

DELAWARE CHEERLEADING COACHES ASSOCIATION 2004-2005 QUALIFIER COMPETITIONS RULES AND GUIDELINES

To Host a Qualifier:

Coach/member must be present for ½ of all DCCA meetings, October meeting through September meeting, and have a one (1) year waiting period after becoming a member, and follow all 2004-2005 DCCA Qualifier Rules and Guidelines.

To be eligible to hold a Qualifier, a member must have a snow date. If the competition is cancelled due to weather, those teams that have registered and paid will receive credit for one qualifier.

All qualifier packets must include the DCCA 2004-2005 Rules and Guidelines, in its entirety, as provided in the approved packet attached.

Suggested Fees:

Registration	Non-members	\$100.00/team
	DCCA Members	\$75.00/team
Spectator Entrance	Adults	\$5.00
	Students	\$3.00
	Children (under 10)	\$2.00

Order of performance will be determined by the order in which the team registration is received, (i.e. the first team-registration received will go last and the last team-registration received will go first.)

Judges:

All State Qualifying events must have a minimum of three (3) technical judges (viewing routines from the front) and one (1) safety judge (viewing routines from the back corner of the mat).

The Delaware State Cheerleading Championship event **only**, will have five (5) technical judges per panel. High and low scores for each team will be thrown out. There will be no commentary judging. Safety judging for the Delaware State Cheerleading Championship event remains the same.

All State qualifying events and State competition will be required to have DCCA approved judges. All judges and alternate judges not on the list provided by DCCA will have to be approved by DCCA, two weeks prior to the event. Please contact Jean Avery (JAvery@FSCO.com)

Safety judges can judge an unlimited number of qualifiers. Technical judges can only judge two (2) qualifiers.

Judges must be at the coaches meeting before the Competition to answer any questions from the coaches.

Judges must stay ½ hour after the end of the Competition to speak with participating coaches.

All decisions by the judges are final.

Rules & Regulations :

CYM and All*Star squads will compete and be judged according to their specified rules and regulations. (Contact DCCA (302)324-1589 for copies of the CYM rules and link to www.naccongress.com for All*Stars.)

A 54' x 42' (9 strips) competition floor must cover the competition area and routines must be performed on that surface.

All tumbling to start and end on mats during competition. No beginning tumbling passes off the mat.

Scoring & Awards:

All Qualifying competitions must use the current DCCA technical and safety score sheets (see attached).

Refer to the **Judges** section above for State Cheerleading Championships scoring.

Judges may use “half-point” judging for qualifying and State competitions.

Scores will be calculated as follows:

- ?? Each judge’s score sheet will be totaled.
- ?? The total of all judges’ score sheets (excluding the safety judge) will be calculated.
- ?? Any safety or timing penalties will be subtracted from the combined total of all judges’ score sheets.

Any team competing in a category with only one team will compete against a set score for a First Place trophy. This score is 66 and 2/3% of a perfect score. If the team does not beat the score, they will be awarded a Second Place trophy.

The number of trophies handed out in each category will be decided on a per competition basis, depending on the number of teams competing in each category.

SUGGESTIONS

Tips and things you might want to consider when setting up your competition. These suggestions would need to be covered in your cover letter or invitation to your competition.

- ?? No stunting or walking on competition floors during breaks.
- ?? Rules regarding stunts classified as illegal by a governing body performed on the premises.
- ?? Other rules and regulations of the facility.

DIVISIONS, RULES AND REGULATIONS

DIVISIONS

Recreational Leagues

- 10 years & under
- 12 years & under
- 15 years & under

CYM

- CYM JV
- CYM Varsity

All-Stars

- See All*Stars
- Rules for Divisions

Middle/High Schools

Any team with two or more male members shall be considered Co-ed and must compete in a Co-ed division.

- Small Middle/Junior High (12 members or less, 5th – 8th grades)
- Large Middle/Junior High (13-20 members, 5th – 8th grades)
- Freshman (9th grade only)
- Small JV (12 members or less: 9th – 11th grades)
- Large JV (13-20 members: 9th – 11th grades)
- Small Varsity (12 members or less: 9th – 12th grades)
- Large Varsity (13-20 members: 9th – 12th grades)
- Super Large Varsity (21-30 members: 9th – 12th grades)
- Small Coed Varsity (2 -3 males: 9th – 12th grades)
- Large Coed Varsity (4 or more males: 9th – 12th grades)

Maximum participants for Middle and High Schools (except Super Large Varsity) are 20, not including additional spotters (non participants or walk on.)

Maximum participants for Super Large Varsity High School and Recreational Leagues are 30.

