on various types of shoes. For example, it is okay if some of the squad chooses to wear high top cheer shoes and the other part of the team wears regular cheer shoes.

**Boundary Violations**

The entire mat is considered the performing surface competition floor. A white or blue line of tape may be placed around the outside of the entire mat to indicate the edge of the mat.

- If mats are of unequal length, the entire mat is still the performing surface and the boundary tape around the outside of the mat does not define the performing surface.
- Any body part, including the entire shoe which steps off the mat will be considered out-of-bounds.

**Hair Violations**

The key to calling any hair violations is that the hair must not interfere with the execution of the skill or cause an issue on the performing surface (*NFHS 3-1-3*). Stunt can refer to stunting, pyramids, and tumbling.

- The officials will make the final determination in how to score the issues created by hair.
- A ponytail touching the back of the neck and back, including the shoulders would not be violation unless it interfered with the execution of the skill.
- If a team member runs into another team member while tumbling and it is felt the hair caused the issue, then a violation may be called.
- If a flyer steps on a base's hair or a base tangles her hand in the hair while stunting, then a violation may be called.
- Any judge may call a violation if a team member tumbles, jumps, or builds a stunt on the hair device or piece. If is unsafe performing surface. Stunts would include all members of a stunt group including the spotter.
- If a member drops a hair bow or hair piece and it falls on the floor, for safety reasons a team member may pick it up and throw it off the floor or away from the performance area. This would not be a violation for floor safety. However, it is a 2-point deduction for an unsafe uniform. If the team member steps on the bow but is not executing a skill, it would not be a violation.

**Hair Device Violations**

Hair devices are considered unsafe when they come off, untied, or fall on the floor. Several rules may be involved when a hair device is considered unsafe. This is a one-time call no matter which rule the judge selects to call.

<b>NFHS Rule</b>	<b>Violations</b>	<b>Deduction Amount</b>
3-1-3	A hair bow or hair piece comes out and falls to the floor. For safety reasons, the team member may reach down and pick up the bow. The bow may be tossed from the competition area.	2 points
2-1-5	LOSS OF HAIR DEVICE: A team member drops a hair bow or hair piece and the team then stunts on, dances on, jumps on, etc. the bow, then the performing surface will be considered unsafe.	2 points



### Fingernail Clarifications

When does the length of the nail constitute an inappropriate nail?

- The color of the nails is a coaching decision. Colors can become distracting and so motions, violations, etc. are much easier to see from an official's perspective.
- The nails need to be safe. If you can see the nail over the top of the finger then it becomes a safety issue.

### Falls

A stunt group is dependent on one another to perform or execute the element/skill and must work as a team. It will be considered one fall whether one member of the stunt group or more falls. The same would be true of a stunt group in a pyramid.

### Partner Stunt / Toss

- Because each of the members of the stunt group are interdependent, if the group has a fall it will be considered **one fall**.
- If all three or four team members of the stunt group fall to the floor, it is still considered **one fall**.

### Pyramid

When determining the number of falls in a pyramid, consider the number of possible stunt groups that may fall. Here are a couple of examples.

- If one side of the pyramid falls, it is **one fall**.
- If two sides fall or a center and the side, it is **two falls**.

### 5-Point Infractions – NFHS / GIAA

Type	Violations
Violations of stunting rules	Rule 3 Section 2-10 located in the NFHS Safety Spirit Rules Book
Timing infractions involving routine timing or music	<ul style="list-style-type: none"> <li>➤ 5 points per each 15-seconds</li> <li>➤ See next page for an in-depth explanation of music and timing</li> </ul>

### 10-Point Infractions – NFHS / GIAA

Type	Description
Sportsmanship	<p>As defined by the GISA acts of sportsmanship, there will be a 10-point deduction per act. The new rules specifically give the officials the responsibility for calling unsportsmanlike acts throughout the competition time.</p> <ul style="list-style-type: none"> <li>➤ Music cannot contain profanity, suggestive or inappropriate language. Music in poor taste will result in a sportsmanship deduction of 10 points.</li> </ul>



