

# SIDELINE CHEER

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## SIDELINE CHEER

Participation in school activities teaches that it is a privilege and an honor to represent one's school. Interscholastic activities constitute a part of the right kind of "growing up" experiences for students. Participants learn to accept success and failures, gain poise and confidence, achieve tolerance and understanding of others and gain the self-satisfaction of accomplishing goals. Under a well-administered school program, students and spectators become better citizens through participation and observation of activities conducted under established rules. Please refer to the **Sportsmanship Section of the SDHSAA Athletic Handbook** for policies and statements concerning the following items:

General Sports Objectives and Coaching Responsibility	Athletic Code of Ethics
Fundamentals of Sportsmanship	Code of Sport Ethics for Coaches
Racial Harassment, Violence and Taunting (See General Section)	

### 2009-10 MAJOR SPIRIT RULE CHANGES

#### **New exception: 2-4-7h**

A triple base Swedish fall provided all three bases face the flyer. COMMENT: When all three bases face the flyer, the front base is in a better position of safety to protect the flyer if assistance is needed.

#### **New 2-6-2b**

For all cradle dismounts, the flyer must not hold props (signs, etc.) that are made of solid material, and have corners or sharp edges. COMMENT: Holding hard objects while performing cradle dismounts can interfere with the safe execution of the cradle.

#### **2-10-5**

Toe/leg pitches to a jump or tumbling skill are illegal.

COMMENT: This clarifies the intent of last year's rule change permitting a forward suspended roll from the performing surface.

#### **New 2-6-7**

A twist to a cradle involving more than one rotation is permitted only on appropriate mats, grass, rubberized and soft-yielding surfaces. COMMENT: This change reflects the skill level in high school cheerleading and is consistent with the NFHS focus on risk minimization.

**NOTE:** Non-twisting or single twist cradles are permitted on any appropriate surface.

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### South Dakota Clarifications and Comments

1. Cheer teams must wear/cheer in appropriate school issued/sponsored uniforms consisting of a shell top/sweater and skirt, for ALL indoor sports during the regular season, sub-state and state events. No camp wear is acceptable.
2. The wearing of self adhesive spirit tattoos is now permitted. Face paint, stickers that peel off, or any type of sticker that can fall off and/or be deemed as a safety violation or one that questions good sportsmanship is NOT permitted.
3. If a qualified cheer coach and/or school approved supervisor is NOT in attendance at an activity, cheer teams **WILL NOT** be allowed to perform stunts.
4. Eliminate the use of glitter hairspray. Rationale: Safety issue – falls on the floor and makes competitive/performance area slippery.
5. For all cheerleaders, both sideline and competitive, hair must be "up and off the shoulders and out of face," whether a stunting or non-stunting team. NO PONYTAILS down the middle of the back or below shoulders.

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#### **A. GENERAL**

1. **Definition of Sideline Cheer.** Sideline Cheer is not an SDHSAA recognized sport. It is a support activity for a competitive sport sponsored by the SDHSAA. The competitive cheer coach may coach/advise a sideline cheer squad/team; however, the squad/team may NOT compete at any level against any SDHSAA competitive cheer team.  
\*All In-season/Out-of-season rules apply to sideline cheer.
2. **Safety Guidelines.** Cheerleading is reasonably safe as long as certain guidelines are followed, but there is the inherent risk of injury as in any athletic activity. Injuries that can occur in cheerleading include, but are not limited to, the following: blisters, muscle strains, ligament sprains, joint and muscle soreness, abrasions, contusions, stress fractures, broken bones, spinal cord injuries involving paralysis, and even death.  
However, if each school follows the prescribed safety guidelines, the possibility of such injuries will be largely decreased.  
Responsibility for safety of all cheerleaders rests with each member school. Each school's cheerleader coach/advisor should modify the safety guidelines to reflect the age, training, experience and athletic ability of the students under his/her charge.
3. **Catastrophic Insurance Coverage.** All cheerleaders are insured for any catastrophic injury that might occur as a result of their cheerleading activities. Member schools must annually report to the SDHSAA the number of

cheerleaders from their school who did NOT participate in interscholastic sports. This can easily be done by completing the question that is included on the SDHSAA Annual Report Form that is located in the "Eligibility Reports" section of the SDHSAA Athletic Hand-book. This information is needed to determine each member school's total catastrophic insurance premium for the ensuing school year. The Annual Report Form is to be completed at the conclusion of each school year.

