

January 20, 2025

Dear Cheer Coach,

Thank you for registering your cheer team for the 2025 35th Annual State Cheerleading Competition. We are excited to have you and your teams join us for this special event at Roy Wilkins Auditorium in St. Paul.

Enclosed you will find a lot of important information that will help the day run smoother for you, your team, and your fans. **Please thoroughly read this packet prior to the event.**



General Information about the Event
Competition Rules
The Schedule for Marking Times and Performance Times
Parents Letter



DOES YOUR TEAM HAVE EVERYTHING IN?

Posted on the MCCA Website under State are two important documents that will help you understand if your registration is complete.

<http://www.mccacheer.com/state>

STATE REGISTRATION CONFIRMATION: This document is continuously updated to show what we have and what is still missing. If you have questions about anything missing, please ask.

WAIVERS ON FILE 24-25 To assist with the waivers, we have posted a list of all waivers we have in possession.

We would really appreciate it if **ALL** missing items (Coach Membership, Rosters with signatures, Payments, Music Licenses, Coaching Certificates, and Waivers) are scanned and emailed to state@mccacheer.com or mailed to

MCCA
PO Box 27221
Minneapolis, MN 55427

DO NOT MAIL IN ANYTHING AFTER JANUARY 27th, 2025!



2025 MCCA State Cheerleading Competition

Saturday, February 1st, 2025

Roy Wilkins Auditorium, St. Paul

Directions to Roy Wilkins Auditorium, located in the St. Paul RiverCentre

For directions to Roy Wilkins go to: <http://www.rivercentre.org/exhibit/directions>

Spectators

Admission is \$20 for adults and \$12 for students in grades K-12. Children not in school yet are free. This fee will be charged one time per person. In the event you want to leave and come back you will need to have your **RED** wristband. You will need both your ticket and wristband to regain admittance.

All Spectators will purchase tickets outside of the lobby of Roy Wilkins and enter the auditorium at this point **or** may purchase tickets online on Ticketmaster.com. All seating for spectators is located in the balcony, with the exception of limited seating on the main floor for the handicap and their families. Signs will be placed throughout the RiverCentre directing you towards our event. **Ticket sales will begin at 7:30AM, when the doors open. No parents or spectators will be allowed admittance until this time.**

Public parking is available at the Saint Paul RiverCentre Parking Ramp as well as many other locations within the city. Parking is typically \$10 - \$12. A map of all parking options can be found at:

<http://www.rivercentre.org/exhibit/parking-transportation>

Busses

Busses can drop off the teams at the St. Paul RiverCentre on Kellogg Blvd to get to Roy Wilkins Auditorium and then move to the parking area for busses. A map is included with this information. **One bus driver will be admitted without charge to the event per team.** Be sure to complete the survey to have a pass available for your bus driver to pick up at the MCCA T-shirt Table.

Coaches

When you arrive at Roy Wilkins Auditorium, coaches and teams should check-in at the St. Paul RiverCentre Exhibit Hall A. (SAME LOCATION AS 2024)

MCCA member coaches will be admitted without charge to the event. Any coaches who are not MCCA members will need to purchase a ticket at the spectator door. These coaches will not be given access to the competition floor or the back-staging areas.

Team Members/Alternates/Team Managers

When your team arrives, you must enter as a team, no individuals. All team members, alternates, and team managers who have paid the registration fee will be allowed entrance into the competition. In the event a fee has not been paid for a team member, alternate, or team manager this must be paid at the team door before they will be admitted.

Parent Volunteers

All pre-paid parent volunteers must also check-in with your team at the St. Paul RiverCentre Exhibit Hall A.

These parents will have access to the areas designated for teams and coaches only and will be the only parents allowed in these areas.

COMPETITION DAY DETAILS FOR ALL TEAMS

Team Check-in (opens at 7:00AM) – Same Location as 2024

When you arrive at Roy Wilkins Auditorium, coaches, team members, and parent volunteers should enter at the **St Paul RiverCentre Kellogg Lobby and proceed downstairs to the Rotunda/Exhibit Hall A for check-in.** If your team is arriving by bus you will want to be dropped off on Kellogg Blvd in front of the St. Paul RiverCentre and follow the signs to this location. **For those meeting their teams it is suggested to meet in the Kellogg Lobby of the St. Paul RiverCentre and then walk as a team to check-in. This is to assist with congestion at check-in.**

MCCA Member coaches, prepaid parent volunteers, registered team members, and 1 bus driver will be admitted without charge.

When you check in, you must check in as a team, not individuals. We ask that you have your team line-up in ALPHABETICAL order to speed up the process. It is highly suggested that team's check-in a minimum of 1 hour prior to their first scheduled report time. At this time all MCCA member coaches, prepaid parent volunteers, and team managers will receive a **BLUE** wristband that must be worn visible at all times. This wristband will give you access to the team areas, marking areas, backstage, and competition floor. In addition, coaches will turn in any missing items not checked off on the checklist. In the event you have any further questions, you can ask those working the Registration Table.