**Disqualifications**

<b>DQ</b>	<b>Description</b>
1	Too many team members.
2	Illegal substitutions.
3	Ineligible student participating on the team.
4	Unauthorized props. (Props will be defined as the use of any item other than pom-poms to initiate crowd response.) <ul style="list-style-type: none"> <li>• No part of the uniform may be used as a sign, to include briefs, socks, items worn as a part of the uniform or under the uniform such as T-shirts.</li> <li>• No signs allowed.</li> </ul>

**All Scores are Final. There are NO protests.**

**The following outline when the timing of a routine begins and ends.**

- The timing of the routine will begin with the first movement, first word, or first musical sound in the routine.
- Teams may not come onto the floor chanting or cheering in an organized fashion. They may enter the floor and leave the floor showing spirit.
- The timing of the routine ends with the last motion or word of the routine.
- If a routine ends with a stunt or pyramid, the timing will end with the highest point of the stunt or pyramid.

**Music Considerations**

The length of the routine shall be **two-minutes and thirty-seconds (2:30)**; however, there is no limit to how much of that can be music. Music may be a part of the entire routine but should not exceed the two-minutes and thirty-seconds.

**COMPETITIVE CHEERLEADING SAFETY INFRACTION SHEET**

<b>Team</b>		<b>Competition</b>	
<b>Division</b>		<b>Date</b>	

*Indicate in the correct time box below when and where on the mat the infraction occurred by using the correct symbol or combination of symbols.*

<b>PS – Partner Stunt</b>	<b>T – Tumbling</b>	<b>PY – Pyramid</b>	<b>X – Fall</b>	<b>O – Out of bounds</b>	<b>W – Warning</b>
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<b>0 to 30 sec.</b>	<b>30 sec. to 1 min.</b>	<b>1 min. to 1:30 min.</b>	<b>1:30 to 2:00 min.</b>	<b>2:00 to 2:30 min.</b>

**FRONT OF THE MAT**



<b>2-Point Infractions</b> <i>NFHS – Rule 2 Section 1; Rule 3 Section 1 and 2; GIAA Performance Violations</i> Hair, hair pieces/devices, nails, shoe laces, jewelry, glitter. Improper uniforms, unsafe performing surface, inattentive spotter, tumbling outside the routine, tope person not beginning with one foot on the floor, etc.: Minus 2 points each			<b>WARNING(s):</b> Include Rule Number & Section
<b>Rule Number</b>	<b>Qty</b>	<b>Total Deduction</b>	
Rule: __ Sect: __			
Rule: __ Sect: __			
Rule: __ Sect: __			
FALLS: Total for tumbling: ____ Total for stunting: ____			
OUT-OF-BOUNDS			
<b>5-Point Infractions</b> <i>NFHS – Rule 3 Sections 2-10; Safety Infractions: Minus 5-Points each</i>			
<b>Rule Number</b>	<b>Qty</b>	<b>Total Deduction</b>	
Rule: __ Sect: __			
Rule: __ Sect: __			
Rule: __ Sect: __			
Delay of Meet			
Time of Routine:	<b>Timing Infractions:</b> 5 points per 15 seconds or portion over	<b>Seconds over:</b>	
<b>10-Point Infractions</b> <i>NFHS – Rule 2 Section 2 – Sportsmanship: Minus 10-points each</i>			
<b>Rule Number</b>	<b>Qty</b>	<b>Total Deduction</b>	
Explanation:			
<b>DISQUALIFICATIONS</b> <i>GIAA – Too many team members; illegal substitution; unauthorized props (briefs, socks, T-shirts, or any other items that may be used as signs)</i>			
Explanation			
Head Judge:	<b>GRAND TOTAL</b>		
Table Safety:			
Floor Safety:			

**CHEER INTRODUCTION**

The key to this rubric and scoring system is to perform within the means of the squad’s skill level, execute all skills soundly, and score high in the execution categories.

