



2024 GAME DAY SPIRIT SHOWCASE CHEER COMPETITION RULES

SECTION I: SCHOOL REPRESENTATION

A. TEAM PARTICIPATION AND FEES

The total number of participants for a school team is determined by counting spirit-leading participants including cheerleaders and flag corps members. Up to two mascots can be added to your routine and must be registered with the team. **(NEW FOR 2024)** Mascots **will not** count toward the total number of participants allowed but may impact scoring. **Mascots and flag corps** members may participate but cannot be involved in the execution of cheer skills. Mascots executing any jumps or tumbling must do so in accordance with the National Federation of State High School (NFHS) Spirit rules. 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 classification based on the 2023-2024 SCHOOL CLASSIFICATION (Same as Basketball for 2023-2024). 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.

<u>TEAM DIVISIONS*:</u>	<u>TEAM FEE:</u>
1A—Maximum of 12 participants, 2 coaches	\$300
2A—Maximum of 12 participants, 2 coaches	\$300
3A—Maximum of 20 participants, 3 coaches	\$400
4A—Maximum of 20 participants, 3 coaches	\$400
5A—Maximum of 30 participants, 4 coaches	\$500
6A—Maximum of 30 participants, 4 coaches	\$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 be registered with the team. For these athletes, a spectator fee will be automatically added to your invoice.

Alternates must be dressed in matching school cheer uniform or team warm-up. Alternates dressed in clothes other than cheer uniform/team warmup will need to purchase a spectator ticket and enter as spectator.

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 2023-2024 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. To maximize opportunities for participation, substitution of athletes is permitted in the Qualifying Round provided each performance does not exceed the maximum number of participants. (Different spirit leaders may be used in each of the individual performances: Band Chant, Crowd Leading and Fight Song.) However,



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for teams advancing to the Final Round, participants that enter the floor must remain the entire length of the Final Round performance. Substituting individuals on and off the floor for the different sections of the Final Round is not permitted.

5. **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 and follow all KSHSAA rules. Any rule violation could result in team disqualification. Be mindful of all behavior at the music table.**
6. School teams must refrain from taunting, bragging, or suggestive expressions or gestures as well as discrimination of any nature.

B. UNIFORM AND EQUIPMENT GUIDELINES

1. UNIFORMS

- a. Traditional game day uniform is required.
 - b. All participant uniforms must cover the midriff when standing at attention.
 - c. Any team in violation of the uniform guidelines will be assessed a five (5) point deduction.
 - d. All National Federation of State High Schools (NFHS) and KSHSAA uniform rules apply.
2. 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.
 3. **PROPS:** The use of signs, poms, flags, megaphones, and rally towels are allowed and encouraged for performances. The use of additional props is NOT permitted. **The use of flags on poles is not permitted by top persons while in stunts.**
 - a. **Props should be used for their intended purposes and should only be used to enhance—not distract from—the crowd leading efforts of the team.**
 - b. Props may be placed outside the performance area when not in use. Participants may not leave the performance area to retrieve or place a prop. (See D.3 below).
 - c. While using props—specifically megaphones—participants may not make contact outside the competition performance area with the props. (Exception: flags)
 - d. 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 **five-point** safety deduction.

4. JEWELRY

- a. Jewelry of any kind is prohibited (if you weren't born with it, you can't wear it, tape over it or conceal it) except for the following: A religious medal without a chain is allowed and must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

5. GLITTER

- a. Glitter that does not readily adhere on the hair, face, body, uniform, or costume is illegal. Glitter may be used on signs, props, or backdrops only if laminated or sealed. Spraying glitter on any hair, body or clothing inside a school building is illegal.



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C. 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. Props may be placed or dropped outside the competition area by a team member who must remain inside the competition area. See **Section IV, E** for deduction for out of bounds. Once announced, teams will enter the floor with all props. Presetting props is not permitted.