#### **B. THE SPIRIT RULE BOOK**

Member schools may purchase the National Federation's Cheerleading Rule Book from the SDHSAA. Please refer to FORM #1 in the General Forms section of the SDHSAA Athletic Handbook.

#### **C. COACH REQUIREMENTS**

##### **Stunting**

The cheer coach of any team wishing to perform any drops, pendulums, pyramids/mounts, rolls/tumbling, dismounts, suspended splits, tosses, transitional stunts and vaults must complete the following requirements.

1. View on-line rules meeting (Annually)
2. Take and pass on-line open book test (Annually)
3. Successfully complete the AACCA (American Association for Cheerleading Coaches and Advisors) safety certification course in cheerleading. (Certification is good for 4 years)
4. Spirit Program Management or Fundamentals of Coaching
5. First Aid for Coaches (can be obtained on-line [www.nfhslearn.com](http://www.nfhslearn.com))

##### **Special Considerations for Stunting Squads:**

1. If a school changes cheer coaches for each season and its teams include tumbling, partner stunts and pyramids in its routines, each coach must have completed all of the above listed requirements.
2. If an assistant coach has not completed 1 and 2 above, he/she still may supervise the cheer team at practice as well as at events provided the head coach has instructed the assistant in proper coaching procedures for stunting teams. This instruction should be documented and the school administration shall have this documentation on file.
3. If a qualified cheer coach and/or school approved supervisor is NOT in attendance at an activity, that cheer team WILL NOT be allowed to perform stunts.
4. A reminder to schools/coaches: If a cheer team performs stunts without qualified supervision, schools increase their liability should an accident occur.

Schools must monitor/check the requirements of their cheer coach the same as for other sport coaches.

##### **Non-Stunting**

1. View on-line rules meeting (Annually)
2. Take and pass open book test (Annually)
3. Spirit Program Management or Fundamentals of Coaching
4. First Aid for Coaches (can be obtained on-line [www.nfhslearn.com](http://www.nfhslearn.com))

All head coaches must view the on-line rules meeting during the sport season in which they are coaching. Example: If a cheer coach has football cheerleaders, he/she MUST view a rules meeting prior to the football season. If coaching multiple sports, requirements must be met prior to initial season of coaching.

The Board of Directors has adopted the following penalty code for non-compliance of this policy:

- A fine of \$50.00 will be assessed against the member school if the head coach fails to submit and pass the open book test, or view a rules meeting. If both the test and rules meeting are missed, the fine is \$75.00.

The above is being done in an attempt to improve knowledge of the rules among the high school coaches. Notification of testing dates and procedures will be sent to Athletic Directors of each school.

#### **D. RULES MEETINGS**

All rules meetings will be available online on the SDHSAA website: [www.sdhsaa.com](http://www.sdhsaa.com).

#### **E. GENERAL RISK MANAGEMENT**

1. Participation in spirit team activities during interscholastic contests and spirit competitions must be limited to bona fide students of the school who are designated as members of the school's spirit team(s). Only those students may participate in spirit team activities on the sidelines, court, field or contest area during an interscholastic event, except when exhibitions during a pre-game, half time or post-game period are authorized by the host school administration. A bona fide student is one who has not graduated and is eligible to participate with and compete for a designated school according to the rules of that state's high school association and/or the local board of education.
2. Practice sessions shall be held in a location suitable for spirit activities, i.e. appropriate matting, reasonably free of obstructions and excessive noise, etc.
3. Performing surfaces must be suitable and free from objects. When discarding props (signs, etc.) that are made of solid material, or have corners or sharp edges, team members must gently toss or place the props.
4. Stunts (mounts, pyramids, tosses and tumbling) shall be modified to be appropriate to the performing surface/area.
5. An adequate warm-up including stretching shall precede all activities.
6. Use of mini-tramps, spring boards or any apparatus used to propel a participant is illegal.