**Definitions**

<b>Term</b>	<b>Description</b>
Majority	<b>51%</b> or more of the team members execute a required skill. Half of the team <b>plus</b> one. ➤ 15 members would need 8 members completing the skill to fall in the majority range.
Less than majority	<b>50%</b> or fewer of the team members execute a required skill. Half the team or less. ➤ A team of 15 members have 7 members complete a skill, then they would fall in the less than majority range.



### Total Team Minus

The Total Team members performing the skill is used to determine the DOD in jumps, standing, and running tumbling.

The following table identifies the number of team members who are not required to perform the skill.

<b>If the rubric reads...</b>	<b>Then...</b>
Total Team # - 0	All team members must perform the skill.
Total Team # - 2	1 and/or 2 team members are not required to perform the skill.
Total Team # - 4	3 and/or 4 team members are not required to perform the skill.
Total Team # - 6	5 and/or 6 team members are not required to perform the skill.
Total Team # - 8	7 and/or 8 team members are not required to perform the skill.

### Check Boxes

Check boxes on the Score Sheet define the areas for improvement for a team's execution scores. This provides the coaches with information to assist them on working to improve their execution scores week-to-week.



**Panel A – Jumps / Cheer / Dance / ORC**

Jumps should be performed as a team.

- Squads may complete jumps connected to tumbling. However, the jumps will be scored in jumps and the tumbling portion will be scored in standing tumbling.

**Definitions**

Term	Description
Combo	Connected jumps without a pause in between. All approaches within the jumps must use a whip approach to be connected. <ul style="list-style-type: none"> <li>➤ A double toe touch.</li> <li>➤ A toe touch, pike, hurdler that are connected.</li> </ul>
Variety	Involves different jumps <ul style="list-style-type: none"> <li>➤ A right herkie, toe touch, left herkie all connected would complete the 3-jump triple combo requirement.</li> </ul>

**Level of Jumps DOD**

Jump Level	Description	DOD
Basic	Tuck Jumps, Spread Eagles, Banana Jumps	1-2
Advanced	Herkie, Hurdler, Pike, Double Nine, Toe Touch	2-6

**CHEER REQUIREMENTS**

- A minimum of 3 eight counts of cheer with an incorporation(s).
- The entire team must participate in cheer to be eligible to receive **maximum** points.
- Athletes must say the words in the cheer.
- Cheer words should be distinct and have high volume.

**CHEER INCORPORATIONS**

One of the following must be incorporated into the cheer to be eligible to receive **maximum** points.

- Jumps, tumbling, stunts, tosses, pyramids, or any combination.

**DANCE**

- To be eligible to receive the **maximum** points, **all** must dance the entire **four (4) eight** counts.
- Dance should have level changes, transitions, footwork, and floor choreography to max out.
- Lifts and rolls are permitted as part of the choreography.

**OVERALL ROUTINE COMPOSITION**

Overall routine will be evaluated on the following criteria:

- Showmanship, energy level, excitement, crowd appeal, uniformity, genuine enthusiasm, and the athletic sportsmanship.
- A team’s ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; as well as any additional skills performed to enhance the overall appeal.  
(Source: Varsity All Star Scoring Guide)