D. MUSIC & PROOF OF LICENSING

1. Schools must use recorded **marching band music** for the Fight Song and Band Chant elements. Schools are highly encouraged to use their actual school fight song and band chant music. Teams must avoid the use of overly produced or highly synthesized music, which could result in a penalty. **Voiceovers and sound effects are not permitted.**
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 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. **Music from streaming sites (YouTube, Apple Music Subscription) does NOT meet licensing requirements and cannot be used for the purposes of this competition.**
 - d. A team cannot use a recording of their band playing a popular song (a cover) or other music without the proper permissions (such as a compulsory license).
 - e. If a team would like to perform to a recording of your band playing a SINGLE musical composition, you will need to provide documentation that confirms the following:
 - i. The team has secured a compulsory license to make copies of the recording made by the band.
 - ii. The band recorded the song for and in conjunction with the cheer/dance team.
 - iii. The school principal or dean was aware of and approve this recording.
 - iv. That no other musical compositions are embodied in the recording to be used by the squad
5. Coaches will be **required** to provide **proof of licensing** during team registration check-in at the event. Examples include:
 - a. **Clementune** – provide team's invoice from camp, show the music being used in the app.
 - b. **Authorized Provider (iTunes, Amazon, etc.)** – provide proof of purchase for the single song being used.
 - c. **Music Provider** – provide a printed copy of proof of licensing.
 - d. **Recording of your school's original fight song** – A letter granting permission for the team to use the fight song on school letterhead is enough. It should be signed by your program's administrative supervisor.
 - e. **Recorded Band Music playing a SINGLE Musical Composition** - If your school band has recorded a song for your team to utilize during competition or performance, you will need to show a Compulsory License or Mechanical License that allows you to use the recording of the song.



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- i. If your Band Director cannot provide this for you, please follow the instructions on the [Quick and Easy Licensing document](#)
 - f. If a team does not have the required paperwork, they will be given the option to count the routine verbally or perform to an approved track of music or a track with counts.
 - g. If a team does not have the required paperwork and chooses not to count the routine verbally or perform to the approved track of music or a track with counts, the team will be disqualified from the competition and not be allowed to perform.
6. **A coach or team representative MUST remain at the music table to push play and manage the music. This representative is responsible for pressing "play"**. Should an adult choose not to stay at the music table for the duration of the routine, and a malfunction occurs, teams may or may not be permitted to perform the routine again. Team representatives at the music table are prohibited from using props and should not be a distraction from the team performance.
7. All coaches must bring their own DONGLE adaptor to connect it to the aux cord attached to the sound systems provided in the practice room.

E. HEALTH, SAFETY, & VENUE 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.
5. **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. Totes that are made of clear plastic and do not exceed 12" X 6" X 12", OR one-gallon clear resealable plastic storage bags, or small clutch bags or purses (which are not required to be clear) that do not exceed 9" X 5". Purses and backpacks are not allowed for spectators. Cameras and any camera bags (for media) will also be searched (please show media credential). No tripods are allowed.
 - c. No artificial noisemakers or airhorns are allowed in the facility.
 - d. Weapons: knives, pepper spray, guns or anything that is deemed dangerous is not allowed.
 - e. No spirit props, balls, t-shirts, or any other item may be thrown out to the crowd by spirit groups.
 - f. All fans are to abide by Rule 52 and display good Sportsmanship.
 - g. **Fans must stay in the stands and are not permitted to enter the warmup and/or performance areas at the conclusion of all sessions.**
 - h. 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.
 - i. Tickets may be purchased on site. Ticket pre-sales will be available through Ticketmaster.
 - j. 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.



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F. ADDITIONAL SAFETY PROCEDURES

To promote a higher level of safety for competing participants, spotters will be provided on **the performance floor (only)**. Schools may also provide additional spotters in warm up areas only.