7. Use of mini-tramps, springboards, spring-assisted floors or any height-increasing apparatus is illegal for use during performances/competitions.
8. Stunts shall not be performed during a basketball or volleyball game when the ball is in play, including free throws in basketball and just prior to the serve in volleyball.
9. Spirit participants must not warm-up stunts on the court or sideline area during player warm-up if an alternate area is available. If no appropriate alternate area is available, the coach must take reasonable precautions to minimize the risk to participants. Note: See suggestions under Coaches Responsibilities of the NFHS Spirit Rule Book.
10. Participants are not permitted to chew gum or have candy in their mouths during practice or performance.
11. Cheerleaders must not stand behind the free throw lane extended.
12. Spirit participants must remain outside the playing area during a 30-second time-out in a basketball game.
13. Artificial noisemakers shall not be used at indoor athletic contests except during pregame or halftime performances. EXCEPTION: Mega-phones, appropriately used by spirit participants on the sidelines, floor or court, are permitted.
14. When it is detected that a participant is bleeding, has an open wound or an excessive amount of blood on the uniform, the participant shall stop performing to receive proper treatment. (See page 1-2, Communicable Disease Procedures in the Physical Exams and Health Issues section of the Handbook.)
15. When a participant is rendered unconscious or apparently unconscious, the participant shall not be permitted to resume participation without written authorization from a physician. (MD/DO)
16. **Coaches are not to serve as spotters during a performance/game setting. If there are not enough cheerleaders to serve in this capacity, the cheer team should not be stunting.**

#### F. PARTICIPANT APPAREL/ACCESSORIES

**Note: These regulations apply for regular season, district, region, and state contests.**

1. Jewelry must not be worn except for religious or medical medals, which shall be taped to the body (without a chain) under the uniform.

**2.2.1 SITUATION A:** *A participant is wearing: (a) a watch; (b) post earrings covered by tape; (c) a religious medal on a chain; (d) a naval ring; (e) a fish line through a tongue piercing or spacers to keep the hole from closing; (f) a woven friendship bracelet; (g) small, plastic spacer in a piercing.*

**RULING:** *All are illegal. COMMENT: Wearing jewelry is prohibited with the exception of religious or medical medals that are taped to the body under the uniform without a chain.*

**2.2.1 SITUATION B:** *At a wrestling match, cheerleaders have safety pins: (a) on their skirts; (b) on seat cushions/pillows; (c) on the floor near them.*

**RULING:** *All are illegal. COMMENT: Safety pins used for decorative purposes or awards are considered jewelry, and are, therefore, illegal.*

**2.2.1 SITUATION C:** *A spirit team has: (a) rhinestones sewn or punched onto their costumes or uniforms; (b) beaded costumes; (c) clothing made with glittery type material; (d) rhinestones glued on their faces.*

**RULING** *(a), (b) and (c) legal; (d) illegal.*

2. Fingernails, including artificial nails, shall be kept at a length appropriate for safe participation and to minimize risk for the participants. The appropriate length for all members of a stunting team means the nails are not visible beyond the end of the fingers when viewed from the palm side of the hands.

**2.2.2 SITUATION A:** *A participant's nail(s) (a) extend well past the ends of the fingers; (b) is pierced with a stud through it; (c) are short, near the ends of the fingers.*

**RULING:** *(a) and (b) illegal; (c) legal. COMMENT: Fingernails, including artificial nails, must be kept at a length appropriate to minimize the risk to all spirit participants.*

3. Hair devices shall be safe and secure. The hair shall be worn in a manner to ensure safety while performing. **All members of a cheer team, both sideline and competitive, shall wear their hair up away from the face and off the shoulders. No ponytails down middle of back or below shoulders. This includes stunting and non-stunting teams.**

**2.2.3 SITUATION A:** *A participant is wearing (a) a very large hair ribbon with streamers that fall over the eye or on the shoulder; (b) bobby pins; (c) small flat barrettes; (d) ribbon with soft pliable wire; (e) hair interwoven with beads.*