(For all teams (excluding non-Delaware All*Stars) competing with more than the maximum number of participants in the given division, the team will be disqualified.)

Recreational, Middle School, and High School teams cannot compete in the All-Star category if they cheer for a school or organized team.

High Schools and Middle Schools will compete in the same session during all qualifiers and at the State Championships.

Collegiate

All-Girl (All College Divisions; unlimited number of members)

Co-ed (All College Divisions; 2 or more males)

Must follow UCA Collegiate rules but will use the DCCA Score Sheets.

See website for rules-

http://www.varsity.com/competitions/invitationals/cheer/regional_05_artofunderstand_sch.pdf

Collegiate Teams have the choice to do an all-music routine or music with a cheer routine. Each routine will be allowed 2.5 minutes (150 seconds) of time. If a collegiate team chooses to use the music with a cheer routine they will be judged using the High School score sheets. If a collegiate team choose to do an all-music routine they will be judged using an All-Star score sheet. Please note that both teams would be in the same division competing against one another.

Delaware teams must compete (not necessarily trophy) in two (2) "DCCA State Qualifier" competitions, to qualify to compete in the DCCA State Cheerleading Championships.

Only Delaware teams can qualify for the DCCA State Cheerleading Championships.

Stunt Group Divisions will be offered at the State Championships but must follow these guidelines:

?? the same 4-5 cheerleaders must attend 2 qualifiers.

?? 1 minute routine to music

?? must follow National Federation guidelines or All-Star guidelines as adopted by DCCA all stunt groups must be members of competing teams.

Participants:

DCCA reserves the right to inspect proof of enrollment for each participant in qualifying or State competitions. All participants must have a copy of their 2002-2003 school report cards on file with their coach. Each coach is strongly recommended to bring verification with them to all competitions. Failure to bring verification of enrollment may lead to automatic disqualification.

No cheerleader may represent more than one All*Star Program, or school, per competition, and no cheerleader may represent more than one cheer team per All*Star program or school. In the event of an injury or emergency within one week of competition, one cheerleader from another team of the same Cheer program, may substitute for that competition weekend. Coaches must notify Host at time of registration (check-in) and it must be noted on registration form.

RULES & REGULATIONS

[National Federation Safety Guidelines](#) will be followed including the following:

?? All cheering, stunting, tumbling, dancing, jumping, and transitioning must be done on the surface of the mat. Movement off the mat during one of these (i.e. over-rotating a tumbling pass & landing off the mat, stepping off the mat during a dance or cheer, etc.) will result in a safety violation.

Timing & Penalties

?? Routines must be no more than two and one half minutes. Music is permitted no longer than one minute and fifteen seconds. All*Star squads **only** may use music for all or part of the two and one half minutes.

?? Ten (10) points, per routine, will be deducted from the total combined score if your squad goes ten (10) or more seconds over the time limit for music or total routine.

- ?? Delaware Cheerleading Coaches Association believes that good sportsmanship is essential at every DCCA event. Any participant or coach displaying un-sportsmanlike conduct during any DCCA event may subject the team to a severe Sportsmanship penalty. This Sportsmanship clause is in effect from the time of arrival until the time of departure for each event. This includes, but is not limited to, arrogant, aggressive, suggestive or lewd facial expressions, hand gestures or body movements towards any member of another team, the entire team or organization. T-Shirts must not have inappropriate words, slogans, or pictures relating to any member of another team, the entire team or organization. No team, team member or coach should negatively talk about another team, the entire team or organization. Any Coach can report un-sportsmanlike conduct by other participants or coaches to the DCCA member hosting the DCCA event. The host of the DCCA event will review every report and will render a decision and will levy 25 penalty points appropriately. The 25 penalty points will be deducted from the team's composite Competition score. If said event occurs after the Awards Ceremony, the Host Team will bring the item before DCCA for a final decision.
- ?? Blatant violations of these Rules of Conduct, not otherwise covered by Safety Penalties, will result in a 25 point penalty deduction from the team's composite Competition score.

ALL-STAR COMPETITIVE DIVISIONS

All-Star Cheer Divisions:

The All*Star Cheer divisions will follow current DCCA guidelines regarding divisions. Details may be found at www.dcca-usa.org under competitions.

Participants:

DCCA reserves the right to inspect proof of enrollment for each participant in qualifying or State competitions. All participants must have a copy of their 2002-2003 school report cards on file with their coach. Each coach is strongly recommended to bring verification with them to all competitions. Failure to bring verification of enrollment may lead to automatic disqualification.

