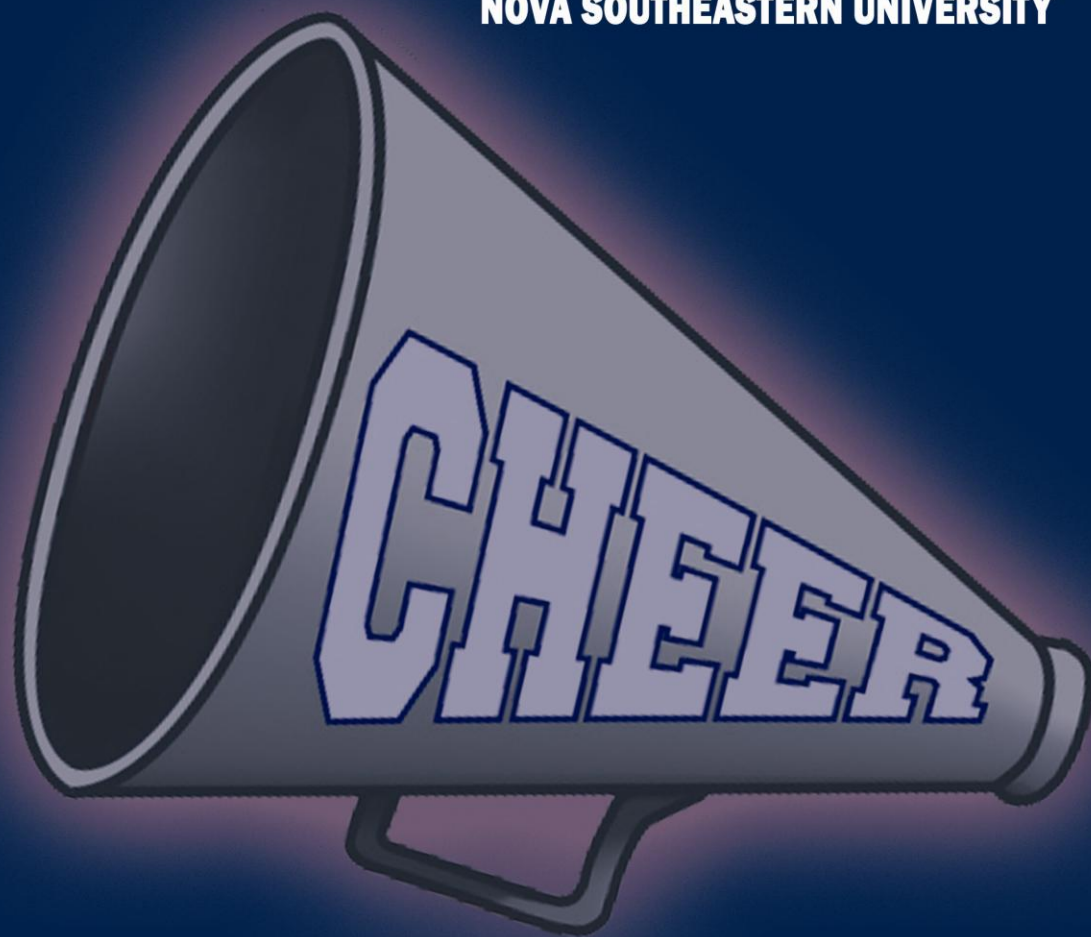




# ORANGE BOWL CHEER & DANCE CHAMPIONSHIPS

## 2011 COMPETITION RULES & PROCEDURES

SUNDAY, NOVEMBER 6, 2011  
NOVA SOUTHEASTERN UNIVERSITY



THIS IS ORANGE.



## TABLE OF CONTENTS

	<u>Page No.</u>
<b>League Operations</b>	
Ages and Divisions	2
Selecting a Division	2
Hardships	3
Combining Squads	3
Eligibility	3
Categories	4
Category Specifications	4
Squad Size	4
Order of Performance	4
Tie Breaking Procedures	5
Time Requirements	5
Uniform Policy	5
Patches	6
<b>Safety Regulations / Definitions</b>	
General Rules	7
Definitions	7
Partner Stunts / Pyramids	8
Tumbling / Jumps	14
<b>Performance Operations</b>	
Scores and Rankings	15
Interruption of Performance	15
How to Handle Procedural Questions	15
Interpretations and Rulings	15
Finality of Decisions	16
Disqualification	16
Sportsmanship	16
Deductions Overview	17
<b>Event Day Operations</b>	
Event Day Registration Overview	18
Event Day Registration Procedures	18
Music and PA System	20
Credentials	20
Backstage / Warm-Up Area Guidelines	20
Team Pre Performance Rotations	21
Participant Medals, Team Photos and Hydration Stations	22
Awards Presentations	22
Orange Bowl Committee Contact Information	23
<b>Forms</b>	24

## LEAGUE OPERATIONS

### Ages and Divisions

Divisions	Ages
Minis	4,5,6
PeeWee	7,8
Junior Prep	8, <b>9</b> ,10
Prep	9, <b>10</b> ,11
Junior Varsity	10, <b>11</b> ,12
Varsity	11, <b>12</b> ,13
Semi Pro	12, <b>13</b> ,14
Pro	13, <b>14</b> ,15,16

Teams will be placed into a specific division based on the chart of average age categories above.