**RULING:** *(a) is illegal; (b), (c) and (d) are legal; (e) is illegal for cheer. COMMENT: Small barrettes and bobby pins are considered to be less dangerous than hair in the face or hanging loose on the shoulders. Some items that are illegal for cheer may be legal for dance. Hair devices must be secure and appropriate for the activity and not unsafe.*

**2.2.3 SITUATION B:** *A single based liberty is being performed. The hair of the: (a) base is in a ponytail; (b) non-stunting member is loose and lying on the shoulders; (c) flyer falls forward over her eyes, obstructing her vision..*

**RULING:** *(a) is legal; (b) and (c) are illegal. COMMENT: SD Rule: Hair must be up away from the face and off the shoulders. No ponytails down middle of back or below shoulders. This includes stunting and non-stunting teams.*

Note: A coach or judge shall not permit a team member to participate if, in his/her judgment, items such as participant's fingernails or hair style may constitute a safety concern.

4. Apparel/accessories must be appropriate for the activity involved and to minimize risk for the participants. A participant in full head-and-body costume shall not spot or stunt, except for a forward roll or cartwheel. Cheer team members must wear athletic shoes.

**2.2.4 SITUATION A:** A cheerleader is wearing (a) a paw print painted on the face; (b) a transferable mascot tattoo; (c) an adhesive paw print sticker on the cheek; (d) an armband or strip worn to enhance the uniform; (e) gymnastics slippers.

**RULING:** All are illegal. **COMMENT:** (a), (b), (c) are legal; (d) and (e) are illegal.

**2.2.4 SITUATION B:** A cheerleader is wearing glasses. During participation, the glasses (a) stay on the participant's face; (b) fall off and are quickly retrieved; (c) are held on the participant's face by a strap; (d) fall off during a stunt and remain on the performing surface.

**RULING:** (a), (b) and (c) are legal. (d) is illegal. **COMMENT:** It is not appropriate to mandate contact lenses for participants needing visual correction, neither is it reasonable to require that glasses be removed during participation. Coaches must ensure that participant's glasses are as secure as possible at all times.

**2.2.5 SITUATION A:** A mascot in full head and body costume is: (a) basing a stunt; (b) bracing a stunt; (c) serving as a back-up spotter.

**RULING:** All are illegal. **COMMENT:** Clothing of participants involved in stunting must not restrict their mobility, vision, etc. or interfere with the safe execution of a stunt.

5. Glitter that does not readily adhere on the face, uniform, costume or the body is illegal. Glitter may be used on signs, props or backdrops if laminated or sealed. Glitter hairspray is illegal (SD Rule 2009-10)

**2.2.7 SITUATION A:** A participant is wearing: (a) "hard" (loose) glitter sprinkled in her hair; (b) glitter lotion that does not easily flake off; (c) shimmery eye shadow; (d) glitter hairspray.

**RULING:** (a) illegal; (b) and (c) legal; (d) illegal (SD Rule). **COMMENT:** Glitter that easily flakes off can fall into performers' eyes and/or cause the performing surface to become slippery.

6. Supports, braces, etc. which are hard and unyielding or have rough edges or surfaces shall be appropriately covered. A participant wearing a cast (excluding a properly covered air cast) must not be involved in a stunt.

**2.2.8 SITUATION A:** A participant performs while wearing a knee brace that is (a) made of a hard material with metal hinges; (b) made of fabric with covered hinges.

**RULING:** (a) illegal; (b) legal. **COMMENT:** A neoprene sleeve or similar material would be considered appropriate covering. Coaches must ensure that coverings do not restrict movement of hinges.

**2.2.8 SITUATION B:** While wearing a cast on her arm, a participant: (a) bases a stunt; (b) performs a forward roll.

**RULING:** Both are illegal unless the cast is a properly covered air cast.

7. Each State Association may authorize the use of artificial limbs.
8. A single partial/whole manufacturer's logo/ trademark (no more than 2 1/4 square inches with no dimension exceeding 2 1/4 inches).
9. An American flag, not to exceed 2 by 3 inches, and either a commemorative or memorial patch, not to exceed 4 square inches and with written state association approval, may be worn on the uniform top.
10. A coach shall not permit a team member to participate if, in the judgment of the coach, the participant's hairstyle or fingernails do not conform to NFHS rules, or if the provisions for jewelry or glitter rules are not met, or if support or brace is not legal.

