

## IOWA HIGH SCHOOL CHEERLEADING CHAMPIONSHIPS – 2024 Cheer/Dance, Game Time Spirit, and Stunt Groups

Your high school squad is invited to attend and compete in the 34th annual Iowa Cheerleading State Championships sponsored by the ICCA and supported by the IHSAA. The championships will be held on November 2, 2024, at the Jacobson Exhibition Center on the Iowa State Fairgrounds in Des Moines, and is open to Iowa high school cheerleading squads. This championship is designed to give recognition to the excellent high school cheerleading squads in the state of Iowa, and is the only state recognized championship.

All championship performances will be held in the Jacobson Exhibition Center. The Championships will be in two sessions. Start and finish times for the day are dependent upon the number of schools participating. Placement of divisions in the day's schedule and times of performance will be determined after registrations are received. The morning session will most likely include 1A and 2A divisions in Cheer/Dance, Game Time Spirit, and Stunt Groups. The afternoon/evening session will most likely include 3A, 4A, and Coed Cheer/Dance, Game Time Spirit, and Stunt Group divisions. The current trophy policy applies to divisions with lower numbers.

Parents and fans are encouraged to attend! The admission charge is \$10.00 per person for the day. Under school age are admitted free. Administration passes will be accepted for admission with the proper credentials and ID at the Team Pass Gate.

Once all registrations are complete, the schedule for the competition day will be posted on the ICCA website.

Please read ALL of the following information carefully. Coaches are responsible for knowing and complying with all of the following information. Be sure to look through all of the general requirements (which are alphabetized) and the more specific requirements/rules for the individual categories.

**Sportsmanship Policy:** The ICCA expects all events involving a member school to be conducted without compromise to any fundamental element of sportsmanship. Such fundamental elements include but are not limited to integrity of competition, civility toward all, and respect, particularly toward opponents and officials. Coaches are educators as well, and there is an expectation that they set the example for students and others in the area of sportsmanship.

Participating cheerleaders, their coaches, and fans are expected to be good sports at all times, which means supporting not only their school **but all participating schools**. This includes supporting cheerleaders/squads in a manner that is appropriate, rather than reactive where a negative implication may occur. Cheerleaders, coaches and fans are expected to be respectful to ICCA officials, workers and each other. Any unsporting act may result in a rules violation as sportsmanship is one of the National Federation Spirit Rules (2-2-1). If a violation is considered severe by judges or ICCA officials, a deduction of up to five (5) points or disqualification may occur. The ICCA has adopted and will follow the IHSAA expectations of conduct of spectators, participants, and coaches. Any person violating these expectations will be asked to leave the premises. This includes the IHSAA rules of no signs, noise makers, or bare chests allowed in the spectator crowd.