No cheerleader may represent more than one All*Star Program, or school, per competition, and no cheerleader may represent more than one cheer team per All*Star program or school. In the event of an injury or emergency within one week of competition, one cheerleader from another team of the same Cheer program, may substitute for that competition weekend. Coaches must notify Host at time of registration (check-in) and it must be noted on registration form.

ALL-STAR SAFETY GUIDELINES (See Also "General Rules & Regulations")

All*Star Divisions:

- ?? 1. The All*Star Cheer divisions will follow current DCCA guidelines regarding divisions. Details may be found at www.dcca-usa.org under competitions.

Open All*Star Division:

- ?? 1. The All*Star *Open* Cheer division will follow current NACCC *Level 4* guidelines. The All*Star *Open* division will use the same score sheet as the other All*Star teams.

REC LEAGUE, CYM, JR HIGH/MIDDLE SCHOOL AND HIGH SCHOOL SCORE SHEET

SQUAD: _____

DIVISION: _____

CHEERLEADING FUNDAMENTALS	MAX POINTS	EXECUTION DEGREE OF DIFFICULTY	COMMENTS																																																																								
Motions	10		<table border="1"> <thead> <tr> <th>Strong Areas</th> <th>Needs Improvement</th> </tr> </thead> <tbody> <tr> <td>? Good Variety</td> <td>? Not Together</td> </tr> <tr> <td>? Sharp Motions</td> <td>? Watch Angles</td> </tr> <tr> <td>? Good Precision</td> <td>? Needs Variety</td> </tr> <tr> <td>? Good Height</td> <td>? Needs to be Stronger</td> </tr> <tr> <td>? Variety of Jumps</td> <td>? Point Toes</td> </tr> <tr> <td>? Good use of Jumps</td> <td>? Work on Height</td> </tr> <tr> <td>? Good variety of tumbling</td> <td>? Add Difficulty</td> </tr> <tr> <td>? Good use of tumbling</td> <td>? Not Perfected</td> </tr> <tr> <td>? Good stunts</td> <td>? No Squad Unity</td> </tr> <tr> <td>? Clean Dismounts</td> <td>? Dismounts Shaky</td> </tr> <tr> <td>? Good Variety of Stunts</td> <td>? Stunts not Strong</td> </tr> <tr> <td>? Music Appropriate</td> <td>? Step, Lock, Tighten</td> </tr> <tr> <td>? Good Energy</td> <td>? Add Dance Moves</td> </tr> <tr> <td colspan="2"> </td> </tr> <tr> <td>? Strong Voices</td> <td>? Be Louder</td> </tr> <tr> <td>? Good Volume</td> <td>? Don't Bark Words</td> </tr> <tr> <td>? Good Expression</td> <td>? Voices Fade</td> </tr> <tr> <td>? Genuine Spirit</td> <td>? More Smiles</td> </tr> <tr> <td>? Showy/spirited</td> <td>? Energy Level Low</td> </tr> <tr> <td colspan="2"> </td> </tr> <tr> <td>? Squad Unity</td> <td>? Not Together</td> </tr> <tr> <td>? Good Changes</td> <td>? Too fast/Too slow</td> </tr> <tr> <td>? Good Flow</td> <td>? Timing Changed for Building</td> </tr> <tr> <td>? Good Formations</td> <td>? Watch Spacing</td> </tr> <tr> <td>? Smooth Transitions</td> <td>? Need Changes/Variety</td> </tr> <tr> <td>? Good use of Squad Skills</td> <td>? Break in Routine Flow</td> </tr> <tr> <td>? Good incorporation</td> <td>? Transition Sloppy/Choppy</td> </tr> <tr> <td>? Good use of Floor</td> <td>? Add Difficulty</td> </tr> <tr> <td>? Good Ideas</td> <td>? Stayed in Same formation</td> </tr> <tr> <td>? Good Variety</td> <td>? Same person in front</td> </tr> <tr> <td></td> <td>? Monotonous</td> </tr> <tr> <td></td> <td>? Shaky-needs polish</td> </tr> <tr> <td></td> <td>? Falls</td> </tr> <tr> <td>? Solid Routine</td> <td>? Stunts off</td> </tr> <tr> <td>? Clean Routine</td> <td>? Some Stunts Late</td> </tr> </tbody> </table>	Strong Areas	Needs Improvement	? Good Variety	? Not Together	? Sharp Motions	? Watch Angles	? Good Precision	? Needs Variety	? Good Height	? Needs to be Stronger	? Variety of Jumps	? Point Toes	? Good use of Jumps	? Work on Height	? Good variety of tumbling	? Add Difficulty	? Good use of tumbling	? Not Perfected	? Good stunts	? No Squad Unity	? Clean Dismounts	? Dismounts Shaky	? Good Variety of Stunts	? Stunts not Strong	? Music Appropriate	? Step, Lock, Tighten	? Good Energy	? Add Dance Moves			? Strong Voices	? Be Louder	? Good Volume	? Don't Bark Words	? Good Expression	? Voices Fade	? Genuine Spirit	? More Smiles	? Showy/spirited	? Energy Level Low			? Squad Unity	? Not Together	? Good Changes	? Too fast/Too slow	? Good Flow	? Timing Changed for Building	? Good Formations	? Watch Spacing	? Smooth Transitions	? Need Changes/Variety	? Good use of Squad Skills	? Break in Routine Flow	? Good incorporation	? Transition Sloppy/Choppy	? Good use of Floor	? Add Difficulty	? Good Ideas	? Stayed in Same formation	? Good Variety	? Same person in front		? Monotonous		? Shaky-needs polish		? Falls	? Solid Routine	? Stunts off	? Clean Routine	? Some Stunts Late
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Dance	5																																																																										
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Timing	5																																																																										
Spacing/formations	5																																																																										
Use of floor	5																																																																										
Transitions/flow	5																																																																										
Overall crowd appeal	5																																																																										
Creativity	5																																																																										
Total Routine Construction																																																																											
Performance Impression	10																																																																										
ROUTINE TOTAL																																																																											