### Selecting a Division

- **Average Age:**

To determine a squad's correct placement within the competition (based on the above chart of ages and divisions) please proceed as follows:

- Given the ages of all members of a team, calculate the team's average age
- Place the participants in the division where the team's average age (determined in previous step) corresponds with the division average age (age number in bold above)

*For example:*

#### Example #1:

A squad with 7 girls ages 8, 11, 10, 8, 9, 9, & 10, would compute their team's average age as follows:

$$\begin{aligned}\text{Average age} &= (8+11+10+8+9+9+10) \div 7 \\ &= 65 \div 7 \\ &= 9.29\end{aligned}$$

Using the whole number only, the entire squad's average age is age **9**. They would compete in the **Junior Prep division** since that division's average age is also 9.

#### Example #2:

A squad with 7 girls ages 12, 11, 10, 11, 8, 11, & 10, would compute their average age as

follows:

$$\begin{aligned}\text{Average age} &= (12+11+10+11+8+11+10) \div 7 \\ &= 73 \div 7 \\ &= 10.43\end{aligned}$$

Again, using the whole number only the entire squad's average age is age **10**. They would compete in the **Prep division** since that division's average age is also 10.

In performing the above average age calculations to place your teams, please use the age that the cheerleaders will be **on the date of the competition** (November 6, 2011), as your cut off date. Doing so will allow for better accuracy and fairness.

### **Hardships**

Hardships are defined as conditions that are difficult to endure, and that create a competitive disadvantage that a league or team cannot reasonably overcome. Hardships are either unforeseeable, or beyond the control of the league / park that they affect. The Orange Bowl Committee has all final authority in determining if a given set of circumstances qualifies as a hardship.

With the prior approval of the League's Cheer Commissioner, any team may have their particular circumstances evaluated for a hardship exemption. To receive hardship consideration please contact your League Cheer Commissioner for an application. All applications must be received by the Youth Sports Department of the Orange Bowl Committee **absolutely** no later than the close of business on **Friday, October 24, 2011**.

### **Combining Squads**

If a squad has four (4) or less participants, that squad has the option to combine with another squad from the same park. Once the squads combine, an average age will be taken in order to place that squad in the correct division. Please see both the Ages and Divisions and the Selecting a Division sections of this manual.

If a park has one (1) squad that cheers for the entire park, then an average age will be taken in order to place that squad in the correct division. Please see both the Ages and Divisions and the Selecting a Division sections of this manual.

Combining squads **can not** be used if the intention of the squad is to have a smaller or lighter flyer for stunting, or to otherwise manipulate their competitive division in a way that violates the spirit of the competition. Participants must be sixteen (16) years old or younger on the day of the event to be eligible to compete in the championships.

### **Eligibility**

All participating squads must be registered and in good standing within their own league during the current season to be eligible to participate.

All participants must be eligible to cheer in their respective League Competition in order to compete. Any participant under suspension in their own league will not be eligible to participate in any Orange Bowl YFA event. A participant that competes while ineligible will result in that participant's squad forfeiting their standing in the competition.

Ineligible participants include:

- Over Age (17 or older in any division)
- Unregistered participants
- Participants on official discipline by any of the leagues
- Participants without a current official registration card
- Participants not listed on an official team roster after rosters are frozen or turned in to the Orange Bowl Committee

### Categories

There is only one category:

**Cheer/Dance/Stunt.**

### Category Specifications

- **Cheer/Dance/Stunt:**

Each squad's presentation must include at least one cheer or sideline chant. Squads may prepare different routines to perform within the allotted time. More than one song may be used as long as it does not exceed the time constraints. Squads may utilize "mixed" music, which features segments of several songs mixed together. Poms may or may not be used in this category. **Stunting (building) WILL BE allowed** in this category. Stunting (building) is defined as any tumbling skill, toss, mount, or pyramid. All stunting should correspond to the skill level of the squad.

### Squad Size

Squad sizes are as follows:

SMALL	4-13 participants
MEDIUM	14-24 participants
LARGE	25-35 participants

All squads must have a minimum of four (4) participants.

### Order of Performance

The order of performance will be selected at random immediately following the deadline for submitting team registration forms. Team registration forms must be received by the Youth Sports Department of the Orange Bowl Committee absolutely no later than close of business on **October 24, 2011**. Any squad that submits their registration forms late will compete in the first position(s) in their respective division.

### Tie Breaking Procedures

In the event of a tie, a review of the score sheets will take place. The judges' panel will be responsible for breaking all ties and their decision will be final. The protocol that the judges will use to break all score ties is as follows:

- 1) Officials will refer to each individual judge's overall ranking of the teams within the categories. The winner will be the team that received the highest combined overall ranking.
- 2) If a tie still exists, judges will refer to team scores within the "fundamentals" category. The winner will be the team that received the highest combined fundamentals score.
- 3) If a tie still exists, judges will refer to team scores within the "precision" category. The winner will be the team that received the highest combined precision score.
- 4) If a tie still exists, the winner will be determined by a judges conference.

**All decisions made by the HEAD JUDGE are final. NO FURTHER PROTESTS MAY BE MADE.**

### Time Requirements

**THERE WILL BE A FIVE (5) POINT PER JUDGE DEDUCTION FOR EXCEEDING THE TIME LIMIT!**

Each cheer squad will perform a choreographed routine that is minimally two minutes (2:00:00) in length and that does not exceed two and a half minutes (2:30:00).

**No voice-overs or words may be recorded to make the team's vocal projection sound louder.**

Squads should move on and off the performance floor as quickly as possible. Squads will be allowed to enter the mat with spirit. The judges will give a cue to the PA Announcer. That individual will then announce "Ladies, You May Begin" to alert squads that timing will begin with the first organized word, movement, or note of music by the squad.