## Iowa Cheerleading State Championships General Rules, Procedures and Requirements

### ***PARTICIPATION REQUIREMENTS***

- A. All participating coaches (head, assistant, volunteer) must be registered members of the ICCA.
- B. All participating coaches (head, assistant, volunteer) must have completed the current online spirit rules meeting (August 5-August 30, 2024) and the National Federation concussion video training. All coaches must have rules meeting and concussion training certificates on file with ICCA. **NEW IN 2024:** The online rules meeting **AND** the concussion video will be available through the National Federation website (NFHSlearn.com).
- C. The school and coaches must be in good standing with the ICCA in regards to the National Federation and ICCA/IHSAA Spirit Rules to participate in ICCA events involving cheerleaders.
- D. One head coach registers ALL participants for ALL ICCA events. ICCA expects ONE school registration for all the ICCA Events in which the school wishes to participate. ALL COACHES MUST BE LISTED UNDER THEIR SCHOOL'S CURRENT MEMBERSHIP. Each ICCA Event where the school is represented must have a head coach attend the event. All registered assistant coaches may take participants to a practice if necessary.
- E. **A non-refundable entry fee of \$20 per competing cheerleader in Cheer/Dance or Game Time Spirit is required. Alternates for these divisions are \$20. Stunt Groups are a \$125 flat fee per stunt group. Only register alternates that you wish to go through the warm up process and stay with the team.**
- F. **School information and coach information, plus the final names of the competitors, are due online by September 20, 2024, and must match the money submitted for online registration. Payment for registration and paperwork are due by September 27, 2024. Errors in registration will cost \$50 each. This includes not completing online forms on time.**
- \*\* Penalties for Late Fees begin September 28, 2024.  
Postmarked September 28-October 14 – Add \$50 to fees  
Postmarked October 15-21 – Add \$100 to fees  
After October 21, 2024 – No Participation**
- G. **All fees are non-refundable.** Failure to pay fees will result in a school not being allowed to enter any future event until all previous fees are paid. If a school decides not to participate, it is still liable for ALL entry fees.
- H. All required paperwork must be completed and submitted on time. Please be sure to review the registration guidelines to assure registration is complete.
- I. **Two coaches are admitted free of charge. A limit of two (2) coaches per squad will be admitted free to the championships.** All other coaches must pay for a ticket at the door or in advance online through the Fairgrounds. No additional coaches will receive a wristband to go through warmup.
- J. All squads must be accompanied by their head coach or a designated school official at all times. No squad will be allowed to compete without a salaried coach or a designated school official in attendance.

- K. The coach must have a completed **Medical Treatment and Release Form** for each member of the squad. It is the responsibility of the head coach to carry medical forms. The coach will be asked to sign off indicating the forms are in his/her possession. Teams will not be allowed to perform without the medical forms being present at the event.
- L. Participants must be **bona fide** high school cheerleaders. **(They cannot be members of a college cheerleading squad, solely participate on an all-star team, or exclusively on a competition squad).** They may cheer for any high school sport and be on any high school squad including varsity, JV, sophomore, or freshman squads. **No cheerleaders below 9<sup>th</sup> grade may participate.** **Participants must be high school cheerleaders who actively participate in cheering at scheduled games for their school.** Cheerleaders may participate in two divisions. (See Examples of Eligibility in Divisions for more information.)
- M. **Choreographers may NOT** go into the warm up area of the State Championships unless they are a hired school coach as well. If the choreographer is a hired school coach, he/she must be one of the two registered coaches to go through warmup.
- N. **Coaches MUST comply with Federal Music Copyright laws and purchase music from legitimate and legal sources with current royalties. Music must be purchased in the school's name, not the coach's. All music must be paid for by the school either with a school credit card or check. The head coach must submit all copyright information with registration online and also must bring copies of all paperwork to the competition.**
- O. **Proof of Copyright Licensing for Music and Sound Effects:** Music Copyright Licensing Compliance Form and copies of paperwork for music purchased must be submitted online by **October 10, 2024 at 5:00 pm.** Schools not complying with copyright laws and/or who do not submit their paperwork will not be allowed to participate in the Championships.

## ICCA STATE CHAMPIONSHIP RULES AND PROCEDURES FOR ALL DIVISIONS

**APPAREL:** Iowa Cheerleading State Championship **apparel will be available at an online store.** Coaches, cheerleaders, and fans will have the option to purchase short-sleeved T-shirts, long-sleeved T-shirts, crew neck sweatshirts, and hoodies. To save shipping, we encourage coaches to put in ONE order. A shipping option will be available for an additional cost, or orders may be picked up at the merchandise booth the day of the competition. Please check the ICCA website under State Championships to place your apparel orders; be sure to give this information to fans, also. There will be a limited number of apparel items available on the day of the championships at higher prices than the online store. **All apparel sales are final.**

**CHOREOGRAPHERS:** Choreographers may NOT go back into the warm area on the day of the Championships unless they are one of the two registered coaches for their school. Violation of this rule would invite a sportsmanship penalty for the participating team.

**COMPETITION AREA:** The Championship performances in the Jacobson Arena will take place on seven mats lined vertically for a 42' X 42' performance mat. All permitted skills (stunts, pyramids, tumbling, jumps) must be performed on the competition mat. Objects cannot be thrown outside the competition area.