Coaches and cheerleaders will be directed to the reserved area for teams where they will keep all of their belongings. This area is NOT a private dressing room. Please use the restrooms for changing. However, we ask that you refrain from using the restrooms for fixing hair and make-up. Bring a mirror if needed.

Also, please remember to leave your valuables at home. MCCA is not responsible for any lost or stolen items.

The Flow Prior to your Performance

All teams will follow this routine prior to performing. It will start about 40 minutes prior to your scheduled performance time. Please be on time.

- 1) Your team will have a team photo taken in Exhibit Hall A with Sportsline Photography.
- 2) Your team will check-in on the North Side of St. Paul RiverCentre Exhibit Hall A to be escorted to backstage.
- 3) Your team will have a safety check prior to competing. **This is when deductions will be taken for any violations.** Coaches will sign the deduction form as proof they are aware of any deductions received.
- 4) Your team will have 4 minutes on a 4-strip mat to warm-up.
- 5) Your team will have a 8 – minute warm-up time on a full-size cheerleading floor (9 strips) prior to your performance in the Roy Wilkins Backstage Area. This will take place in an enclosed area to provide your team more privacy. **You will have access to music.**

You will be on either Mat #1 or Mat #2

- 6) Your team will proceed to performance line up to be "In the Hole". Your team will have about 8 minutes until they take the floor.
- 7) Compete on a 9-strip Cheer Floor
- 8) Exit the floor and go through the doors on your left to view a video of your performance.
- 9) A coach will pick up their Deduction Sheet at the Score Review Table behind the judge's risers and teams will head to the Roy Wilkins Lobby where you can meet your fans as well as return to the Team Area in the Exhibit Hall.

Varsity Coaches will also identify the athlete selected for the Varsity State Stand Out Award.

Only Teams will be able to access the Exhibit Hall via the escalator in the Roy Wilkins Lobby, No spectators.

During your Performance

Only coaches and team alternates will be allowed to sit directly in front of the mat. However, there will be a TAPE LINE that we will ask you to sit behind. Coaches and non-competing members should NOT be on the mat prior to or after the performance.

A coach or designated person should also sit at the announcers table, which is where you will play your music. **Please have the person running your music be there while your team is On Deck.** Other teams from your program, sister teams, etc will have a reserved section off the front corner of the mat. We need to keep the front clear for our judges, photographers, the videotaping crew, and other media. Thank you in advance for your cooperation.

Music

You are responsible for running the music for your own team(s). The gentleman who will be running the sound equipment is very good and will help talk each coach through this process. Be sure you watch the schedule and are waiting on deck near the sound equipment table when your team is coming up. Please remember to bring more than one copy of your music. Music can be played on iPod/Phone. We also ask that if you need a specific adapter to play your device to bring it with you. **Remember that all music must follow the USA Music Copyright Policy and documentation must be on file with MCCA.**

Interruption of Performance

UNFORESEEN 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 venue (power outage, fire alarm, etc.), the coach of the team at the music stand affected should STOP the routine.
Examples: Equipment Issue – Music volume is all the way down and athletes cannot hear the beginning of the routine, etc. Venue Emergency – power outage, fire alarm, etc.
2. If the coach chooses not to stop the routine, the team may not have the option to perform again.
3. UNIFORM MALFUNCTION As a precaution, each performer is required to take the necessary steps to avoid inappropriate exposure during the performance. Should a uniform malfunction resulting in indecent exposure occur, the routine should be stopped immediately. This is a shared responsibility of all parties involved to recognize a malfunction has occurred.

FAULT OF TEAM

In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine (with potential for point deduction) or withdraw from the competition.

INJURY / ILLNESS

1. The only persons that may stop a routine for injury are: competition officials, the advisor/coach of the team performing or an injured individual. This is a shared responsibility of all parties involved to recognize an injury has occurred.
2. The competition officials will determine if the team will be allowed to perform at a later time. 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 must 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:
 - a. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) AND THEN the head coach/advisor of the competing team.
 - b. An athlete who has a suspected concussion should be removed from the activity immediately and should not be allowed to return to participation the same day of the incident and without being cleared by a medical professional in accordance with state law or organizational policy.
4. In addition, all of the coaches attending the competition must be familiar with all federal, state and local laws applicable to such individuals and relating to such individuals' duties and responsibilities regarding the recognition and treatment of injuries.

RE-PERFORMANCE SCHEDULE

1. The competition officials will determine whether the team will be allowed to perform at a later time.
2. 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 and must be within thirty minutes after the rest of the division/session is complete.
3. If allowed to perform again, judging will resume from the point at which the injury/interruption occurred as determined by the judges. The routine must be performed full-out from the beginning of the routine with exception of the injured/ill athlete group(s). All point deductions accumulated to that point will carry over.
4. If a team prefers not to re-perform the routine, at the coach's discretion, they will take the score they have received up to that point. If a skill has not been performed a "0" will be given in the category.

Spotters

MCCA will provide "Spotters" during all sessions. All teams are required to have spotters on the floor.

Security

MCCA has hired Security for the Team Area located in St. Paul RiverCentre Exhibit Hall A. The purpose of this is to assure only those authorized are in this space and for the safety of our athletes..

