CHRISTIAN CHEERLEADERS OF AMERICA

GameTime General Rules & Division Information

Teams will be evaluated on their ability to lead the crowd, proper skill incorporation, performance, motions, showmanship, and overall routine. GameTime functionality is heavily emphasized. Performances should be prepared as if they were GameTime performances at a school sporting event. Teams will be evaluated in the following three areas:

Band Chant - :45 (Time starts with first note of music)

1. Teams will need to provide their own legally obtained and licensed band chant music.
2. Teams should focus on crowd appeal and use creative movements such as level changes or ripples.
3. Stunting is not permitted in this section.
4. Tumbling is not permitted in this section.
5. A cue will not be given to start the Band Chant.

Sideline - :30 (Time starts after prompt)

1. Prepare your own sidelines - one offense and one defense.
2. An announcement will be made before the sideline portion of the routine begins. Teams are required to respond appropriately to the announcer's cue.
3. Standing tumbling is permitted during this section of the routine.
4. Overall heavy emphasis on crowd involvement.
5. Team may not stunt until the sideline has been started.
6. At the end of the sideline section, athletes should move into the next section

Examples of situational prompts:

*The School Name/Mascot Offense needs to score.

*The School Name/Mascot Offense is driving down the field for a score!

*The School Name/Mascot Defense needs to stop that ball.

*Let's Go, School Name/Mascot Defense, steal that ball.

Timeout/Cheer - EX: Traditional Timeout Music, School Fight Song, CCA Camp Cheer with Props, or Non-Music Cheer - 1:00 (Time starts with music or first word - no prompt given)

1. Standing tumbling is permitted.
2. One song may be used during your timeout. Music that will help your team lead the crowd is suggested, not just music to dance to.
3. Teams will need to provide their own legally obtained and licensed band chant music.
4. Skills should be executed with strong technique while providing a visual effect that influences crowd participation.
5. Dismounts after the completion of the routine will not be included for timing purposes. Any choreographed dismount will continue the timing.

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The GameTime Division emphasizes the use of crowd oriented material and crowd leading. Difficulty is not scored in this division.

Time Limitations

1. Routines have a total time maximum of **3:00**. Each section time limit is listed on page 1.

2. Due to the potential variance in audio and timing equipment, judges will not issue a deduction until time is over five (5) seconds over limit.

Division Rules

1. Divisions are divided by Elementary, Junior High, Junior Varsity, and Varsity. CCA reserves the right to combine divisions based on event registrations.

2. Divisions will be further divided based on the number of participants. GameTime 1A will consist of teams that have up to 15 athletes. GameTime 2A will consist of teams that have 16 or more athletes. Teams with more than 15 athletes may compete in Gametime 1A, but will not be allowed to have more than 15 participants on the performance floor at any given time during the performance.

3. CCA requires that all GameTime performances follow the safety standards set forth by the NFHS/USA Cheer in addition to the rules presented in this document.

4. Each section should have a beginning and end. Crowd-leading interaction between sections is encouraged to continue the game day feeling. Stunts are not allowed as a transition before or between sections, including the team's entry to the floor or any time before the beginning of the performance. Tumbling and single-based lifts are allowed anytime during the performance except during the Band Chant. Tumbling at the team's entry to the floor is allowed but is not scored.

5. The performance will follow this order: Band Chant, Situational Sideline, Timeout/Cheer

GameTime Restrictions

1. The following props are approved and encouraged: foam fingers, flags, signs, poms, megaphones and rally towels. The use of additional props are not allowed unless approved prior to the event. The use of all proprs is not required. Props should be used for crowd leading/crowd response.

2. Air horns or artificial noise makers are not allowed.

3. Props may not be thrown into the crowd.

4. Props cannot bear the weight of an athlete. This includes sideline cheer/dance boxes used at games.

5. Props may be discarded off the performance surface but not hit/banged on the floor outside the performance area.

6. Prop approvals and/or questions may be submitted to information@cheercca.com. Please submit requests for approval at least 2 weeks prior to an event.

7. Mascots may only use the approved props listed above.

8. Basic stunts are allowed except in the Band Chant section. No twisting, spinning, or inverted stunts. Single-leg extended libs are allowed.

9. Running tumbling is not allowed.

10. Single standing tumbling is allowed. A single tumbling skill can be connected to a single jump.

11. Twisting transitions are not permitted

12. Basket Tosses are not permitted.

Christian Cheerleaders of America





CHRISTIAN CHEERLEADERS OF AMERICA

GAMETIME SCORE SHEET

CATEGORY	POINTS
BAND CHANT JUDGE - 32 POINTS	
Perfection of Band Chant Section *Material that engages the crowd and elicits a response*	5
Effective Use of Props *Proper use of props to engage the crowd, timing and execution*	5
Motions *Precision, sharpness, placement, synchronization of motions/movement, timing*	5
Formations & Spacing *Effective crowd coverage, precise spacing, seamless transitions, level changes, ripples*	5
Routine Composition *Choreo, Visual Appeal, Voices, creative movement,*	5
Overall Impression *Ability to engage & connect with the crowd, Genuine school spirit & energy, Transitions between GameTime sections, Clean, showmanship, crowd focused.*	7
SITUATIONAL SIDELINE JUDGE - 32 POINTS	
Perfection of Sideline Section *Proper response to the sideline cue,*	5
Effective Use of Props *Proper use of props to engage the crowd, timing and execution*	5
Motions *Precision, sharpness, placement, synchronization of motions/movement, timing*	5
Crowd Effectiveness *Material that engages the crowd and elicits a response, Voice, pace, flow, crowd coverage*	5
Skill Incorporation *Effectiveness & execution of skills, practical & relevant skills used to lead the crowd, technique, stability, synchronization, & spacing*	5
Overall Impression *Ability to engage & connect with the crowd, Genuine school spirit & energy, Transitions between GameTime sections, Clean, showmanship, crowd focused.*	7
TIMEOUT/CHEER - 36 POINTS	
Perfection of Timeout/Cheer Section *Material that engages the crowd and elicits a response*	5
Effective Use of Props *Proper use of props to engage the crowd, timing and execution*	5
Motions *Precision, sharpness, placement, synchronization of motions/movement, timing*	5
Formations & Spacing *Effective crowd coverage, precise spacing, seamless transitions, level changes, ripples*	5
Skill Incorporation *Effectiveness & execution of skills, practical & relevant skills used to lead the crowd, technique, stability, synchronization, & spacing*	5
Category Impression *Overall Choreography of Jumps/Tumbling, Visual Appeal, Flow, Formations, Transitions*	4
Overall Impression *Ability to engage & connect with the crowd, Genuine school spirit & energy, Transitions between GameTime sections, Clean, showmanship, crowd focused.*	7
TOTAL POSSIBLE POINTS	**100**