**DIVISIONS:** All teams will be divided by 2024--2025 IHSAA boys' basketball classifications (not the Girls' Union).

**ELIGIBILITY:** To participate, all cheerleaders must be eligible under their school's Good Conduct policy and be an official member of their school's cheerleading program.

### \*\*\* Integrity Clause for Participation \*\*\*

The Iowa Championships are made up of teams of bona fide high school (grades 9-12) cheerleaders (both male and female) from Iowa schools. ICCA requires all participating cheerleaders to be bona fide cheerleaders. Bona fide cheerleaders cheer at scheduled games for an entire season, and participate in ALL cheer activities as team members. They cannot be cheerleaders who cheer now and then, step in to stunt, or only cheer on a competition squad. The cheerleader cannot be a college cheerleader or only cheer for a non-school all-star squad. To place someone other than a bona fide cheerleader on a squad will open the school to possible disqualification, probation from ICCA Events, and the rescinding of trophies and medals won by the school at the Championships.

**FAMILY VIEWING:** All routines must be appropriate for family viewing. This includes choreography, music selection, and outfitting cheerleaders. Up to a **five (5) point penalty or possible disqualification** will be assessed for vulgar or suggestive choreography, words, or music lyrics which are unsuitable for family viewing/listening. Replacing improper words from a song with sound effects or other words still constitutes inappropriate and deductions will be assessed.

**MASCOTS:** A squad may include a school mascot. Mascots must appear in the uniform of the mascot and cannot stunt or spot stunts. The mascot is required to follow all safety rules. The mascot must be high school age. The mascot is counted as one of the cheerleaders.

**MUSIC:** All copyrighted music must follow the **REQUIRED** guidelines for copyrighted music by using the clearinghouse **AND** having the appropriate licensing paperwork filed with ICCA. Music must be purchased in the school's name, not the coach's. All music must be paid for by the school either with a school credit card or check. The head coach must submit all copyright information with registration online and also must bring copies of all paperwork to the competition.

**OPPORTUNITY TO PARTICIPATE:** It is ICCA's wish that as many cheerleaders as possible be given the opportunity to experience the State Championships. If a school's cheer/dance team is small, consider entering an additional team in the Game Time Spirit Division so more students might have the experience of cheering in this situation. Consider bringing one or two stunt groups of different cheerleaders from the division you are entering.

**PROPS:**

1. Only signs, megaphones, and poms are allowed and must have words or symbols associated with school spirit. For example: "Go-Fight-Win" or school colors. **Flags/body flags** are NOT allowed.
2. Signs cannot be used in a theatrical manner (e.g., in the shape of guitar, people, etc.).
3. Props (and other items) cannot just "decorate" the floor or be used as markers only.
4. Cheerleaders may NOT break through a sign. Signs are only used to lead cheers.
5. Props must be placed so cheerleaders are able to pick up the props without touching outside the mat area.
6. Cheerleaders must follow all National Federation rules concerning props.
7. No items may be thrown, tossed or released into the crowd.

Note to coaches: Use good judgment when placing and releasing props (signs, poms, etc...) on/from the performance area.

**RULES:** All squads must follow the **2024-2025 National Federation Spirit Rules** adopted by the **Iowa High School Athletic Association**. These include the strengthened guidelines adopted by the ICCA/IHSAA. All squads/teams must follow ALL rules for the championships. These include the 2024-2025 National Federation Spirit Rules adopted by the Iowa High School Athletic Association and ICCA, the strengthened guidelines adopted by the ICCA/IHSAA, and the ICCA State Championship rules and procedures. It is the head coach's responsibility to see that their squads/teams are following ALL rules.

Rule changes for 2024-2025 can be found on the ICCA website: **www.iowacheercoaches.org**, and were covered in the online rules meeting. It is the **head coach's responsibility** to see that their squads follow **ALL** rules.