Cheerleader Areas

The backstage area and competition floor is only for cheerleaders, their coaches, pre-paid parent volunteers, and event workers. No other parents or spectators will be allowed in these areas.

The team area located in the St. Paul RiverCentre Exhibit Hall A is only for participants.

Please try to keep your teams' belongings closer together and keep your distance from other teams. Spectators will be able to access the Rotunda of the Exhibit Hall by escalator, but will not be able to enter the enclosed team area without permission.

When cheerleaders are done performing and want to watch the competition, you will need to head upstairs to the balcony area where all the spectators are seated, unless it is a team from your school. Due to the fact the venue is so much larger there are no restrictions as to where cheerleaders may be seated. Only if they are supporting a team from their school/gym will they be allowed to be seated in the reserved section on the competition floor. Coaches, please also instruct your teams not to walk around during routines.

NOTE: Please do not use outlets in the Exhibit Hall or Auditorium without permission. MCCA is charged \$120 for each hook-up that the facility finds and is not documented in advance. If MCCA finds your team using outlets without permission you will be charged this fee.

Open Practice Space

We are planning to have open practice mats available in the Team Area, which will be located in the St Paul RiverCentre, Exhibit Hall A. A certified coach must be present with their team while stunting. Please be considerate of other teams waiting and limit your time on the mat. A MCCA event worker will be monitoring the use of the mat to assure all teams are able to use the space.

Spending Money

Cheerleaders and spectators may want to have money to spend on:

*Food from the concession stands **because no coolers or outside food is allowed in the venue.** All concession stands allow cash and cards for payment.

*Purchasing the video from the day *****No Video Taping Allowed!*****

*Purchasing a 2025 MCCA State Competition T-Shirt (\$30) or Sweatshirt (\$50) -proceeds go to the Honor Team of Excellence Scholarships! **(Limited available onsite due to pre-orders)**

*Some of the vendors will also have fun cheerleading items for sale as well as the opportunity to personalize your State Apparel items.

First Aid

We will have a staff of four medical professionals on site for your first aid needs. Their room will be located on the East side of the Backstage Area, close to the performance mat as well as the warm-up area. Please supply your own tape for athletes that need to be taped regularly.

Rules/Restrictions and Time Limit

MCCA adheres to the UCA/AACCA/USA Cheer guidelines and rules and will judge with the UCA Score sheet. These can be viewed at www.varsity.com.

Appearance Rules for **all** participants:

- Hair can be worn in a full ponytail or half up (from the ears back). All face framing hair must be pulled back if it reaches the participants eyes.
- No loose glitter.
- No jewelry.

- Nails must not be visible above the fingertip when viewed from the palm at face level.
 - Bows should not be excessive in size and shouldn't be a distraction to the performance. Bows should be worn in a manner to minimize risk for the participants, should be adequately secured on the back of the head with the tails facing down and should not fall over the forehead into the participants' eyes or block the view of the participants while performing
- ✓ Participants on a high school team must be 7th – 12th graders.
 - ✓ Participants who are considered the spotters for a stunt must be attentively spotting. Deductions will be given for inattentive spotting.
 - ✓ Participants must begin the routine with at least one foot on the ground.
 - ✓ Participants cannot participate on more than one school competing team. The only exception is a traditional routine and Game Day routine.
 - ✓ Recreational Cheer Team members cannot compete on a school team.
 - ✓ **Teams must compete in the same Traditional Routine and Game Day Routine i.e. Non Tumbling or Tumbling must be the same for both. Teams will not be allowed to compete in a Varsity Tumbling Category and a Non-Tumbling Game Day Category or vice versa.**
 - ✓ Traditional Routines have a time limit of 2:30 with up to 1:45 allowed for music and a minimum of 45 seconds for the cheer.
 - ✓ Game Day performances should consist of a Band Chant, Situational Sideline, Time Out Cheer and Fight Song. The maximum performance time must not exceed three minutes. Timing will begin with the first movement, voice, or note of music, whichever comes first.
 - ✓ All teams have 30 seconds from the time their team is introduced to the competition floor to begin their routine.

Disqualification:

Any team that does not adhere to the terms and procedures outlined in this informational packet or violates the MCCA Coaches Code of Ethics will be subject to disqualification from the competition, will automatically forfeit any right to any awards presented by the competition, and may also forfeit the opportunity to participate in a competition the following year.

Refund Policy

There will be no refunds due to inclement weather or after the registration deadline of January 3rd, 2025.

Also, at this time all outstanding registration fees must be paid in full regardless of participation.

SCHEDULE FOR THE DAY

The MCCA State Competition will run in FOUR Sessions.
MCCA will NOT start sessions early.

SESSION ONE: 8:30AM

Elementary, Middle School JV, and Recreational Teams

7:00 AM Team Check-in Opens/Ticket Sales Open

7:30 AM Doors open for spectators

7:55 AM Marking Times for Session One Begin

8:30 AM Session One Begins

Awards for this session will take place following the Varsity Prelims (Session 2).

SESSION TWO: 12:45PM

Varsity Team Preliminary Round of Competition

12:05 PM Marking Times for Session Two Begin

7:30 AM Doors open for spectators

12:45PM Session Two Begins

Once all teams have performed, trophies will be awarded for Session 1 Teams!