KSHSAA competition will provide additional spotters that follow the listed guidelines:

1. Should only be used during stunts. Additional spotters are present for added safety and will stand at the back of the floor when not spotting those sections.
2. Will not touch, assist, or save skills being performed. Additional spotters will only be used to prevent a fall to the competition floor.
3. Are not allowed to count or coach while on the floor.
4. Will be dressed so that they are presentable, professional, and distinguishable from the performing athletes.
5. Will be identified by experience and be familiar with spotting.

Note: Teams should not attempt skills beyond their ability level.

SECTION II. PERFORMANCE CRITERIA

Teams will be evaluated on the practicality of Game Day material, the ability to effectively lead and engage the crowd, proper skill incorporations, performance, motions, dance, 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. Routines should not appear overly choreographed or utilize unnatural, overly aggressive, distracting crowd-leading techniques. **To maximize scoring potential, routines should adequately utilize time allowances for each element.**

While spirited entrances are allowed, there should be no choreographed or “organized” entrances (movement or voice) when taking the floor. **Teams cannot build stunts or execute skills off the performance floor prior to the beginning of the routine—all skills must be executed DURING the routine and on the mat.** Mascots and flag corps members must enter the floor with the team and should be used to raise crowd energy and participation.

A. GAME DAY FORMAT

The competition will consist of a Qualifying Round followed by a Final Round for teams that advance.

QUALIFYING ROUND – Each of the three Qualifying Round performances (Band Chant, Crowd Leading, and Fight Song) will be completed by an individual team in a **SINGLE** trip (**NEW FOR 2024**) to the performance floor. Each Game Day element will follow the guidelines as described below and will be **timed and scored as individual performances** on the respective score sheet for each. No situational cue is given in the Qualifying Round.



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1 - Band Chant:

- One minute time LIMIT
- Marching band music or drum cadence performance that encourages crowd interaction.
- Should have emphasis on crowd appeal and practicality.
- **QUALIFYING ROUND:** Teams will be announced, take the floor, and timing will begin with the first beat of music or organized movement, whichever comes first. Teams are discouraged from adding any words or organized movement following the end of the Band Chant music.
- No stunts or tumbling are permitted in this section. Jumps and kicks are allowed.

2 - Crowd Leading:

- One minute time LIMIT
- Sideline cheerleading that engages a crowd response
- **QUALIFYING ROUND:** Timing begins with the sound of a BUZZER, which will occur **within 10 seconds** following the completion of the team's BAND CHANT routine and while the team is spiriting on the floor. A team should wait for the buzzer to sound, and then execute its Crowd Leading performance.
- 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:

- One minute time LIMIT
- Traditional school fight song performed to recorded marching band music.
- **QUALIFYING ROUND: Within 10 seconds of the completion of the Crowd Leading Section** and while the team is spiriting on the floor, the coach or team representative will be responsible for starting the Fight Song music. Timing for Fight Song will begin with the first beat of music or organized movement, whichever comes first.
- Added or "Incorporated" skills (stunts, jumps and/or tumbling) are a component of the Fight Song score sheet. Up to three **CONSECUTIVE** eight-counts should be incorporated with stunts, tumbling and/or jumps. The three 8 counts of added skills (incorporation) can take place at any point in the routine and can (but does not have to be) be repeated once if desired. **IF** repeated, the incorporation must repeat **exactly as initially performed**. To properly count any 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.
- Teams are discouraged from adding extended crowd leading sections following the completion of the Fight Song music.



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- 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.

FINAL ROUND– Teams (six per classification) with the highest cumulative scores from the three Qualifying Round elements will advance to Finals. The Final Round performance 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. Crowd Leading *Beginning with Situational Response* (see description below)
3. Fight Song

The entire performance will be executed in a continuous order, like the Qualifying Round. To continue the feel of a Game Day environment, **spirited crowd-leading interaction between each section is expected.**

SITUATIONAL RESPONSE: To imitate the Game Day environment, each team will respond to a situational cue given by the announcer, as heard at a football or basketball game. Following the completion of the Band Chant, the announcer will give each team a game scenario indicating an offense or defense situation. Teams should show their definitive understanding of the situation with either an OFFENSE or DEFENSE crowd-leading response, which will begin the squad into the Crowd Leading section of the Final Round Performance. Teams should focus on crowd effectiveness, motion technique and skills relevant to game day. A general response would not meet the criteria.