Adjudicator's Signature: _____

Delaware Cheerleading Coaches Association
Safety Deduction Points
CYM, Rec League, Middle/High Schools (adopted 9/04)

TEAM: _____ DIVISION: _____

All deductions will be made per occurrence.

Deductions will be made for any infractions of the division safety guidelines.

Category	Set Point Deduction	Point Deduction Awarded
Stunts/Pyramids – deductions from Safety and Spotting.		
(A) Fall directly to the floor and anything besides the feet hit the floor – little or no intervention by spotters.	5 points	
(B) Fall where cheerleader body touches the floor, but the spotters or catchers significantly reduce the impact.	2 points	
(C) Any spotter deemed inattentive.	3 points per spotter	
Gymnastics – result in a direct fall, or one caused by a collision.		
(A) Fall where the cheerleader hits the floor.	3 points	
(B) Fall where the cheerleader hits the floor with minimal impact, touchdowns, or, under or over-rotating to knees.	1 point	
Crossing designated safety line.		
(A) Any disregard for the line.	2 points	
Breaking the plane (in tosses or cradles) – Flyers are not permitted to drop their head out of alignment with torso (eyes not looking forward).	2 points	
Weight distribution in pyramids – refer to p.24	2 points	
Props/poms – refer to General Risk Management – Rule 2.1.3 Situation A* Anything on the performance surface that is stepped on.	2 points	
Apparel and Accessories – refer to Rule 2, Section 2* If apparel or accessories become detached from the body it must be removed as soon as possible from the performance surface. Any stunt or tumbling skill performed over the object.	2 points	
Violation of any *National Federation (NFHS) rule other than listed above. (Exception: illegal Stunt)	3 points	
Any illegal stunt choreographed into a routine.	25 points	
	Total Deductions	

Adjudicator's Signature: _____

Comments:

**Delaware Cheerleading Coaches Association
All*Star Safety Point Deduction Sheet**

TEAM: _____ **DIVISION:** _____

All*Star teams will follow the 2004 -2005 DCCA Championship Point Deduction Sheet

CHEERLEADER FUNDAMENTALS	DEDUCTION (TIME OF DEDUCTION)	<i>General Comments:</i>
Jumps		
Tumbling		
Partner Stunts		
Basket Toss/Pyramids		
Motion/Dance		
TOTAL DEDUCTION		

Adjudicator's Signature: _____

**Delaware Cheerleading Coaches Association
All*Star Score Sheet**

TEAM: _____ **DIVISION:** _____

All*Star teams will follow the 2003-2004 NCA All*Star Championship Score Sheet

Technical Skills	Maximum Points	Score
Partner Stunts	10	
Pyramids/Basket Tosses	10	
Jumps	10	
Standing Tumbling	10	
Running Tumbling	10	
Motions/Dance	10	
Choreography/Overall Impression		
	Maximum Points	Score
Transitions, Formation, Flow of Routine	10	
Degree of Difficulty	10	
Timing/Sharpness/Synchronicity	10	
Showmanship, Visual Appeal, Creativity	10	
Total:		

Adjudicator's Signature: _____