**Routines must be age appropriate and appropriate for family viewing. Any vulgar, sexually suggestive etc. movements, words, music, tear away uniforms or removal of clothing will result in a severe penalty and possible disqualification at the judge's discretion. Refer to Judging Score Sheet.**

If there are any questions or concerns regarding your music selection and/or this policy, please contact the Orange Bowl Committee's Youth Sports Department at (305) 341-4700.

### Uniform Policy

Participants must arrive in a uniform manner for registration. This consists of a uniform vest or T-Shirt and a uniform skirt or shorts. Participants are permitted to wear warm-up suits, sweatshirts or jackets during registration.

Squads must be dressed in competition uniform for the awards ceremony.

No uniform alterations are allowed during competition.

Uniform skirts and tops may not be altered, rolled etc. to make them shorter. Penalties will be levied by judges for competitors whose skirts are deemed to be purposefully too short. Refer to Judging Score Sheet.

Participants may enter the stadium wearing hair curlers, scarves, rags, etc. if allowed by their respective league. All hair styling must take place in the team seating area. Per facility regulations, absolutely no hot curlers, flat irons, blow dryers or the like are permitted.

### **Patches**

All OBYFA squads must display the “**Obie**” patch on their uniforms where it is visible. Patches must be permanently attached to uniforms (either the uniform vest/T-Shirt or uniform skirt/shorts). No push pins or safety pins are permitted. Patches must be displayed in a consistent manner on each participant’s uniform from the same squad.

**\*NOTE: Dressing room facilities will not be available.**

# SAFETY REGULATIONS/DEFINITIONS

(Please note that NFHS Rules apply)

## General Rules

1. All squads have a total of two and a half minutes (2:30:00) for the 2011-12 championships. Timing will begin with the first organized word, movement, or note of music by the squad.
2. **If a squad exceeds the time limit, a five (5) point per judge penalty will be assessed for each violation.** Because penalties are severe, it is recommended that all squads time their performances several times prior to attending the competition and leave a several second cushion to allow for variations in sound equipment.
3. Participants must start in the competition area with at least one foot on the ground. Squads may line up anywhere inside the competition area. The competition area will be determined by the competition director according to the size of the facility being used and mat size availability. Approximate floor size will be 54 feet wide by 42 feet deep (9 strips). In executing their routine, participants must remain within the limits of the performance mat at all times. **Stepping outside of the specified mat area creates a safety hazard and is punishable with a five (5) point per judge penalty for each violation.**
4. All introductions (tumbling, entrances, chants, spell outs, etc.) are considered part of the routine and are timed as part of the performance. There should not be any organized exits or other activities after the official ending of the routine.

## Definitions

1. **BASE** - A person who supports the majority of a top person's weight while the top person is off the ground.
2. **CRADLE** - A dismount from a partner stunt, pyramid or toss in which the top person is caught in a face-up, piked position before being placed on the performance area or remounting into another stunt, pyramid or loading position.
3. **DISMOUNT** - The movement from a stunt or a pyramid to a cradle on the performing surface is not considered to be a dismount.
4. **DOUBLE BASED SUSPENDED ROLL** - Dismount with a foot-over-head rotation where the top person has continuous hand-to-hand contact with the bases who are controlling the top person onto the performance surface or into a cradle.
5. **EXTENDED STUNT** - When the entire body of the top person is extended in an upright position over the base(s). Chairs, torches, flatbacks, and straddle lifts are example of stunts where the bases arms are extended overhead, but are NOT considered to be extended stunts since the height of the body of the top person is similar to a shoulder level stunt.
6. **HELICOPTER**- A stunt in which the top person is tossed in the air and rotates more than 180 degrees parallel to the ground in the same motion as a helicopter blade.
7. **INVERTED** - When the top person's head is below the waist. Arch-back dismounts to a cradle are not considered to be inverted.
8. **RELEASE MOVE** - When the base(s) and top person become free of contact with each other.
9. **SPOTTER** - A person whose primary responsibility is the protection of another during the performance of a skill.
10. **TOP PERSON** - A person who is held off of the floor by another person or persons.

## Partner Stunts/Pyramids

1. All pyramids and partner stunts are limited to two persons high. "Two high" is defined as the base having at least one foot on the ground.
2. The top person in a partner stunt, pyramid or transition may not be in an inverted (head below waist) position and cannot transition to another stunt, to the ground or to a dismount in an inverted position. **Exceptions to this rule are the following: Double based suspended forward rolls.**

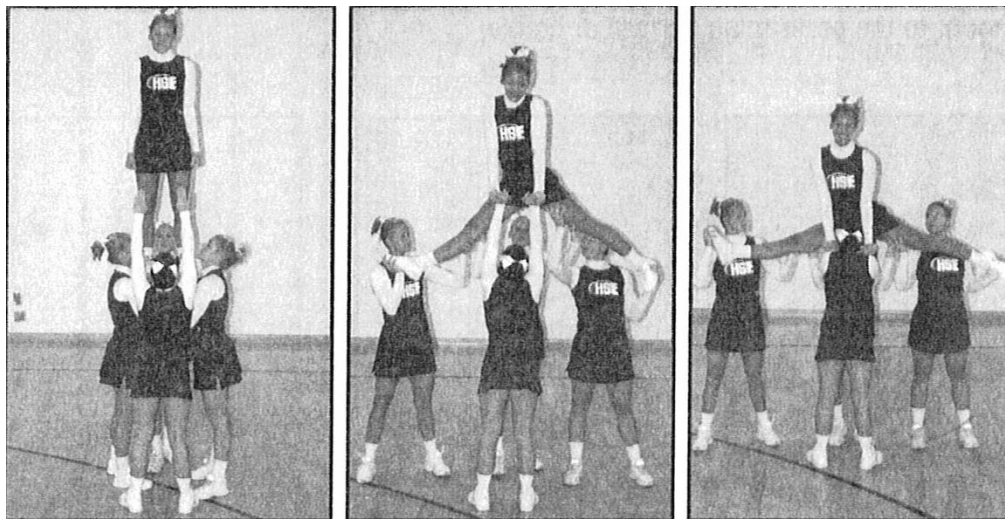
Diagram 1- ILLEGAL



- As depicted in Diagram 1, to the right, a flyer must never be in an inverted position. The movement shown in Diagram 1 is ILLEGAL.