Panel A – Jumps / Cheer / Dance / ORC Rubric

JUMPS						
DOD	1	2	3	4	5	6
				<b>Total Team#-4</b>	<b>Total Team#-2</b>	<b>Total Team#-0</b>
				Triple Combo of 3 different advanced jumps. Must be connected		
		<b>Total Team#-4</b>	<b>Total Team#-2</b>	<b>Total Team#-0</b>		
		Double Combo advanced jumps with variety <b>or</b> triple combo advanced jumps with no variety				
	<b>Total Team#-2</b>	<b>Total Team#-0</b>				
	Single or non-connected basic jumps					
EXE	1-2	3-4		5-6		7-8
	<b>Below average</b> technique, poor form, timing, and missed jumps <b>Majority</b> dropping chest, bent legs, flexed toes, and bad landings.	<b>Average</b> technique and form, very little timing off. <b>Very few</b> missed jumps. <b>Some</b> dropped chest, flexed toes, and bad landings.		<b>Above average</b> technique, form, and good timing. <b>No</b> missed jumps. <b>No</b> dropped chest, flexed toes, or bad landings.		<b>Excellent</b> technique, form, and perfect timing. <b>No</b> missed jumps. <b>No</b> dropped chest, all toes pointed, perfect landings.
CHEER						
DOD	1-2	3	4	5		
	<b>Less than majority</b> squad incorporations. <b>Basic transitions</b> , lacking complexity. <b>Slung motions</b> , words not said by entire team. <b>Little creativity</b> and lacking visual.	<b>Half squad</b> to full squad incorporations. <b>Intermediate transitions</b> . <b>Majority sharp</b> intermediate / advanced motions, words said by most of the team. <b>Moderate creativity</b> and somewhat visual.	<b>Majority</b> to full squad incorporations. <b>Advanced transitions</b> . <b>Sharp</b> advanced motions, words said by entire team. <b>Creative</b> and visual.	<b>Full squad</b> incorporations. Multiple advanced transitions. <b>Very sharp</b> precise advanced motions, words said by entire team. <b>Highly creative</b> and very visual.		
EXE	<b>Poor technique</b> , poor timing, sloppy transitions, and formations. <b>No volume</b> .	<b>Average technique</b> , good timing, transitions, and formations need very little clean up. <b>Low volume</b> .		<b>Above average</b> technique, very good timing, clean transitions and formations. <b>Good volume</b> .		<b>Excellent technique</b> , perfect timing, very clean transitions and formations. <b>Excellent volume</b> .
DANCE						
DOD	1-2	3-4	5-6	7		
	<b>Basic</b> motions and transitions. Very few level changes. <b>Lacks</b> energy, little creativity, lacks originality, and lacking visually.	<b>Intermediate</b> motions and transitions. Few level changes. <b>Average</b> energy. Moderate creativity, with some originality and somewhat visual.	<b>Advanced</b> motions with advanced transitions and several level changes. <b>Very good</b> energy, creative original, and visual.	<b>Multiple advanced</b> motions with advanced transitions and several level changes. <b>Excellent</b> energy, highly creative and original, and very visual.		
EXE	<b>Poor</b> technique, poor timing, sloppy transitions and formations. Poor rhythm.	<b>Average</b> technique, good timing, not very clean on transitions and formations. Average rhythm.		<b>Above average</b> technique, very good timing, clean transitions and formations. Good rhythm.		<b>Excellent</b> technique, perfect timing, very clean transitions and formations. Excellent rhythm.
OVERALL ROUTINE COMPOSITION						
	1-2	3-4	5	6-7		
	<b>Below average</b> overall impression, cleanliness of routine and pacing throughout. <b>Below average</b> routine layout, choreography with skills and use of the floor space. <b>Little</b> to no creative formations, transitions, no moments of innovative, visual, and intricate choreography. <b>Below average</b> level of energy, excitement, enthusiasm, and showmanship.	<b>Average</b> overall impression and cleanliness of routine, pacing throughout. <b>Average</b> routine layout, choreography with skills and use of floor space. <b>Few</b> creative formations, transitions, moments of innovative, visual, and intricate choreography. <b>Average</b> level of energy and excitement, enthusiasm, and showmanship.		<b>Clean</b> routine and good overall impression. Good pacing throughout. <b>Solid</b> routine layout and good use of choreography with skills and of floor space. <b>Some</b> creative formations and transitions. Some innovative, visual, and intricate choreography. <b>Mid</b> to high level of energy and excitement. Genuine enthusiasm and showmanship.		<b>Very clean</b> routine and excellent overall impression. Excellent pacing throughout. <b>Solid</b> routine layout and excellent use of choreography with skills and use of floor space. <b>Creative</b> formations and transitions. Innovative, visual, and intricate choreography. <b>Highest</b> level of energy and excitement. Genuine enthusiasm and showmanship.