Following the awards ceremony, Varsity teams advancing to finals will be announced along with our Traditional Varsity State Stand outs!

Final team scores and rankings by division will be available along with the Finals Order of Performance for each division in the Judges Area where deduction sheets were picked up and posted in BAND.

Scoresheets:

- With the exception of the deduction scoresheets, you will pick up, all other scoresheets will be completed electronically. Scoresheets will be emailed to the coach as soon as possible following division awards.
- Final team scores and rankings will be posted on BAND to coaches as soon as possible following the awards ceremony.

SESSION THREE: 4:00PM

All Game Day Teams

3:20 PM Marking Times for Session Three Begin

4:00 PM Session Three Begins

Once all teams have performed, trophies will be awarded for Session 3 Teams! Additionally, our Game Day Varsity State Stand outs will be announced.

Scoresheets:

- Except for the deduction scoresheets, you will pick up, all other scoresheets will be completed electronically. Scoresheets will be emailed to the coach as soon as possible following division awards.
- Final team scores and rankings will be posted on BAND to coaches as soon as possible following the awards ceremony.

SESSION FOUR: 7:45PM

Varsity State Competition Finals

7:13 PM Marking Times for Session Four Begin

7:45 PM Session Four Begins

All-State Sideline and Competitive Team Performance

(Prior to awards for Session 4)

Once all teams have performed, trophies will be awarded for the State Finals.

Scoresheets:

- With the exception of the deduction scoresheets, you will pick up, all other scoresheets will be completed electronically. Scoresheets will be emailed to the coach as soon as possible following division awards.
- Final team scores and rankings will be posted on BAND to coaches as soon as possible following the awards ceremony.

NON-VARSITY COMPETITION DETAILS

Team Definitions:

A School team is a group representing a school district that assumes liability for that team. **All School teams must have a signed proof of affiliation and liability insurance from their school district.** All participants on JV and Varsity teams must be eligible to participate in extra-curricular activities in accordance with the MSHSL eligibility rules. For all other school divisions, team members must attend school within the school district.

Divisions

Non-Varsity Divisions The divisions are listed on the registration form and descriptions are provided below. There will be no splitting or combining of any divisions unless noted below. These teams cannot have more than 32 participants.

Elementary – An Elementary team is a group of competing members representing a school district that assumes liability for that team. Team members in this division must be in kindergarten through 6th grade. The skills performed within the routine will need to follow these guidelines for building:

- No inversions
- Release skills and single leg skills must be below prep level OR at prep level with a bracer
- No more than ¼ twist
- Extended level skills must be on 2 feet only AND braced
- Dismounts styles allowed are: Step down, bump down, teddy bear, and straight cradles

See the Elementary Stunt & Pyramid Progression Chart for more detailed information.

Elementary Advanced - An Elementary Advanced team is a group of competing members representing a school district that assumes liability for that team. Team members in this division must be in kindergarten through 6th grade. Teams must follow USA Cheer Rules for youth teams.

Middle School– A Middle School team is a group of competing members representing a school district that assumes liability for that team. Team members in this division must be in 5th – 9th grade.

Junior Varsity – A JV team is a group that consists of non-varsity competing members representing a school district that assumes liability for that team. All team members must be in 7th – 12th grade in this division. This division will include JV Co-ed teams as well.

Junior Varsity Non-Tumbling Team- A JV Non-Tumbling team is a group that consists of non-varsity competing members representing a school district, which assumes liability for that team, and that team agrees to perform a routine with no tumbling. All team members must be in 7th – 12th grade in this division. This division will include JV Co-ed Non-tumbling teams as well.

NOTE: Junior Varsity and Junior Varsity Non-Tumbling will combine into one division ONLY IF there is ONE TEAM registered for a division. This is to avoid an automatic champion.

Competition:

The competition will consist of one round of competition to determine the division champion.

Order of Competition

Competition order will be determined by the order registration is received and completed (first team to complete their registration goes last in the division) and will be posted on the website prior to the competition. Please understand that sometimes adjustments may need to be made to work around conflicts for schools/programs in more than one division. Yet, please also understand that avoiding all conflicts is not always possible.

Deduction Review Process

Coaches will report to pick up a copy of their deduction sheet **immediately** following their performance, after watching the video playback. This will be located behind the judges' stand. Coaches will have 10 minutes from the time deduction sheets are available to dispute any point deductions from the performance (Falls, illegal skills, time of routine). No challenges can be made regarding deductions for jewelry, hair, finger nail length, or glitter since coaches will have already signed off on these at final safety checks. **A Deduction Review Form will be completed on site before reviewal begins.**

- If it is a time dispute, the routine will be timed again via video playback of the performance.
- If it is an illegal skill, that particular skill will be reviewed via video playback.
- If it is for a deduction for an individual or stunt fall, the entire routine will be relooked at for deductions. This may mean if something was missed the first time it could be called during the review process.

Scoring

Each judging panel will consist of 4 judges. There will be 1 judge for the Cheer Section, 2 for the stunt/pyramid elements of the Music Section, and 1 for the non-stunting elements of the Music Section. Scores will be out of 100, the total points possible. Any deductions will be taken off from this total.