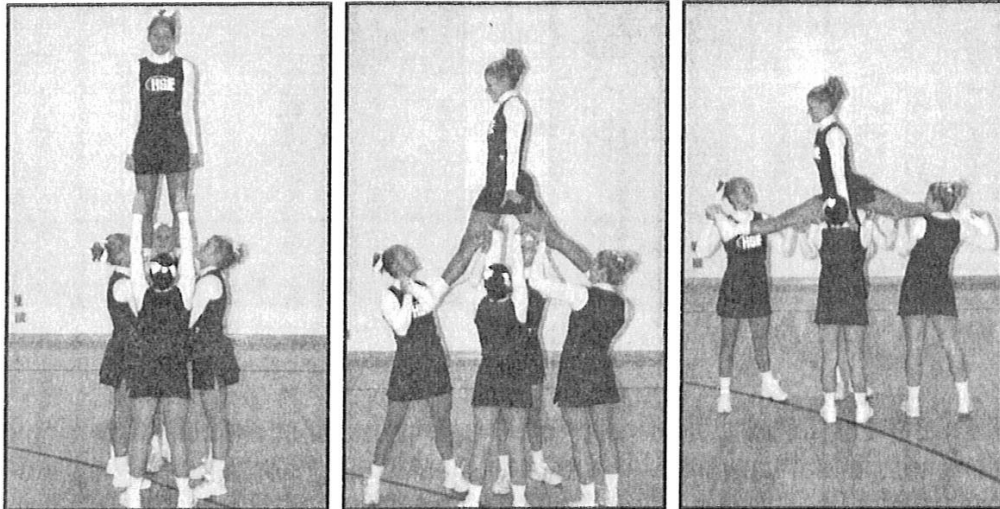
3. Suspended splits in a transition are allowed provided there are a total of four bases that support the top person; at least three of the bases must support under the legs of the top person, and the fourth base may support under the legs or be in contact with the hands of the top person. The top person must have hand contact with the bases.

Diagram 2 - LEGAL



- Diagram 2 above illustrates a drop to a suspended split with three bases supporting under thighs and legs, and the fourth base holding the flyer's hands. The movement in Diagram 2 is **LEGAL**.

Diagram 3 - **LEGAL**



- Diagram 3 above illustrates a drop to a suspended split with four bases supporting under thighs and lower legs. The movement in Diagram 3 is **LEGAL**.
4. Partner stunts and pyramids higher than shoulder stand level must have a continuous spotter for each person over shoulder stand level. Spotters are considered part of the team with regard to the team member limitations.
  5. Partner stunts and pyramids higher than shoulder stand level must have a continuous spotter for each person over shoulder stand level. Spotters are considered part of the team with regard to the team member limitations. For single-based extended stunts, the spotter may hold the ankle of the top person and/or wrist of the base. If the spotter is supporting under the sole of the foot in any way, they are considered to be a base and would require an additional spotter.

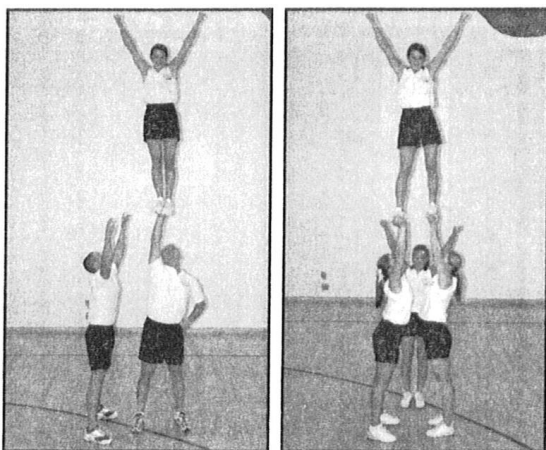


Diagram 4A **LEGAL** Diagram 4B **ILLEGAL**

- As displayed in Diagrams 4A & 4B on the left, a spotter must remain visually focused on the head and shoulders area of the flyer, except when it is necessary to briefly check other stunt personnel. The movement in Diagram 4A is **LEGAL**. The movement in Diagram 4B is **ILLEGAL**.

- Diagrams 5A, 5B & 5C below further depict that a spotter's arms and hands must be in one of the following positions: (5A) grasping wrists of the base is **LEGAL**, (5B) touching or grasping a flyer's ankles is **LEGAL**, or (5C) lifted or extended towards the flyer's head and shoulders is also **LEGAL**