INTERFERENCE: Coaches and/or athletes not on the performance floor may NOT assist or direct the squad (either verbally or nonverbally) with the situational response.

B. SCORES AND RANKINGS

1. In the Qualifying Round, each team will be scored by multiple judges in each of the three elements. The cumulative scores from the three elements will determine which teams advance to Finals. In the event of a tie, when comparing cumulative scores, the Crowd Leading score from the Qualifying Round will be utilized to break the tie.
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 total of the Qualifying Round scores will be utilized to break any ties. To further break the tie, if the cumulative totals from the Qualifying Round are the same, the Crowd Leading score from the Qualifying Round will be utilized.



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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 - score sheets will be made available to all teams following the Final Round award ceremonies.
 - Comprehensive 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. There is no process to protest scores.**

C. TIME LIMITATIONS

1. Timing will begin with the first group movement, voice, or beat of music, whichever comes first. Timing will not include the team spiring, rallying, or unchoreographed individual skills performed during rally.
2. 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 for the Qualifying Round and five (5) seconds over the time limit for the Final Round.
 - a. Three (3) point deduction for 1-5 seconds over, Five (5) point deduction for 6-10 seconds over and Seven (7) point deduction for 11 seconds and over.
3. It is recommended that all teams practice and time performances prior to competition to allow for variations in sound equipment.
4. 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) before and after the performance.
 - i. No "tumbling" in.
 - ii. Stunts are not allowed during the team's entry to the floor or any time prior to starting the performance.
 - c. All teams should refrain from any type of excessive celebration following the team's performance. Any team in violation will receive a ONE-point deduction.
 - d. There should not be any organized exits or other activities after the official ending of the routine.

SECTION 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 **by competition officials** 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.



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B. FAULT OF TEAM

1. In the event a team's routine is interrupted because of failure of the team's own equipment, team operator error, or a team member leaving the performance area, 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. **The only persons that may stop a routine for injury are a) competition officials, or b) the school HEAD 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 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.

SECTION 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.



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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. **Panel Head Judge** - A Panel Head Judge is responsible for overseeing a designated panel of judges. The Panel 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. **Quality Judge** - The Quality Judge is responsible for overseeing the entire Judging Panel that consists of Head Panel Judges, Panel Judges, and Safety Judge.
5. **ALL JUDGES' DECISIONS ARE FINAL. THERE IS NO PROCESS FOR PROTEST REGARDING SCORING, DEDUCTIONS, OR JUDGES FEEDBACK.**

D. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of the KSHSAA Spirit Showcase rules and regulations defined in this document will be subject to disqualification from the competition and will automatically forfeit any award presented by the competition.

E. DEDUCTIONS (Chart on Next Page)

Deduction points will be subtracted from the final score. The following is a **sample** of potential rule infractions and point deductions (see next page). Teams should refer to the Time and Deduction Sheet for each performance on any deductions given.



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Area	Specific Examples	Deduction Points
Participant allowance (Section I, A)	Exceed maximum participants; Competes in the wrong classification	Disqualification from contest
Music licensing (Section I, D)	Failure to meet licensing requirement	Disqualification from contest
NFHS Spirit Rules and KSHAA Safety Rules (Section I, E) (Section I, B, 3d.)	Utilization of skill or stunt not permitted by NFHS Safety Rules' Running indoors with flags	5 points per rule violation
Time limit* *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 *3 second window considered above
Time limit (Section II, C)	Excessive celebration or organized entrance or exit	1 point
Performance floor (Section I, C, 3)	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 Team's music includes VOICE OVERS or SOUND EFFECTS	3 points per rule violation