In the case of a tie for School Teams, the team that receives the fewest deductions will win! If there is still a tie...The team that ranks highest in the Cheer Section will win!

****All score sheets are available on the website www.mccacheer.com.**

Awards

The number of awards given will depend on the number of teams in the division. The top 50% will be awarded a team trophy or plaque and in the event, there are an odd number of teams in the division, an additional place will be awarded.

Trophies will be presented up to 3rd place with plaques for any places beyond.

Awards Presentation Ceremonies

Following the last performance of sessions 2 and 3, we ask all teams to report to the auditorium.

Teams will be asked to take the floor by division and form a circle with their team distanced from other teams.

All team placements will be announced, but awards will be handed out according to the guidelines above. If your team receives a trophy/plaque we ask that the entire team to go to the center of the mat for a team photo with the award.

RECREATIONAL COMPETITION DETAILS

Team Definitions:

A Recreational team is a group that falls under one of the following descriptions. MCCA will have affiliated and non-affiliated teams compete against each other. **All recreational teams not associated with a school district must provide a copy of their certificate of insurance.**

Traditional Recreational Affiliated

- The Affiliated Recreational Divisions exist for teams with the main purpose of cheering for and supporting a recreational team (i.e. youth football, pee wee sports, community sports teams, etc.)
- All Affiliated Recreational teams must be affiliated with, report to, and be governed by an organization such as; YMCA, Boys and Girls Club, County Parks and Recreation Program, American Youth Cheer, Pop Warner Association, or other community run program **not associated with All Star**. Each team must cheer for a sport during the 2024-2025 cheer season.
- Teams with a school affiliation may compete in the recreational division, only if at least half of the participants are in 6th grade and below and meet the age requirements or younger.
- Affiliated Recreational divisions will follow same routine format and rules and regulations (including additional restrictions for Elementary teams, Middle and Junior High School teams) along with all other teams competing at the MCCA State Competition.
- All Affiliated Recreational programs will need to provide the Recreation Cheer Verification Form and Roster that proves legitimacy of the organization.

Traditional Recreational Non-Affiliated

- Non-Affiliated Divisions exist for teams who will follow the same 2 and 1/2 minute routine format with cheer/ sideline and music and all other rules and regulations (including additional restrictions for Elementary teams, Middle and Junior High School teams) along with all other teams competing at the MCCA State Competition.
- All Non-Affiliated Recreational teams must be independent of town/city organization/clubs. Team does not necessarily cheer for a supported, sports program. Team is **not affiliated with an All-Star Program**.
- All Non-Affiliated Recreational programs will need to provide the Recreation Cheer Verification Form and Roster.

Divisions

The divisions are listed on the registration form and descriptions are provided below. There will be no splitting or combining of any divisions. These teams cannot have more than 36 participants.

Recreational Cheer 10 and younger – A Recreational team comprised of both female and male athletes and were born 2013 and later.

Recreational Cheer Ages 14 and younger – A Recreational team comprised of both female and male athletes and were born 2009 and later.

Recreational Cheer Ages 10-18 – A Recreational team comprised of both female and male athletes and were born between 6/1/2005 and 2014.

Competition:

The competition will consist of one round of competition to determine the division champion.

Order of Competition

Competition order will be determined by the order registration is received and completed (first team to complete their registration goes last in the division) and will be posted on the website prior to the competition. Please understand that sometimes adjustments may need to be made to work around conflicts for schools/programs in more than one division. Yet, please also understand that avoiding all

conflicts is not always possible.

Deduction Review Process

Coaches will report to pick up a copy of their deduction sheet **immediately** following their performance, after watching the video playback. This will be located behind the judges' stand. Coaches will have 10 minutes from the time deduction sheets are available to dispute any point deductions from the performance (Falls, illegal skills, time of routine). No challenges can be made regarding deductions for jewelry, hair, finger nail length, or glitter since coaches will have already signed off on these at final safety checks. **A Deduction Review Form will be completed on site before reviewal begins.**

- If it is a time dispute, the routine will be timed again via video playback of the performance.
- If it is an illegal skill, that particular skill will be reviewed via video playback.
- If it is for a deduction for an individual or stunt fall, the entire routine will be relooked at for deductions. This may mean if something was missed the first time it could be called during the review process.

Scoring

Each judging panel will consist of 4 judges. There will be 1 judge for the Cheer Section, 2 for the stunt/pyramid elements of the Music Section, and 1 for the non-stunting elements of the Music Section. Scores will be out of 100, the total points possible. Any deductions will be taken off from this total.

In the case of a tie for Recreational Teams, the team that receives the fewest deductions will win! If there is still a tie...The team that ranks highest in the Cheer Section will win!

****All score sheets are available on the website www.mccacheer.com.**

Awards

The number of awards given will depend on the number of teams in the division. The top 50% will be awarded a team trophy or plaque and in the event, there are an odd number of teams in the division, an additional place will be awarded.

Trophies will be presented up to 3rd place with plaques for any places beyond.