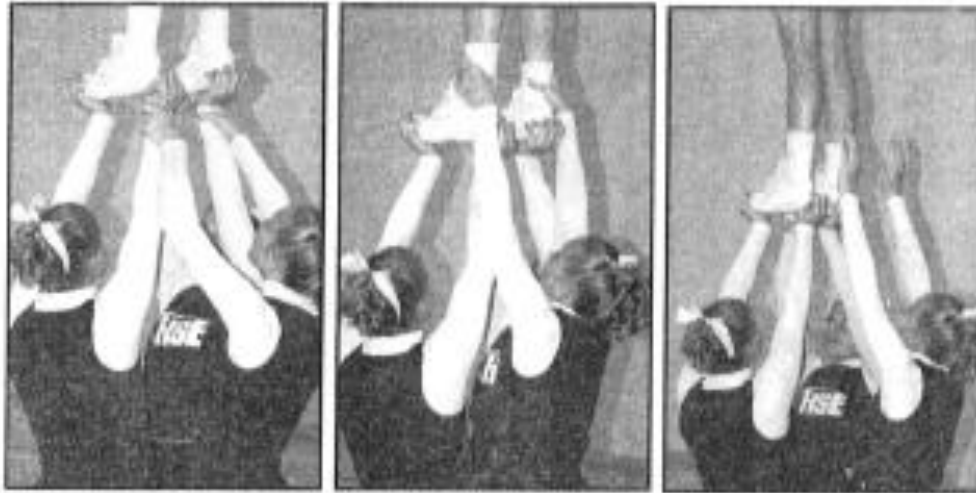


Diagram 5A - **LEGAL**

Diagram 5B - **LEGAL**

Diagram 5C - **LEGAL**

- When one person is bracing another (including over lapping of arms), one of the individuals must be at shoulder height or below. Exceptions to this are the following:
  - Extensions (double base or single base) may brace other extensions.
  - Double Cupies (two cupies being held by the same base) are allowed. If the stunt is dismounted to cradles, there must be three people for each top person being cradled. This exception does not include variations such as Double Heel Stretches.
- If a person in a partner stunt or pyramid is used as a brace for an extended stunt, the brace must not be supporting a majority of the top person's weight. (To demonstrate this, the foot of the top person's braced leg must be at or above the knee of the supporting leg.)

Diagram 6A - **LEGAL**



Diagram 6B- **ILLEGAL**



- Diagrams 6A and 6B both picture bracers. A bracer must not provide primary support for a flyer. The movement in Diagram 6A is **LEGAL**. The movement in Diagram 6B is **ILLEGAL**.
8. Extended straddle lifts must have an additional spotter for the head and shoulders of the top person (similar position to a Double Based Elevator).
  9. Hanging pyramids (example diamond head) must have a continuous spotter for each shoulder stand involved in suspending another person.
  10. In pyramid transitions where the top person is released from their primary bases and assisted in an up and down transition the following rules apply:
    - a. At least 3 bases must be under top person throughout the transition.
    - b. Person(s) bracing the top person in the transition must have a spotter in place during the transition movement.
    - c. The top person must be in contact with the bracers during the up and down transition. The top person may not be supporting on any other body part of the person(s) assisting (i.e. shoulders of the bracer).
    - d. The top person must be continuous in motion and cannot be supported so that they pause at the top of the transition.



Diagram 7A - **LEGAL**

Diagram 7B - **LEGAL**

Diagram 7C - **LEGAL**



Diagram 8A – LEGAL

Diagram 8B – LEGAL

Diagram 8C – LEGAL

11. Basket tosses, toe pitch tosses, elevator tosses or similar tosses are limited to no more than four tossers and must be dismounted to a cradle position by two of the original bases, plus an additional spotter at the head and shoulder area. These tosses may not be directed so that the bases must move to catch the top person.
12. Participants may not pass over or under other participants from tosses. **Exceptions to this rule are the following: Single based tosses can go over another person.**
13. Free falling flips or swan dives from any type of toss, partner stunt or pyramid are prohibited.
14. Partner stunts, pyramids and participants may not pass over, under or through other partner stunts or pyramids.
15. Single based stunts in which the top person is parallel to the performing surface and the bases' arms are extended must have a continuous spotter at the head and shoulder of the top person. (i.e. Bird, Side T, Single Based Flatback, etc.)
16. Multi-based tosses that land in stunts (i.e. basket to elevator, etc.) are allowed; however, they cannot significantly exceed the height of the intended stunt. Multi-based tosses cannot land in a loading position. **Exception to this rule: A single based toss (one base touching during the toss movement) is allowed into a loading position to that original base.**
17. Backward suspended rolls and single based suspended rolls are prohibited.

18. Cradle dismounts from partner stunts or pyramids shoulder height or above require one spotter in addition to the original base(s).
19. Cradle dismounts from partner stunts (other than basket tosses, elevator tosses or similar tosses) to another set of bases must be caught by three bases. Any type of gymnastics movement (1/2 turn, twist, toe touch, etc) is prohibited.
20. Twists greater than two rotations in stunts, tosses or dismounts are prohibited.  
**Exception to this rule: Side facing stunts (i.e. Arabesque, Scorpion, etc.) may add a one-quarter twist in order to cradle to the front.**
21. Basket tosses, elevator tosses and similar tosses are considered one stunt and twists must not TOTAL more than two rotations. (i.e. A basket toss quarter turn, kick out and then double down into the cradle would be illegal.)
22. Tension drops are prohibited.
  - As demonstrated in Diagram 9 below, tension drops are **ILLEGAL**