## G. COMMENTS ON THE RULES

1. **When standing at attention, apparel must cover the midriff.**
2. Cheer teams must wear/cheer in appropriate school issued/sponsored uniforms consisting of a shell top/sweater and skirt, for ALL indoor sports during the regular season, sub-state and state events. (Exception: in the DakotaDome at football play-offs.) No camp wear is acceptable.
3. **IN SOUTH DAKOTA, BASKET TOSSES ARE NOT PERMITTED TO BE PERFORMED REGARDLESS OF THE COMPOSITION OF THE PERFORMING SURFACE.**  
*Rationale: All spirit stunts should be learned according to accepted progressions which means from lower to higher and from easy to more complex.*
4. **Progressions.** As with any athletic activity, the coach is responsible for enforcing general risk management rules, recognizing a team's particular ability level, and ensuring that team members follow progressions. Only those skills mastered in practice by being consistently executed safely and correctly should be performed in public. Coaches are accountable for approving and documenting mastery of skills before allowing participants to progress to the next level or to perform skills in public. If trends continue in poor execution of skills, especially elite stunts such as double downs and basket tosses, the NFHS will be forced to review these stunts and minimize risk. Elite-level stunts can be performed safely when appropriate progressions are followed and team members are properly trained and prepared.

### Partner Stunt Progressions

- Step-up drills
- Double-base thigh stand
- Double-base shoulder stand
- Single-base shoulder stand
- Extension prep, step off dismount
- Cradle drills
- Extension prep, cradle dismount

- Press extension, return to shoulders, cradle dismount
- Press extension, cradle dismount
- A full extension step-up liberty
- Ground-up liberty
- Braced liberty tick-tock
- Skills to cradles (i.e. toe touches and twists)

*NOTE: No partner stunt should be attempted until each individual skill in the progression is mastered.*

- Height Limitations (Rule 2-3)** – All partner stunts and/or pyramids are limited to two levels high. The weight of a top person (flyer) must be borne by one or more person(s) (base/s) who is/are in direct, weight-bearing with the performing surface.
- Jewelry (Rule 2-2-1)** - While religious or medical medals may be worn taped to the body under the apparel, all other jewelry must be removed.
- Fingernails (Rule 2-2-2)** - Long fingernails present a safety hazard to all members of the spirit team. The appropriate length for nails for all members of stunting and non-stunting teams means the nails are not visible beyond the end of the fingers when viewed from palm side of the hands.
- Hair (Rule 2-2-3)** - It is considered unsafe for any member of stunting or non-stunting teams to have their hair in their eyes or lying on their shoulders. The intent of this rule is not to dictate hair style, but to ensure that participants wear their hair in such a manner as to not interfere with the safe performance of a stunt. Hair must be “up and off the shoulders and out of the face.” No ponytails down middle of back or below shoulders. This applies to all teams whether stunting or non-stunting.
- Glitter (2-2-7, 3-1-9)** – Glitter that does not readily adhere on the face, uniform, costume or the body is illegal. Glitter may be used on signs, props or backdrops if laminated or sealed. This relaxes the rule to permit shimmery creams, lotions, etc. to be used. No glitter hairspray may be used. (South Dakota Rule-09-10)
- Suspended Splits (Rule 2-8-13)** – Suspended splits are legal provided the following conditions are met:
  - There are at least two bases.
  - The flyer has both hands in constant contact with a base(s).
  - When dropping to suspended splits, four bases must slow the momentum of the flyer by supporting under her thighs and legs prior to reaching the full split position; or three bases support her under her thighs and legs and the fourth base holds her hands. The flyer must have both hands in contact with a base(s) once she reaches the full split position.
- Attentive Spotters (Rule 2-4)** - The primary responsibility of a spotter is to watch for safety hazards and be prepared to protect the top person/flyer’s head, neck and back area in case of a fall. The spotter must maintain constant visual contact with the top person/flyer, and should not be looking at the crowd or making motions during the performance of the stunt.
- In South Dakota, all cheerleaders must be in grades 7-12. Sixth grade or below shall not participate with high school spirit teams.**
- Coaches must recognize a team’s particular ability level and limit its activities accordingly. “Ability level” refers to the team’s talents as a whole, and to individuals who should not be pressed to perform specific activities nor be limited by the ability level of the team.