Awards Presentation Ceremonies

Following the last performance of session 2, we ask all teams to report to the auditorium. **Teams will be asked to take the floor by division and form a circle with their team distanced from other teams.**

All team placements will be announced, but awards will be handed out according to the guidelines above. If your team receives a trophy/plaque we ask that the entire team to go to the center of the mat for a team photo with the award.

GAME DAY COMPETITION DETAILS

Team Definitions:

A School team is a group representing a school district that assumes liability for that team. **All School teams must have a signed proof of affiliation and liability insurance from their school district.** All participants on the team must be eligible to participate in extra-curricular activities in accordance with the MSHSL eligibility rules.

Divisions

Non- Varsity Game Day Divisions The divisions are listed on the registration form and descriptions are provided below. There will be no splitting or combining of any divisions unless noted below. These teams cannot have more than 32 participants.

Junior Varsity Game Day – A Game Day team consisting of Junior Varsity team members representing a school district which assumes liability for that team. Teams may perform a routine with or without tumbling. All participants must be in the 7th to 12th grade at that school.

Middle School Game Day – A Game Day team consisting of Middle School team members representing a school district which assumes liability for that team. Teams may perform a routine with or without tumbling. All participants must be in be in 5th – 9th grade at that school.

Elementary Game Day – A Game Day team consisting of Elementary team members representing a school district which assumes liability for that team. Teams may perform a routine with or without tumbling. All participants must be in kindergarten to 6th grade at that school.

Varsity Game Day Divisions The divisions are listed on the registration form and descriptions are provided below. These teams cannot have more than 32 participants.

Teams must compete in the same Traditional Routine and Game Day Routine i.e. Non Tumbling or Tumbling must be the same for both. Teams will not be allowed to compete in a Varsity Tumbling Category and a Non-Tumbling Game Day Category or vice versa.

All Varsity Game Day Teams will first register by team type, Non-Tumbling or Tumbling.

If there are 8 or more teams in the division, we will split by class first. Class A (1-1399 students Grades 9-12) and Class AA (1400 or more students Grades 9-12) if a minimum of 3 teams remain in the division.

If there are 8 or more teams in a division when split by class, we will split by team size 1 (15 or less) and 2 (16-32) if a minimum of 3 teams remain in the division. If we cannot split by class, we will split by team size as long as 3 teams remain in the division.

Varsity Game Day Tumbling - A Game Day Tumbling team is a group representing a school district, which assumes liability for that team. All participants must be in the 7th to 12th grade at that school.

Varsity Game Day Non-Tumbling- A Game Day Non-Tumbling team is a group representing a school district, which assumes liability for that team, and that team agrees to perform a routine with no tumbling. All participants must be in the 7th to 12th grade at that school.

Game Day Guidelines

- 1) The Game Day Division showcases what traditional cheerleading is all about – leading the crowd! Teams will be evaluated on their ability to lead the crowd, proper game day skill incorporations / performance, motion/dance and overall routine.
- 2) The performance will follow this order: Band Chant, Crowd Leading, and Fight Song. The Crowd Leading portion of the routine consists of an offense/defense sideline and cheer.

- 3) The use of crowd leading tools is recommended (All are not required).
 - a) Approved props include foam fingers, rally towels, signs, poms, flags and/or megaphones. Props should be used for crowd leading and appropriate for crowd response.
 - b) Props may not be thrown into the crowd.
 - c) Props cannot bear the weight of the performer. This includes sideline cheer/dance boxes used at games.
 - d) No air horns or artificial noise makers allowed.
 - e) Props may be discarded off the performance surface but not hit/banged on the floor outside the performance area.
- 4) The incorporation of stunts/tumbling is required in the Crowd Leading and Fight Song sections if the division permits.
- 5) **Band Chant** should have an emphasis on crowd appeal and practicality – No stunting or tumbling is permitted, however jumps and kicks are allowed. Squads should focus on crowd engagement and visual appeal and use creative movements such as level changes and ripples.
- 6) **Crowd Leading** - Following the band chant, the announcer will give teams a game scenario indicating an offense or defense situation. Teams should show their understanding of the situation with an offensive or defensive Sideline. After the Situational Sideline, teams will move into their Cheer which can include one reflective of a timeout, general sideline/spell-out or other cheer material that incites a response and encourages the crowd to yell along. Teams will be evaluated on their ability to lead the crowd, crowd effectiveness, proper use of motions/crowd leading tools and execution of stunts/tumbling relevant to a game day environment.
- 7) **Fight Song** - Incorporation is limited to three (3) consecutive 8-counts of stunts and/or tumbling. If the fight song repeats, the incorporation will only be allowed both times if it is repeated exactly the same both times. Counting will begin with the first initiation of a skill (stunt or tumbling) until one of the following:
 - a) The routine ends within the 3 consecutive 8 counts.
 - b) Building Skills must be stationary prior to the end of the 3rd 8-count and may remain stationary until the end of the routine.
 - c) Dismounts following the completion of the routine will not be included for timing purposes. Any choreographed dismounts will continue the timing of the routine. Example – Coed toe touch pop offs performed together, in unison would be considered choreographed.
- 8) Each section should have a beginning and end. Note: Spirited crowd leading interaction between each section is encouraged to continue the game day feel. Stunts are not allowed as a transition before/between sections, including the team's entry to the floor and any time before starting the performance. Tumbling and single-based lifts are allowed anytime during the performance except during the Band Chant.
- 9) Traditional game day uniform is required.
- 10) **Total Time is limited to 3 minutes.**
- 11) **Additional Skill Restrictions**
 - Basket and waist level tosses are NOT allowed. Examples of toss skills allowed are quick toss stunts, toss coed skills, and toss toe touches.
 - Inversions are NOT allowed.
 - Twisting Released Dismounts are NOT allowed.
 - Single leg stunts are limited to liberties and liberty hitches.
 - Running Tumbling is NOT allowed.
 - Single standing tumbling is allowed and cannot be connected. A single tumbling skill can only be connected to a single jump. The only standing tumbling skills that are allowed include back handspring, back tuck, forward roll, front walkover, cartwheel, standing aerial, jump back handspring, and jump tuck.
- 12) For Game Day routines only, voice-overs and words may not be recorded or overlaid on the music tracks to make the team's vocal projection sound louder.