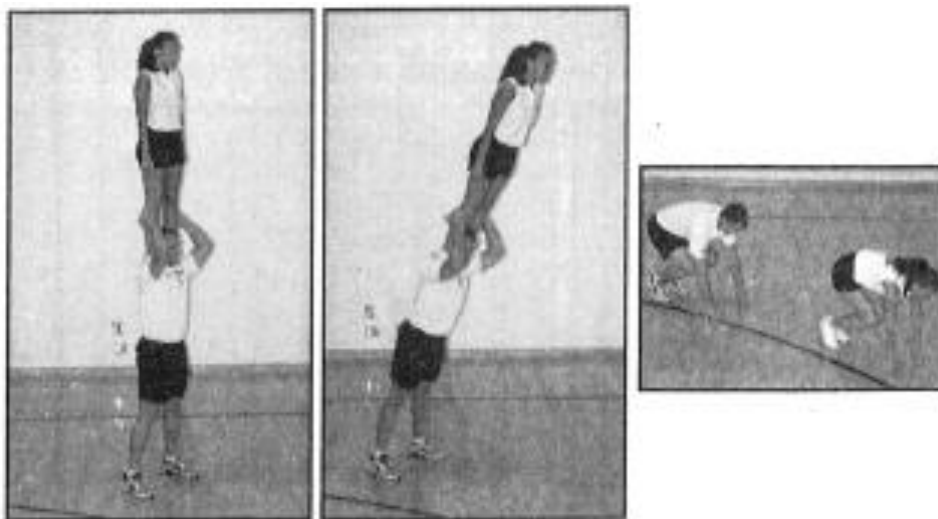


Diagram 9 - **ILLEGAL**

23. Helicopter tosses are prohibited.
24. Single based split catches are prohibited.
25. The use of mini-trampolines, springboards, or any other height-increasing apparatus is prohibited.

## Tumbling/Jumps

1. Dive rolls are prohibited. (**DIVE ROLL** - An aerial forward roll where the feet are off the performing surface simultaneously.)
2. Flips greater than one rotation are prohibited.
3. Twists greater than one rotation are prohibited for all teams.
4. A forward three quarter flip to the seat or knees is prohibited.
5. Participants may not tumble over, under, or through partner stunts, pyramids, or over or under individuals.
6. Participants may not land in a partner stunt or catching position from an aerial tumbling skill. (Example: a back flip from a tumbling pass into a cradle position is prohibited; however, rebounding from a back handspring into a cradle is allowed).
7. Landings for all jumps must bear weight on at least one foot. (Example: a toe touch jump or kick into a hurdler position, to the seat, knees or landing with both feet back, or to a push-up position is prohibited.) Knee-drops are prohibited. (**KNEE-DROP** - Dropping to the knees without first bearing the majority of the weight on the hands or feet.)
8. Any type of hurdler position or the position with both feet back (sitting, landing or lying) is prohibited with the exception of a "Z" sit.
9. Team members must wear athletic shoes (no gymnastic slippers).
- 10. Any team in violation of these Specific Safety Regulations will be assessed a TEN (10) POINT PER JUDGE DEDUCTION FOR EACH VIOLATION.**

**\*\*Note:** For more information on NFHS Rules and Regulations, please contact NFHS Customer Service at the address and phone number below:

**NFHS Customer Service**  
**PO Box 361246**  
**Indianapolis, IN 46236 - 5324**  
**Phone: 800-776-3462 or Fax 317-899-7496**  
**Normal Business Hours: M-F 8:00 AM – 4:30 PM EST**  
**[www.nfhs.com](http://www.nfhs.com)**

# **PERFORMANCE OPERATIONS**

## **Scores and Rankings**

Individual judges score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. Scores and rankings will be distributed to the leagues directors within a month following the competition. In calculating final team scores, the competition officials will throw out the team's high and low scores, and proceed to average the remaining numbers. Please see sample score sheet.

## **Interruption of Performance**

If, in the opinion of the competition officials, a squad's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the squad, the squad will be allowed to perform its routine again from the beginning. The degree and effect of the interruption will be determined by the competition officials. When an interruption occurs squads should not stop their routine unless directed to do so by the competition officials. Performances should continue through the interruption.

In the event a squad's routine is interrupted because of failure of the squad's own equipment, the squad must either continue the routine or withdraw from the competition. No second opportunity for a performance will be allowed.

In the event that an injury causes the squad's routine to be interrupted, the squad must either continue the routine or withdraw from the competition. Competition officials reserve the right to stop the routine if an injury occurs.

## **How To Handle Procedural Questions**

Any question concerning the rules or procedures of the competition will be handled exclusively by the head coach of the team and will be directed only to the Competition Director. Such questions should be made prior to the team's competition performance. Any questions concerning the team's performance should be made to the Competition Director **immediately** after the team's performance.

## **Interpretations and Rulings**

Any interpretation of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Rules Committee. The Rules Committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. The Rules Committee will consist of the Competition Director, two (2) Head Judges, and an Orange Bowl Committee representative.

## **Finality of Decisions**

By participating in this competition, each team agrees that the decisions by the judges will be final and will not be subject for review. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

### **Disqualification**

Any squad that does not adhere to the terms and procedures of these “Rules and Regulations” will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition, and may also forfeit the opportunity to participate in the competition in future years.

### **Sportsmanship**

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition. The advisor and/or captain of each squad is responsible for seeing that squad members, coaches, parents and any other persons affiliated with the squad conduct themselves accordingly. Severe cases of unsportsmanlike conduct are grounds for disqualification as explained in this document above. Unsportsmanlike conduct includes, but is not limited to, taunting, teasing, talking, booing, vulgar language, profane language, etc. Misbehavior in the stands by a team or a team’s spectators can result in the removal of the offender(s) from the competition arena **and** team penalties up to disqualification. Final judgment and levying of penalties is at the sole discretion of the Competition Director and the Orange Bowl Committee.

