



SIDELINE CHEER

Age Grid & Divisions Offered

Sideline Cheer Division is similar to Industry Standards

***All divisions must follow Division General Rules and Age Grids**

| Divisions | K-3 rd Grade | 4 th -6 th Grade | Middle School | High School |
|-----------|-------------------------|--|---------------|-------------|
| Small | √ | √ | √ | √ |
| Large | √ | √ | √ | √ |

DIVISION SPLITS Division splits and combining of divisions is at the discretion of each individual Event Producer.

Small: 5-15 Athletes

Large: 16-38 Athletes

- Coed Stunts are NOT required
- Participation Requirement for scoring is 60% in all Divisions.

Understanding the letter & numbers in (rules) in each division

T=Tumble

S = Stunt

P = Pyramid

B = Basket Toss

What division do I enter?

The Sideline Division is similar to current industry standards. Look at each set of division rules and pick the division that is similar to the current divisions you are currently competing in.

Things to keep in mind for Building & Tumbling in the Sideline Division

- Building – Can I twist? No.
- Building - Can I release? Cradles and Pop Off Dismounts only.
- Building - Can I invert? No.
- Tumbling- Can I do bounding skills, flipping skills twisting skills? If I can, where does that fit within each level.



SIDELINE CHEER

| Fight Song- 50 Points 1 minute | Sideline Cheer/Chant-50 Points 1 minute | Crowd Leading Cheer-100 Points 1 minute |
|--|--|---|
| <ul style="list-style-type: none"> • Motion Placement/Synchronization | <ul style="list-style-type: none"> • Motion Placement/Synchronization | <ul style="list-style-type: none"> • Motion Placement |
| <ul style="list-style-type: none"> • Crowd Appeal | <ul style="list-style-type: none"> • Crowd Appeal | <ul style="list-style-type: none"> • Synchronization |
| <ul style="list-style-type: none"> • Spacing/Formations | <ul style="list-style-type: none"> • Transitions/Formations | <ul style="list-style-type: none"> • Spacing/Formations |
| <ul style="list-style-type: none"> • Visual Effects | <ul style="list-style-type: none"> • Visual Effects | <ul style="list-style-type: none"> • Voice Projection |
| <ul style="list-style-type: none"> • Overall | <ul style="list-style-type: none"> • Overall | <ul style="list-style-type: none"> • Use of Props |
| | | <ul style="list-style-type: none"> • Pace |
| | | <ul style="list-style-type: none"> • Crowd Effect/Appeal |
| | | <ul style="list-style-type: none"> • Visuals |
| | | <ul style="list-style-type: none"> • Showmanship |
| | | <ul style="list-style-type: none"> • Overall |

Stunt Restrictions: Prep, Extension, Liberties, Hitches

Props: Signs, Flags, Poms, Megaphones

Tumbling/Jumps: Single Skills ONLY

Time Limit: 1 minute per section



SIDELINE CHEER

| Sideline Cheer Division Team Scoring System | | Divisions- Small Large |
|--|----------------|----------------------------------|
| Motion Placement/Synchronization | 10.0 | |
| Crowd Appeal | 10.0 | |
| Spacing/Formation | 10.0 | |
| Visual Effects | 10.0 | |
| Overall | 10.0 | |
| (Total Possible Points-Fight Song) | 50 | |
| Category Points | | |
| Category Deductions | | |
| Category Total | | |
| Scoring Category | Maximum Points | Awarded Scores |
| Motion Placement/Synchronization | 10.0 | |
| Crowd Appeal | 10.0 | |
| Transitions/Formations | 10.0 | |
| Visual Effects | 10.0 | |
| Overall | 10.0 | |
| (Total Possible Points-Sideline Cheer/Chant) | 50 | |
| Category Points | | |
| Category Deductions | | |
| Category Total | | |
| Scoring Category | Maximum Points | Awarded Scores |
| Motion Placement/Synchronization | 10.0 | |
| Synchronization | 10.0 | |
| Spacing/Formations | 10.0 | |
| Voice Projection | 10.0 | |
| Use of Props | 10.0 | |
| Pace | 10.0 | |
| Crowd Effect/Appeal | 10.0 | |
| Visuals | 10.0 | |
| Showmanship | 10.0 | |
| Overall | 10.0 | |
| (Total Possible Points-Crowd Leading) | 100 | |
| Category Points | | |
| Category Deductions | | |
| Category Total | | |
| Total Scores Combined | | |
| Total Deductions Combined | | |
| Final Score | | |
| (Optional Percentage of Percentage can be converted after deductions) | | |

General Rules- 1 minute per section

- **Restrictions**
 - No tosses
 - No inversions
 - No twisting dismounts
 - No running tumbling, only standing
 - Standing tuck is the highest skill. No Standing full.
 - Ripple tumbling is allowed in standing
 - Jumps before Standing tumbling is allowed
 - Jump to BHS, Jump to Tuck
 - Single leg stunts are allowed
 - Exception: liberties or liberty hitches
- **Fight Songs**
 - Can include standing tumbling skills, kicks, and jumps
- **Props**
 - Limited to signs, megaphones, flags, poms
 - Easy to read
 - Related to the sideline, team, colors, programs initials, etc.

Key Words Defined

- **Motion Placement**
 - Location of arms, elbow, and wrist
- **Sharpness**
 - Speed and precision with motion placement- not soft or bouncy
- **Synchronization**
 - Effectiveness as a group
- **Technique**
 - Understanding of cheer teams' ability
- **Timing**
 - Staying together as a group or with counts/words
- **Spacing**
 - Formation placement for usage of floor and crowd appeal
- **Props**
 - Used effectively to enhance team visual appeal and/or voice to a crowd
- **Fight Song**
 - Music section for a school or team
- **Sideline/Chant**
 - A school spirited sideline cheer or chant based on a team's position on the field. Typically, offensive or defensive.
- **Crowd Leading Cheer**
 - Cheer used to engage the crowd using but not limited to programs initials, colors, mascot, or school

SIDELINE DEDUCTION SYSTEM

The philosophy behind the Global Cheer and Dance's deduction system is that the deductions must be justified, but also it is here to ensure fair play and the safety of the athletes. It is NOT intended to penalize the athletes.

Tumbling/Jump Touchdown

-0.5

An obvious mistake is made including but not limited to, knees, head or hands touching the performance during the skill or landing of the skill.

Building Violations

-.25

An obvious mistake is made including but not limited to, missed skills, early dismount, uncontrolled cradle, etc.

-1.0

A stunt that falls but doesn't come in contact with the performance surface.

-1.25

Base, flyer, or spotter comes in contact with the performance surface.

-1.5

Any pyramid or same stunt group that comes in to contact with the performance surface

Rule Violations

Definiton

Rule violations (no matter the skill set) will result in a deduction per rule being violated. If the same rule is violated in sync, it will be deducted 1 time. However, if the same rule is violated multiple times throughout the routine, it will be assessed each time it is violated. For ex: 4 Sync'd groups perform same illegal inversion=1.5pt. but if that same illegal inversion is performed again later by 1 or 2 groups in the routine, it will get an additional 1.5 deduction.

-1.0

General/Tumbling Safety Infraction

-2.0

Building/Safety Infraction

-.5

Routine Length and/or Image Policy

-5.0

Unsportsmanlike Conduct Infraction