**Before emailing legality questions, coaches are expected to check stunt legalities by using the National Federation Rules Book (including the articles and situations rulings under each rule). Coaches should only email if questions still remain about the legality of a stunt or any other component of a routine. THESE STEPS MUST BE FOLLOWED. Only emails from head coaches employed by the school will be accepted!**

1. **Email a video** (right side up) of that **part** of the routine (not the entire routine) to **askICCArules@gmail.com**.
2. Include the coach's name, school name, school classification, and division entered.
3. Include rule number pertaining to this stunt and a specific question (which part of the stunt are you still questioning and why).

The deadline is **October 13, 2024 by 5:00 pm** for legality questions. (Do not send questions or videos after this date.) This may help prevent deductions on the day of the Championships.

The video does not have to be performance quality and should not be the entire routine. If the stunt is determined to be an infraction of the National Federation, ICCA rules, or championship rules, the school will be notified immediately. It might be possible that a difficult stunt series could be performed legally at home and performed illegally the day of the championship due to a performance error. We are not telling coaches to take stunts out of routines, but rather realize the complicated nature of some stunts. Additionally, **DO NOT** send videos from social media, asking legality questions. Videos being sent in with questions should be of your own squad.

It is up to the head coach to show their squad's abilities, yet make all stunts legal. The coach should recognize a squad's particular ability level and should limit the squad's activities accordingly. "Ability level" refers to the squad's talents as a whole and individuals should not be pressed to perform activities until safely perfected.

**All decisions made by both panel and technical judges are final and not subject to review.**

### ***SCORING:***

1. Teams will be judged from rubrics, which can be found under the Events Information: State Championship tab on the ICCA website – [www.iowacheercoaches.org](http://www.iowacheercoaches.org).
2. Technical judges will base deductions on violations of National Federation Spirit Rules, ICCA Strengthened Rules, and ICCA Championship Rules. Coaches are responsible for making sure rules are followed without having gray areas for legality.
3. In case of ties in any division, the following scores will be used as tie breakers:
  - Criteria A: Motion Technique Execution
  - Criteria B: Motion Technique Difficulty
  - Criteria C: Jump Execution
  - Criteria D: Jump Difficulty
 Should two or more teams tie after all tie-breakers, the tie will not be broken and the teams who are tied will receive the same awards. Lower trophies will be adjusted accordingly (if two teams tie for first place after all the tiebreakers, they will both receive first place honors. No second place will be awarded).
4. All Cheer Dance divisions (1A, 2A, 3A, 4A, and Coed) will use the same scoring rubric.

***SPOTTERS:*** Members of each team must fulfill all spotting requirements as required by the National Federation Spirit Rules. Professional spotters are hired by the ICCA and will be on the mat assisting only where necessary. It is the responsibility of the coach to make sure the routine is safe with proper catches and spots.

### ***STARTING AND ENDING ROUTINES:***

For all divisions, each team member must have at least one foot on the performing surface at the beginning of the routine. Teams may not begin in a stunt.

**No formal entrances are allowed** except in Game Time Spirit where an entrance is part of the routine and is judged.

**Cheer/Dance and Stunt Group Teams** are expected to walk or spirit quickly, without holding hands, from the On Deck area to their positions on the mat, get set, and begin their routine. Penalties will be assessed for stopping

before reaching starting positions (such as lining up at the back of the mat). Cheerleaders may begin from any side of the performing surface except the front where the judges are seated.

**Game Time Spirit teams** must start from the left side of the mat (from the audience's perspective) and finish on the right side. Game Time Spirit teams do have an entrance as part of their judging/performance. Teams cannot enter from the corner on the left.

**All rituals and traditions need to take place prior to entering the performance area.** This is for all divisions.

Timing for **Cheer/Dance** begins on the first word (including chants to the crowd), motion, jump, tumbling skill, or music/voice. **Game Time Spirit** begins with a buzzer. **Stunt Group** begins with music.

**Cheer/Dance and Game Time Spirit** teams must collect props and exit the performance area quickly, without holding hands, following completion of routine. Teams should refrain from any type of excessive celebration on the mat following the team's performance.

***SUBSTITUTIONS:*** In case of injury, illness, ineligibility, or extenuating circumstances, a coach may substitute another bona fide high school cheerleader to their team at any time. Coaches cannot add cheerleaders to increase participation numbers from the original registration. Please notify us of the name changes by October 15. It is the coach's responsibility to notify ICCA of changes and get the medical release forms filled out as required. Coaches may not substitute for other reasons.

### ***TEAM SIZE by DIVISIONS:***

CHEER/DANCE (1A, 2A, 3A, and 4A teams are all girl, coed teams may have an unlimited number of males.

#### **One male makes a team coed)**

1A – up to 12 team members

4A – up to 20 team members

2A – up to 12 team members

Coed – up to 25 team members

3A – up to 16 team members

GAME TIME SPIRIT: Any combination of male/female members

1A - up to 16 team members

2A – up to 16 team members

3A - up to 25 team members

4A – up to 25 team members

GROUP STUNT:

Group Stunt – up to five female team members

Coed Group Stunt – up to three team members, one male/female couple plus one designated spotter.

**\*NOTE: Register students with the gender the school recognizes for them in regards to the number of male and female participants. ICCA will follow the legislation under House File 2416 that was passed on March 3, 2022, regarding transgender participation.**

**All decisions made by both panel and technical judges are final and not subject to review.**

## ***TIME FOR ROUTINES: (TOTAL AND MUSIC)***

### **Total Routine:**

**Cheer/Dance** routines should be **no longer than 2 minutes and 30 seconds**. Timing will begin with the first word, motion, or taped/recorded sound portion, and end when the squad comes to a standstill or stationary position.

**Stunt Groups** have a **one minute** time limit.

- **Stunt Group**: Time will begin when the music starts or the squad begins stunting for Group Stunt.

A one (1) point penalty will be assessed to ANY squad in any division who exceeds the time limit for overall routine and/or music. Any squad who exceeds the time limit by more than 10 seconds will **also** receive a Delay of Performance penalty of two (2) points. **Twenty seconds or more over the time limit will result in the team being disqualified.**

### **Cheer/Dance and Stunt Group Routine Music:**

Cheer/Dance **music time** cannot exceed **one and a half minutes** (90 seconds) of the 2 minute and 30 second routine for Cheer/Dance. Any material that is played (spoken or otherwise) is considered part of music time. Any squad exceeding the 90 second time limit for music will be assessed a one (1) point penalty. Coaches are strongly advised to create routines (mix music) that finish a few seconds under the time limit. **Stunt Group music** must not exceed one minute or a one (1) point penalty will be issued.

Coaches should make sure that the routine fits within the time limits; no “cushion” time is given. Hand held stopwatches are used.

Music can be in segments throughout the routine or played all at one time in Cheer/Dance only. Stunt Group music must be continuous throughout the routine.

Music must be on a digital music player (iPod, iPhone, iPad, MP3). Phones must be in airplane mode if used. Music cannot be accessed from a website or other internet source. Music must be downloaded onto the device being used.

**All decisions made by both panel and technical judges are final and not subject to review. ICCA personnel will also have a 24-hour “No Contact” rule in place; therefore, final results and/or judges’ comments are not to be discussed with ICCA personnel until after 24 hours has elapsed.**

## **ICCA State Championship Trophy Policy**

ICCA will award trophies to the top five teams in each division in Cheer/Dance and Stunt Group, and trophies to the first three teams in each division of Game Time Spirit, plus plaques to the fourth and fifth place teams. The exception will be in any division with fewer than ten teams. In that case, trophies/plaques will be awarded to no more than half of the teams in the division. If an odd number compete, trophies/plaques will be one less than half. Medals will be presented to the top three teams in coordination with what is presented in trophies.



In the case a division only has one team entered, that team will be required to achieve a score that is 85% of the total score in order to receive a trophy.

- Cheer Dance: The team would be required to earn a score of 85 points (out of 100 total points).
- All-Girl Stunt: The team would be required to earn a score of 127.5 points (out of 150 total points).
- Coed Stunt: The team would be required to earn a score of 115 points (out of 135 total points).
- Game Time Spirit: The team would be required to earn a score of 85 points (out of 100 total points).

## **SPECIFIC INFORMATION FOR EACH DIVISION**

**All of the General Rules and Procedures stated above also apply here. Be sure to read all of those to fully understand the requirements for the divisions.**

### **CHEER/DANCE DIVISION**

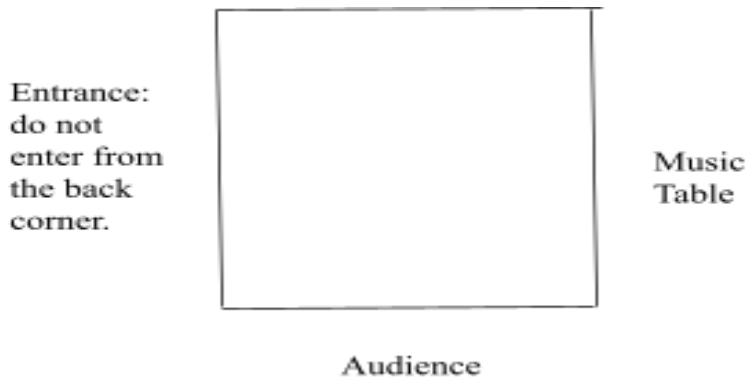
The Cheer/Dance Division is a routine with a continuous flow of cheers, chants, jumps, stunts, tumbling, and dance. Coed squads will perform in one open division. All team members must be bona fide high school cheerleaders. See the ICCA website: Events: State Championships: Cheer/Dance Rubrics, Difficulty Drivers, and Championship Definitions and Scoring for more information.

**NOTE: SCHOOLS MAY ONLY ENTER ONE TEAM IN THE CHEER/DANCE DIVISION.**

Any team wishing to compete UP a division needs to contact Kenna Johnson and have all the necessary paperwork filled out and turned in by September 10. Any team choosing to move up a division will be required to stay at that division for two years. This policy applies to all divisions the team enters. If a team moves up in cheer/dance, they also move up in Group Stunt and/or Game Time Spirit.

### **GAME TIME SPIRIT DIVISION**

The emphasis of this division is cheering during a sideline situation. The volume of the crowd response will not be judged to make it fair to every school whether a team has 20 or 200 fans in attendance. However, the judges will be looking at the potential for crowd response, as well as the squad's motion technique, jumps, cheer skills used to lead the crowd, and personality. (See the ICCA website for more information about this division, specifically the Game Time Spirit FAQ.) All team members must be bona fide high school cheerleaders. Cheerleaders will enter from the left side (from the audience's perspective). Cheerleaders must enter from the side, not the back corner, as the safety judge is in the corner and gets blocked. **If the team enters there, they will receive a deduction.** Only the entrance is judged.



The routine should all be completed on the mat, or similar to cheer/dance. There is no choreographed or required exit.

This section of the routine consists of a series of cheers/chants not to exceed one minute similar to an actual sideline situation. (This section is not sport specific.) Time will start when the buzzer sounds after the team name is announced. Team entrance, chants, answer backs, spell-outs, etc. are considered part of the one minute limit.

The second part of the routine is the School Fight Song. This consists of your school fight song and use of poms, megaphones, and and/or signs with no tumbling or stunts. You do not need to use props. You may incorporate one group jump into the routine. This portion cannot exceed one minute. You may need to edit your music to fit the time requirements. Your school song may be shorter than 1 minute. Your school song can end in a short cheer that typically ends your school song. It should not be another cheer to extend your performance time. The ending cheer must be contained within that one minute time limit.

1:00 minute - entrance with running tumbling allowed. Series of cheers/chants, using props, that encourage crowd response. In the cheer/chant portion, stunts such as extensions, preps, thigh stands, or single leg extended stunts which are limited to liberties and liberty hitches. No inversions are allowed. Stunts are limited to those allowed on the gym floor by the National Federation. (No tosses are allowed.) Tumbling such as a single standing backspring, a cartwheel from a standing position, or a forward roll is allowed during the cheer/chant portion. No double back handsprings are allowed. No running tumbling or higher level skills are allowed. No jump to tumbling combinations. If you aren't sure whether a specific stunt or tumbling is allowed, contact the executive directors.

1:00 minute - School Fight Song. Poms, megaphones and/or signs may be used for this portion. No flags/body flags are allowed. This section should consist of a choreographed routine set to your school song music. You may use only the first verse if you need to edit to meet the time restriction. For example, if your song starts with a drum cadence, then a single verse, with a cheer transition between verses, go ahead and end the performance at the end of the transition. Finish and then exit! This must be your own school song.

Poms, signs and/or megaphones need to be carried on and off the mat in a manner similar to usage during an actual sideline cheering situation.. Props may not be set up in advance. Props left on the mat will be a one (1) point deduction (each occurrence). One (1) point deduction for stepping on items on the mat (each occurrence) unless otherwise noted. Props should not be used to hide motion technique.

Stunts and tumbling must only be used to show enthusiasm and to lead the crowd, but they will NOT be evaluated by the judges for technique or difficulty points; they will be evaluated on the overall impression and crowd effectiveness rubrics.

Two (2) point deduction per rule infraction (each occurrence), including ICCA rules.

## GROUP STUNT

This championship will be broken down by school size: 1A, 2A, 3A, 4A, and Coed. This routine represents a continuous flow of stunts by a team. All team members must be bona fide high school cheerleaders. A school may enter two teams in this division. Each team must have different participants. In Coed Group Stunt one male and one female partner may perform coed stunts; the third person is the designated spotter ONLY. A team will be disqualified if the base and spotter or the flyer and spotter change positions during a Coed routine.

- A. Tumbling into and out of a stunt will be permitted as long as it doesn't violate National Federation rules. **No other tumbling will be allowed. Other tumbling could cause a scoring deduction.**
- B. There will be no leading of cheers or incorporation of jumps or dance.
- C. Teams must be all female in Divisions 1A - 4A. A single male on a team will move the team to the Coed Division for Group Stunt.
- D. Participants may only perform on one group stunt team.
- E. Schools may enter up to two teams in Group Stunt. This can include two all girl teams, one all girl team and one coed team, or two coed teams. There may only be two teams in total for a school.

## EXAMPLES FOR ELIGIBILITY IN ALL DIVISIONS

- A. Cheerleader in Cheer/Dance may also enter Group Stunt, but NOT Game Time Spirit.
- B. Cheerleader in Group Stunt may also enter Game Time Spirit OR Cheer/Dance, but not both.
- C. Cheerleader in Game Time Spirit may also enter Group Stunt, but NOT Cheer/Dance.
- D. Cheerleader in Cheer/Dance and Group Stunt may NOT enter Game Time Spirit.
- E. A school with a team in Cheer/Dance may enter a team in Game Time Spirit as long as they are not the same cheerleaders.
- F. A school may enter the same cheerleaders in Group Stunt and Game Time Spirit if they do not have a Cheer/Dance team with these cheerleaders.
- G. A school may enter the same cheerleaders in Cheer/Dance and Group Stunt.
- H. A school may NOT enter a cheerleader who is also a cheerleader on a college squad, whether sideline cheer or competitive cheer. Once a cheerleader is cheering in college he/she is ineligible for ICCA Events that school year.
- I. A school may NOT enter a cheerleader who is only an all star cheerleader for an all star company.
- J. Every championship participant must be a high school cheerleader for his/her high school, cheering in the support of athletic teams on a full season basis (football, basketball or wrestling).