Competition:

The competition will consist of one round of competition to determine the division champion and take place during Session 3 of the State Competition.

Order of Competition

Competition order will be determined by the order registration is received and completed (first team to complete their registration goes last in the division) and will be posted on the website prior to the competition. Please understand that sometimes adjustments may need to be made to work around conflicts for schools/programs in more than one division. Yet, please also understand that avoiding all conflicts is not always possible.

Deduction Review Process

Coaches will report to pick up a copy of their deduction sheet **immediately** following their performance, after watching the video playback. This will be located behind the judges' stand. Coaches will have 10 minutes from the time deduction sheets are available to dispute any point deductions from the performance (Falls, illegal skills, time of routine). No challenges can be made regarding deductions for jewelry, hair, finger nail length, or glitter since coaches will have already signed off on these at final safety checks. **A Deduction Review Form will be completed on site before reviewal begins.**

- If it is a time dispute, the routine will be timed again via video playback of the performance.
- If it is an illegal skill, that particular skill will be reviewed via video playback.
- If it is for a deduction for an individual or stunt fall, the entire routine will be relooked at for deductions. This may mean if something was missed the first time it could be called during the review process.

Scoring

Each judging panel will consist of 4 judges. There will be 2 judges for the Crowd Leading Section, 1 for Band Chant, and 1 for the Fight Song. Scores will be averaged so the total possible points will be out of 100. Any deductions will be taken off from this total.

In the case of a tie, the team that receives the fewest deductions will win!

If there is still a tie...The team that ranks highest in the Crowd Leading Section will win!

**All score sheets are available on the website www.mccacheer.com.

Awards

The number of awards given will depend on the number of teams in the division. The top 50% will be awarded a team trophy or plaque and in the event, there are an odd number of teams in the division, an additional place will be awarded.

Trophies will be presented up to 3rd place with plaques for any places beyond. First Place Varsity teams will receive individual medals.

Awards Presentation Ceremonies

Following the last performance of session 3, we ask all teams to report to the auditorium. **Teams will be asked to take the floor by division and form a circle with their team distanced from other teams.**

All team placements will be announced, but awards will be handed out according to the guidelines above. If your team receives a trophy/plaque we ask that the entire team to go to the center of the mat for a team photo with the award.

Varsity Game Day State Stand Outs

We will have a judge watching all Varsity performances in Session 3 for athletes who are considered Stand outs. One team member from each team will be identified during the performance by our judge and we are going to need the assistance of Coaches in identifying the athlete chosen. This will be done when you pick up your deduction sheets following your performance. The 2025 Varsity State Stand Outs will be announced at the Awards for Session 3.

VARSITY COMPETITION DETAILS

All Varsity teams will compete in a preliminary round of competition to qualify for the State Finals.

Team Definitions:

A School team is a group representing a school district that assumes liability for that team. **All School teams must have a signed proof of affiliation and liability insurance from their school district.** All participants on the team must be eligible to participate in extra-curricular activities in accordance with the MSHSL eligibility rules.

Divisions

Varsity School Divisions

All Varsity Teams will first register by team type, Non-Tumbling, Tumbling, or Co-Ed.

If there are 8 or more teams in the division, we will split by class first. Class A (1-1399 students Grades 9-12) and Class AA (1400 or more students Grades 9-12) as long as a minimum of 3 teams remain in the division. School size is determined by using the enrollment of the school grades 9 – 12 posted on the MSHSL web site. The enrollments are updated every 2 years and can be found on their website at

https://www.mshsl.org/sites/default/files/2023-03/csp_Enrollments%20by%20Alpha_2023-2024%20and%202024-2025.pdf

If there are 8 or more teams in a division when split by class, we will split by team size 1 (15 or less) and 2 (16-32) if a minimum of 3 teams remain in the division. If we cannot split by class, we will split by team size as long as 3 teams remain in the division.

Varsity Tumbling Team- A Varsity Tumbling team is a group representing a school district, which assumes liability for that team. All participants must be in the 7th to 12th grade at that school.

Varsity Non-Tumbling Team- A Varsity Non-Tumbling team is a group representing a school district, which assumes liability for that team, and that team agrees to perform a routine with no tumbling. All participants must be in the 7th to 12th grade at that school and must all be females.

Varsity Co-Ed - A Co-Ed team is a varsity group with **one or more males** representing a school district that assumes liability for that team. All participants must be in the 7th to 12th grade at that school. This division will include Varsity Co-Ed Tumbling and Non-Tumbling Teams.

VARSITY PRELIMINARY ROUND DETAILS

All Varsity Teams will compete in the Preliminary Round of competition.

Order of Competition

Competition order will be determined by the order registration is received and completed (first team to complete their registration goes last in the division) and will be posted on the website prior to the competition. Please understand that sometimes adjustments may need to be made to work around conflicts for schools/programs in more than one division. Yet, please also understand that avoiding all conflicts is not always possible.

Deduction Review Process

Coaches will report to pick up a copy of their deduction sheet **immediately** following their performance, after watching the video playback. This will be located behind the judges' stand. Coaches will have 10 minutes from the time deduction sheets are available to dispute any point deductions from the performance (Falls, illegal skills, time of routine). No challenges can be made regarding deductions for jewelry, hair, finger nail length, or glitter since coaches will have already signed off on these at final safety checks. **A Deduction Review Form will be completed on site before reviewal begins.**

- If it is a time dispute, the routine will be timed again via video playback of the performance.
- If it is an illegal skill, that particular skill will be reviewed via video playback.
- If it is for a deduction for an individual or stunt fall, the entire routine will be relooked at for deductions. This may mean if something was missed the first time it could be called during the review process.

Scoring

Each judging panel will consist of 4 judges. There will be 1 judge for the Cheer Section, 2 for the stunt/pyramid elements of the Music Section, and 1 for the non-stunting elements of the Music Section. Scores will be out of 100, the total points possible. Any deductions will be taken off from this total.

In the case of a tie, the team that receives the fewest deductions will rank higher!

If there is still a tie...The team that ranks highest in the Cheer Section will rank higher!

****All score sheets are available on the website www.mccacheer.com.**

Who Advances to the Final Round?

The top 50% will advance to finals and in the event, there are an odd number of teams in the division, an additional team will advance.

Announcement of Qualifying Teams

At the conclusion of Session 2, teams advancing to finals will be announced. Teams will NOT need to take the floor but will want to be present in the Auditorium at that time. Advancing teams will be read in the order of performance for the Final Round.

Following the announcement, score sheets will be emailed to coaches as soon as possible. A list of final team scores and rankings from the preliminary round will be available along with the Finals Order of Performance for each division in the Judges Area where deduction sheets were picked up and in BAND.

Varsity Traditional State Stand Outs

We will have a judge watching all Varsity performances in Session 2 for athletes who are considered Stand outs. One team member from each team will be identified during the performance by our judge and we are going to need the assistance of Coaches in identifying the athlete chosen. This will be done when you pick up your deduction sheets following your performance. The 2025 Varsity State Stand Outs will be announced at the end of Session 2.

VARSITY FINAL ROUND DETAILS

Order of Competition

The order of Competition for the Final Round will be done by a random draw. This will be the order in which the teams are announced for advancing.

Deduction Review Process

Coaches will report to pick up a copy of their deduction sheet **immediately** following their performance, after watching the video playback. This will be located behind the judges' stand. Coaches will have 10 minutes from the time deduction sheets are available to dispute any point deductions from the performance (Falls, illegal skills, time of routine). No challenges can be made regarding deductions for jewelry, hair, finger nail length, or glitter since coaches will have already signed off on these at final safety checks. **A Deduction Review Form will be completed on site before reviewal begins.**

- If it is a time dispute, the routine will be timed again via video playback of the performance.
- If it is an illegal skill, that particular skill will be reviewed via video playback.
- If it is for a deduction for an individual or stunt fall, the entire routine will be relooked at for deductions. This may mean if something was missed the first time it could be called during the review process.

Scoring

Each team will be scored by the 4 judges on the opposite panel of Prelims. This is so the judges are not judging the same routine twice and to give teams in Finals feedback from all 8 of our judges throughout the course of the day. There will be 1 judge for the Cheer Section, 2 for the stunt/pyramid elements of the Music Section, and 1 for the non-stunting elements of the Music Section. Scores will be out of 100, the total points possible. Any deductions will be taken off from this total.

All scoring will start over for each division.

In the case of a tie, the team that receives the fewest deductions will win!

If there is still a tie...The team that ranks highest in the Cheer Section will win!

Awards

Each team who advanced to the finals will receive an award.

Trophies will be presented up to 3rd place with plaques for any places beyond.

****Only first place Varsity teams will be awarded individual medals. ****

Awards Presentation Ceremony

Following the last performance of the session, we ask all teams to report to the auditorium. **Teams will be asked to take the floor by division and form a semi-circle with the other teams.** All team placements will be announced, but awards will be handed out according to the guidelines above. We ask that all teams go to the center of the mat for a team photo with the award following the announcement of division placements.