## Deduction Overview

<b>2011 Orange Bowl Cheer &amp; Dance Championships Summary of Deductions</b>	
<u>Deduction Overview</u>	<u>Deduction</u>
Exceeding time limit	5 points per Judge
Inappropriate music or movements Ex: Foul or improper language, gyrations, movements with sexual innuendo, music with sexual or non age appropriate innuendo	Judge's discretion
Violation of safety regulations/ definitions	10 points per judge
Unsportsmanlike conduct	Disqualification
Violating mat boundaries (out of bounds)	5 points per judge
Talking within the registration area	Disqualification at the OBC's discretion
Tardiness to registration	up to 10 points
Failure to depart warm up mats in a timely fashion	OBC's discretion
Tardiness to on deck station	5 points

## EVENT DAY OPERATIONS

### Event Day Registration Overview

First registration begins at 7:00 AM

Registration closes at 9:00 AM

Morning competition is scheduled to begin at 9:00 AM

All squads competing in the first session must be registered no later than 9:00 AM

Afternoon competition is scheduled to begin at approximately 1:00 PM

**\*NOTE: Priority is given based on performance schedule.**

**\*NOTE: Above times are subject to change pending the final number of teams participating. The Orange Bowl will issue a final event day timeline to all participating teams after competition sign up closes on October 24, 2011**

### Event Day Registration Procedures

1. Registration is divided by Leagues. After the conclusion of the competition sign up period (October 24, 2011), the Orange Bowl Committee will assign each team a specific registration time slot. For example, Team Orange Bowl will be assigned to register its team at 7:00 am.
2. Entire teams must be in line together and ready to be called to register at least 15 minutes prior to their assigned registration times. For example, if Team Orange Bowl is assigned to register at 7:00 am, they must have their team together in line and ready to begin no later than 6:45 am.
3. Once called inside the registration space, teams should proceed to the table designated for their league.
4. **One (1) Coach** will lead the team into the assigned registration area. All other Coaches & Team Mom's must remain in line behind their squad.
5. Once inside the registration area, all participants must be **COMPLETELY SILENT** for the full duration of their time in the space. Violations of this "no talking in the registration area" rule may result in **disqualification** from the competition. Many teams register simultaneously, and order within the registration area is imperative for smooth and timely operations.
6. Each participants' original regular season registration card, with their photo, will be verified during event day team registration. **All participants must register with their respective squad.**
7. Participants must line up in a straight line, in the order that their names appear on the official team roster.
8. Each participant must hold his/her own registration card.

9. Only a total of 5 Coaches / Team Moms from each team, including the Head Coach, will be allowed to enter with the team and gain access to the restricted participant areas (seating, backstage etc.). They must all register with their squads.
  10. Coaches will receive their credentials upon registering with their squad. Within the credential packet, there will be four (4) Participant Seating passes that allow four (4) Coaches access to the restricted participant seating and backstage areas, and one (1) Floor pass to allow one (1) Coach access to the actual competition floor for the team's performance. It is the Coach's responsibility to ensure that they have the correct number of credentials (per the above allotments) in hand before they exit the registration area. Additional credentials **will not** be issued once a team leaves the registration area.
- \*NOTE: Each Coach's name and each participant's name must appear on the 3<sup>rd</sup> week certified roster and the cheer competition registration form in order to receive a credential / compete. CHEERLEADERS ATTEMPTING TO REGISTER WHOSE NAMES ARE NOT LISTED ON THE CERTIFIED AND SEALED ROSTERS WILL NOT BE ALLOWED TO COMPETE!**
11. After registering, squads will then proceed to their seats.
  12. Arriving on time for registration is the full responsibility of the parks and the teams. In the event that a park or team is late and misses their assigned registration time the following rules will apply:
    - a) If registration has not yet been closed, the tardy park or team will be permitted to register at the end of registration, once all of the other teams have been accommodated. **A penalty of up to 10 points may be imposed for tardiness to registration solely at the discretion of the Competition Director and the Orange Bowl Committee.**
    - b) If registration has concluded the tardy park or team **will not** be permitted to register or compete at all. No accommodations will be made. The Orange Bowl Committee accepts no responsibility or liability whatsoever for the consequences of lateness on the part of a park or team.
  13. Since the consequences for lateness are severe, it is strongly recommended that parks and teams factor plenty of additional time into their travel and arrival pattern. Exceptions to the above rules will only be made for extreme circumstances beyond the control of the park / team, and will be done solely at the discretion of the Competition Director and the Orange Bowl Committee.

### **Music and PA System**

1. Each squad is responsible for supplying **two (2)** copies of their performance music.
2. Cassette tapes, CD's, and ipods are all permitted. No other forms of music are allowed.  
\*Note: Equipment to play cassette tapes will only be available **for the music played on the competition floor and not available in the warm up area.** CD and ipod capabilities will be available in **both** the warm up and competition areas. Therefore, if a team's music is on cassette tape, they **will be** able to play it on the **competition floor**, but **will not** be able to play it for **warm up**.

3. Music must be cued for performance when the squad takes the floor, and no other music selections should be on the CD / cassette tape. This is the responsibility of the squad's Head Coach.
4. Seating will be available for one (1) Coach to sit next to the PA while their squad is performing. The one (1) Coach accompanying the team to the competition floor must be wearing the "Floor" credential distributed at registration.

### Credentials

1. On event day, league Commissioners can obtain their credential at a table in the **Main Box Office area**. Commissioners must present their league picture ID in order to receive the credential.
2. Team coaches and team moms will receive their credentials when they check in with their teams at event day registration. Please see Event Day Registration Procedures above. Picture ID is required for credential pick up.

