

ICCA GAME DAY DIVISION

2024-2025 CHEER SEASON:

5 Game Day Divisions:

- Small Junior High – up to 14 on the floor
- Large Junior High – up to 24 on the floor
- Junior Varsity – up to 24 on the floor
- Small Team Varsity – up to 14 on the floor
- Large Team Varsity – up to 24 on the floor

Schools may choose to enter the Game Day only or can enter Game Day and Routine Divisions.

TIME LIMIT: 1 minute 15 seconds

Time will start with the announcer introducing the team:

Please Welcome _____ Junior High to the floor.

There will be no prior placing of props on the mat. They must be taken to the floor when the team is announced.

Team will line up at the edge of the mat.

DEDUCTIONS: The IHSA deduction sheet will be used for all divisions.

SCORING:

A new score sheet has been developed to help both coaches and officials with scoring.

Officials will be instructed to score according to a three level rubric.

Above Average	7-10
Average	4-7
Below Average	2-4

SCORING CATEGORIES:

COMMUNICATION 10 Points

- Wording is easily understood with clear articulation
- Crowd is encouraged to respond throughout the cheer
- Controlled pace – crowd could easily yell along
- Strong voices and good volume with good inflection in the voice

ROUTINE DESIGN 10 Points

- Good use of the performance space

Crowd engagement throughout the cheer
Contains visual variety
Good flow to routine – minimal down time between entrance and start of cheer
Use of all athletes throughout the performance
Easy for crowd to follow and participate

CHEER PROP INCORPORATION 10 Points

Proper use of signs
Megaphones – when used - encourage crowd response
Flags or banners waved/raised on words to encourage crowd to yell
Effective use of poms
Attention: Scoring is not enhanced by the number of props used but rather by how they elicit a crowd response.

JUMP INCORPORATION 10 Points

One or more jumps performed
Timing of the jump(s) corresponds to a time in the cheer for a crowd response
Good technique and execution
Score is not enhanced by the number of jumps performed but how they are placed in the flow of the cheer.
All things equal, a jump with higher degree of difficulty could score higher than a jump of lower difficulty.
The more team members doing the jump would raise the score depending on the technique and execution of the jump.

TUMBLING INCORPORATION 10 Points

One or more tumbling skills performed
Timing of the tumbling skill corresponds to a section in the cheer for a crowd response
Good technique and execution
Score is not enhanced by the number of tumbling skills but how they are placed in the flow of the cheer.
All things equal, a tumbling skill with a higher degree of difficulty could score higher than a tumbling skill of lower difficulty. But a team with a well executed lower level of difficulty tumbling skill could score higher than the more difficult tumbling because of the execution by the team.
The more team members doing the tumbling skill could raise the score depending on the technique and execution of the tumbling skill.
Decisions on type of tumbling skill to perform should be made according to what skill the majority can execute well.

STUNTS/PYRAMID INCORPORATION 10 Points

Use of stunts and/or pyramid. Both are not required.

Timing in building of the stunt and/or pyramid corresponds to a desired crowd response

Good technique used in building and dismounting of the skill

PERFORMANCE/SHOWMANSHIP 10 Points

Natural smiles and facial expressions

Performance is energetic, enthusiastic and encouraging crowd response

Strength in leadership ability

Genuine spirit and good eye contact

OVERALL SYNCHRONIZATION 10 Points

Timing of all elements of the cheer

Synchronized jumps, tumbling, stunts and/or pyramids

Synchronization of motions with words

VISUAL APPEAL 10 Points

Clear formations with correct spacing

Good visual synchronization

Appropriate use of motions

Proper control and placement of movements

Sharpness and strength of motions

Skills done with proper technique

OVERALL IMPRESSION 10 Points

Audience appropriateness

Crowd appeal, crowd response

Originality

Overall Effectiveness of elements in the cheer

Crowd involvement is continual throughout the cheer