

LukeSports - Flag Football Cheerleading Competition:

Rules & Guidelines –

Competition will be at Half Time of Flag Football Championship Game

Note: Cheerleaders will cheer in the same weather the players are playing in and the competition will not be postponed or relocated.

LUKESPORTS –

All cheerleading squads will be judged and scored based on the completion of two complete cheers with a maximum break of 15 seconds between each cheer. They may involve some light dance routine(s) and or stunts / pyramids, etc.; however, the focus is on two complete cheers with a clear beginning and end. The focus is on a positive cheer supporting the football / school spirit purpose. School and team specific cheers are permitted and encouraged. Note: If schools choose to involve dance routine with music to be informed the acoustics of a large stadium, power supply, speakers, the ability to use or not use a PA system may significantly impact your desired result and or final score. The cheer squad **will not** be allotted extra time to set up equipment during the competition.

Each Cheer Routine may not exceed 2 minutes and thirty seconds. (2.30)

In the event a presentation is interrupted the team affected will be allowed to present its routine from the beginning.

In the event a presentation is interrupted due to the failure of the team's equipment cheerleader's attitude, etc... the team must either continue the presentation or withdraw from the competition.

In the event an injury causes the interruption of a presentation, the team affected will be allowed to present its routine from the beginning or withdraw from the competition. The Head Judge reserves the right to stop a presentation due to injury if deemed necessary.

In the first two cases one restart will be permitted.

Tie Break

In the event of a tie, the highest score in the Perfection of Routine and Creativity category will determine the winner. If the tie remains in effect because of identical scores in Perfection of Routine and Creativity category, the highest score in Overall Appeal category will determine the winner.

Should the tie still remain the Head Judges' ballot will break the tie.

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(Judges please give this form to LukeSports after final scores have been announced)

1. Cheer Choreography

All cheer choreography should be age appropriate and suitable for family viewing. Inappropriate moves and/or gestures, to include vulgar or suggestive motions may result in a penalty at the discretion of the judging panel. Judges' decisions are final.

Points - Outstanding (2-4) / Excellent (5-7) / Superior (8-10)

2. Timing

Timing will begin with the first organized movement or voice in unison. Spirited entrances and exits are permitted but are not judged for points. All performances must begin with each participant having at least one foot on the ground.

Points - Outstanding (2-4) / Excellent (5-7) / Superior (8-10)

3. Voice Projection

Each squad will be evaluated as to the volume level and unison of voice.

Points - Outstanding (2-4) / Excellent (5-7) / Superior (8-10)

4. Perfection of Routine and Creativity

Each squad will be evaluated as to the perfection of the routine and creativity.

Points - Outstanding (2-4) / Excellent (5-7) / Superior (8-10)

5. Team Presentation

Each squad will be evaluated from the ankles to top of hair to determine the uniformity of dress and appearance. Tops, bottoms, hair bows, poms, etc... will qualify. Shoes will not be a part of the judge's criteria.

Points - Outstanding (2-4) / Excellent (5-7) / Superior (8-10)

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6. Overall Appeal & Number of Cheerleaders

Overall appeal will include all of the above plus attitude, smiles, enthusiasm, quality of presentation, maturity, age appropriateness, etc....

Note: The maximum number of cheerleaders allowed to compete in the competition is (25).

GHSA rules state 16 per squad but we want every cheerleader to experience the joy of competing.

Points - Outstanding (2-4) / Excellent (5-7) / Superior (8-10)

7. Sportsmanship

The Luke Project, Inc. believes that good sportsmanship is essential at every athletic event and competition. Any participant displaying UN-sportsmanlike conduct during the competition may subject the team to a severe Sportsmanship Penalty.

Points - Outstanding (2-4) / Excellent (5-7) / Superior (8-10)

Judges, please give this scorecard to LukeSports after all of the scores have been announced.

UN-sportsmanlike conduct may include, but is not limited to, approaching other cheerleaders, coaches, parents, spectators, Head Judge, Staff, and /or Judging Panel in an atmosphere other than that of mutual respect and cooperation. In addition, the use of any profanity constitutes UN-sportsmanlike conduct.

Penalties

- a. Any infraction of the Competition Guidelines – 2 points
- b. Exceeding time limit(s) - 2 points for every 15 seconds over allotted time
- c. Inappropriate moves, gestures, etc. - 2 points
- d. Poor Sportsmanship - 5 points

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Additional Information

All cheerleaders must be eligible according to their school's academic standards.

All cheerleaders (are strongly recommended) to have a physical examination on file in the school office before they practice or perform.

COMPETITIVE RULES:

A competitive cheerleading team is comprised of a maximum of 25 performers.

A team mascot (if used) is included as one of the 25 performers.

A school may have a roster greater than 25 performers, and may use any combination of eligible cheerleaders in any competition.

All team members must be dressed in the adopted school uniform that displays the school identification (i.e., letter, monogram, mascot symbol, etc.) EXCEPTION: The mascot is exempt from this rule.

Due to budget constraints, the competition area will not include the standard 42'x42' blue cheerleading mat, thus the routine must be performed within the boundaries of the track area. Stunts and jumps need to be limited as a result of this restriction for the safety of the middle school competitors.

Only coaches, competitors, and officials are allowed in the competitive area.

Additional coaches or instructors (contrary to GHSA rules) may act as spotters to provide additional safety.

However, Non-competitors may not assist during the routine.

The competitive routine must include both cheer and dance.

Note: Tumbling skills are permitted **only** within the body of the routine.

Tumbling skills **may not be performed** as a part of the entrance to or exit from the competitive area.

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Pom-poms are the only props allowed in a competitive routine.

The length of the routine shall be a maximum of two minutes and thirty seconds (2:30), timed by an official timer.

The routine must begin within thirty (30) seconds of the head judge's signal. Failure to do so shall result in a five-point deduction for delay of the meet.

Teams may begin from any position inbounds, and the time of the routine will begin with the first word, musical sound, or movement of any team member.

The routine ends on the last word, musical sound, or movement of any team member.

If the routine ends with a pyramid, the final dismount is not timed.

There is no minimum/maximum time limit for music in the routine.

If the routine is longer than the allotted time, a deduction of five (5) points for every fifteen (15) second period or portion thereof will be assessed.

Each school is responsible for the preparation and presentation of the music in its routine.

LukeSports must review the music to be used in the school's routine, and must stipulate that the music is in good taste for students, fans and acceptable for the morals of the school community.

Each school must furnish TWO – 2 high-quality CD's of their music. NOTE: It is recommended that each school bring an identical back-up CD as well.

The coach or team representative is responsible for starting and stopping the music during the competition.

Schools are responsible for furnishing their own equipment and music for use in the practice/warm-up area.

Competitive routines shall be judged according to the following criteria:

Winners in the competitions will be determined by the highest point total from the judges. **Judges' decisions are final.**

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CATEGOREY	POINTS POSSIBLE	SCORE
CHOREOGRAPY	10	_____
TIMING	10	_____
Voice Projection	10	_____
PERFECTION OF ROUTINE	10	_____
PRESENTATION	10	_____
OVERALL APPEAL	10	_____
SPORTSMANSHIP	10	_____
TOTAL	70	_____

JUDGES COMMENTS: