

GAME TIME SPIRIT

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

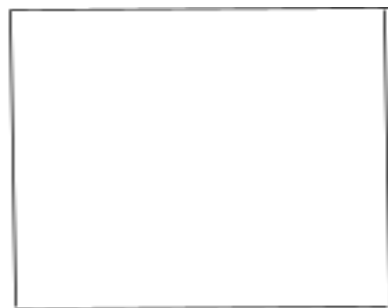
The emphasis of this division is cheering during a sideline situation. The volume of the crowd response will not be judged to make it fair to every school whether a team has 20 or 200 fans in attendance. However, the judges will be looking at the potential for crowd response, as well as the squad's motion technique, jumps, cheer skills used to lead the crowd, and personality.

See Game Time Spirit FAQ here:

<https://docs.google.com/document/d/1yrg-J0jdqLaUH6ypjgmhfTZpnf8-T8K22fB3Cc-Kh8M/edit?tab=t.0>

- All team members must be bona fide high school cheerleaders.
- **All rituals and traditions need to take place prior to entering the performance area.**
- 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.

Entrance:
do not
enter from
the back
corner.



Music
Table

Audience

- The routine should all be completed on the mat. There is no choreographed or required exit.
- 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.
- **NEW IN 2025!! NO RUNNING TUMBLING IS ALLOWED AT ANY TIME IN THE ROUTINE.**
- Props may not be set up in advance.

- 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 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.
- Stunts and tumbling are to be used to show enthusiasm and 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.

ROUTINE EXAMPLES:

First minute - entrance is scored within the overall impression. Series of cheers/chants, using props, that encourage crowd response.

- 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 at the beginning of the buzzer sound**, after the school name is announced. Team entrance, chants, answer backs, spell-outs, etc. are considered part of the one minute limit.
 - In this 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 standing back tuck, cartwheel from a standing position, or a forward roll is allowed during the cheer/chant portion. No double back handspring/multiple tumbling skill combinations are allowed. **No running tumbling is allowed at any time.** The only jump/tumbling combination that is allowed is a jump to a single back handspring or back tuck. If you aren't sure whether a specific stunt or tumbling is allowed, contact ASKICCARULES@gmail.com.

Second minute is the School Fight Song portion. 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.

- 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 “yell back” 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.

SCORE SHEETS

[Game Time Spirit - Motions & Jumps](#)

[Game Time Spirit - Formations & Tools](#)

[Game Time Spirit - Crowd Effect](#)