### Backstage/Warm Up Area Guidelines

1. On event day a warm up area, with a few mats will be provided. The opportunity to warm up will be offered and arranged for all teams but is not mandatory. The choice to use the OBC provided warm up space and time is at the full discretion of the team Head Coach.
2. **Warm up times will be scheduled. Squads are only permitted in the warm up space during their allotted time.** The Orange Bowl Committee will publish and distribute a schedule of warm up times shortly after the conclusion of team sign up.
3. **Punctuality at warm up is critical.** No time extensions will be given for teams who are late to warm up regardless of the reason. If a team arrives after their assigned warm up time, they may use only the remainder of their allotment. They may not stay on the mats past their assigned cut off time, and may not go into another team's time. No accommodations will be made for arriving late to warm up. Failure to depart from the warm up mats in a timely fashion may result in levying of penalties at the discretion of the Competition Director and the Orange Bowl Committee.
4. Squads are allowed to stretch, stunt, tumble and walk-through their routine. Sound and equipment to play CDs and ipods only will be provided in the warm up area. There will not be equipment to play cassettes in the warm up area. Equipment to play cassettes will be available at the competition floor (but not in the warm up space). Music must be played at a very low level, or it will be turned off.
5. Chanting, cheering, etc. can be recited at a very low level. Warm up will be stopped if chanting, cheering etc. becomes too loud.
6. Warm up will be approximately three to five (3-5) minutes. The exact number of minutes allowed will be published and distributed with the warm up schedule after the close of competition sign up (October 24, 2011).
7. Staff will be positioned in warm-up area to monitor squads.

## Team Pre Performance Rotations

1. Each team will have a two point pre-performance rotation.
2. Point one of the pre performance rotation is an assigned warm up time given to each team. Attending warm up is optional. Please see the above section on Backstage / Warm Up Area Guidelines.
3. Point two of the pre performance rotation is an assigned **mandatory “on deck” time**. The **mandatory “on deck” time** is the time by which teams must report and be in position in the south hallway outside the competition floor ingress tunnel. At this time, teams should be prepared to approach the competition mat to do their routine.
4. On deck times will be published and distributed by the Orange Bowl Committee shortly after the conclusion of competition sign up.
5. Full responsibility for moving teams through the rotation in accordance with the published assigned schedule lies with the Head Coach. No staff member will be retrieving teams from the stands, no announcements will be made by the Emcee, and no staff will be escorting teams.
6. In the event that a team is late for their assigned on deck time and subsequently misses their assigned performance time, the following rules will apply:
  - a) If their division is still competing they will be assessed a **5 point penalty for tardiness**, but **will** be permitted to compete as the last performance within their division.
  - b) If their division is no longer competing, the team **will not** be allowed to perform.
7. **Since the penalties for not being punctual are severe, it is imperative that Head Coaches understand the published rotation and performance time assignments, pay close attention to their own clocks/watches, pay close attention to the progression of the event, and plan ahead to move their teams accordingly.** The Orange Bowl Committee bears no responsibility and accepts no liability whatsoever for issues arising from tardiness.

## Participant Medals, Team Photos and Hydration Stations

1. Immediately following the conclusion of their performances, all members of each team will receive a medal for participating. Medals will be distributed to Head Coaches in the competition floor egress tunnel.
2. After accepting their medals teams may proceed to have a team photo taken. The photo opportunity is optional. Only one group posed photo, and one group candid (funny) photo is permitted per team. No further group shots and no individual shots are allowed in this area. Teams wishing to take additional team pictures or individual photos may visit the photographer’s booth in the arena’s main lobby.
3. Hydration stations will be available in the east and west backstage hallways for the full duration of the competition. Please take full advantage of them to remain properly hydrated throughout the day.

## **Award Presentations**

Two awards presentations will take place for divisions following the conclusion of the final routine in the morning session and afternoon session. All participants are expected to stay throughout their entire competition and attend their awards presentation.

The following awards will be distributed:

- All awards will be presented to the Head Coach.
- First, second and third places will be awarded (as applicable) within each division (Pee Wees, etc.) and size (small, medium, large).
- Two Category Champions will be awarded for the top score in each session.
- A Competition Grand Champion will be awarded to the overall highest scoring team across the entire competition.
- A Judge's Selection award will be presented to a team displaying exceptional skills, safety, spirit, sportsmanship, discipline and overall appeal at the Judge's discretion.
- All in the Mini's Division will be awarded First Place and receive a trophy.

**\*NOTE: Individual participants must be checked-out by the Head Coach of his/her respective squad. Leave policies are based on the rules and regulations of each individual league and park. Please check with your League Commissioner prior to competition to find out the policy.**

**\*NOTE: The above awards presentation information is subject to change by the Orange Bowl Committee. The Orange Bowl will issue a determination on the awards ceremony procedures after the close of competition sign up on October 24, 2011.**

## ORANGE BOWL COMMITTEE CONTACT INFORMATION

### 2011 Orange Bowl Cheer & Dance Championships Orange Bowl Committee Contact Information

#### Office Information

Orange Bowl Committee Office  
14360 NW 77<sup>th</sup> Ct  
Miami Lakes, Florida 33016  
Main Phone No. # 305-341-4700  
Fax No. # 305-341-4750  
[www.orangebowl.org](http://www.orangebowl.org)

<u>OBC Staff</u>	<u>Position</u>	<u>Office Phone No.</u>	<u>Cell Phone No.</u>	<u>E-Mail Address</u>
Jose Regalado	Youth Sports Manager	305-341-4709	305-458-1966	jregalado@orangebowl.org
Patricia Arocha	Cheer Consultant	305-460-5141	305-975-0924	parocha@coralgables.com
Mitch Morrall	Vice President of Events & Operations	305-341-4716	305-495-5424	mmorrall@orangebowl.org