## **SUBSTATE AND STATE TOURNAMENTS**

### **A. ROSTERS MUST BE POSTED ON THE SDHSAA WEB SITE.**

- Cheer teams for football, girls’ basketball, boys’ basketball, and wrestling must be listed on the final roster posted on the SDHSAA website. Cheerleaders not listed will not be allowed to cheer in post season (district, region, and state) events. This includes mascot.
- Substitutions may be made for injury, illness, or school disciplinary action.
- Due dates for listing of cheerleaders on the SDHSAA web site:
  - Football – Friday of week 16 (October 23)
  - Basketball and Wrestling – February 1
  - If cheer leaders and mascot are not listed by the above dates, the school is not to have cheer leaders for substate and state events.

### **B. SUPERVISION FORMS REQUIRED.**

Forms with contact numbers for individuals responsible for cheerleaders will be required for all basketball and wrestling state tournaments.

### **C. CHEER REGULATIONS AT ALL POST-SEASON FOOTBALL PLAY-OFFS**

- Cheer teams must wear/cheer in appropriate school issued/sponsored uniforms during all football play-offs. No camp wear is acceptable.
- All cheer teams must be supervised by a school sponsored/appointed cheer coach at all state events. SDHSAA state events should take precedence over regular and/or sub-state events.
- Cheer team members, including mascot, must be listed on the football team’s final roster posted on the SDHSAA website. Cheerleaders not listed by October 23 will not be allowed to cheer at substate or state events.

4. Only varsity cheerleaders in uniform shall be admitted free at all First Round, Quarter-Final and Semi-Final games. It is not necessary to issue cheerleader passes at these three levels of Play-Off competition. Cheerleader passes for those schools in the final games at the DakotaDome will be issued from Tournament Headquarters.

#### **D. CHEER REGULATIONS AT STATE WRESTLING TOURNAMENT**

1. Wrestling cheer squads should be no larger than six members. This is due to space constraints. Note: This is a recommendation only. There is not a penalty for squads larger than six.
2. Stunting is not allowed at all substate wrestling tournaments, as well as at the State A/B Wrestling Tournament.
3. Placement of cheerleaders: When teams cheer at the State Wrestling Tournament, they should be ten feet from the edge of the wrestling mat, unless the facility does not permit otherwise.  
The mat area should be free of spectators, photographers and cheerleaders. It should be maintained as an open space around the mat so that everyone can have a full view of the wrestling area.
4. Many times, wrestling action will cause the wrestlers to leave the mat itself. It is felt that by having this area clear, it will be a much safer environment for the wrestlers and cheerleaders.
5. During many of the tournaments where more than one mat is being used, space may be limited. If it is not possible to have the 10 foot area around the mat clear, an effort needs to be made to keep cheerleaders, etc. back away from the mat as much as possible.
6. Another item is that of the cheerleaders beating on the mat or floor while wrestling is in progress. Any time there is a hand slapping the mat it simulates the same sound as that of the official when he is calling a pin. All cheerleaders are to refrain from beating the mat or floor while wrestling is in progress. This would include not only the wrestling on the mat where the cheerleaders are located but also while any wrestling may be occurring on another mat during a tournament situation.
7. Cheer teams must wear/cheer in appropriate school issued/sponsored uniforms consisting of a shell top/sweater and skirt, for ALL indoor sports during the regular season, substate and state events. No camp wear is acceptable.
8. All cheer teams must be supervised by a school sponsored/appointed cheer coach at all state events. SDHSAA state events should take precedence over regular and/or substate events.

#### **E. CHEER REGULATIONS AT STATE BASKETBALL TOURNAMENTS**

1. In some instances cheerleaders remain too close to the playing floor during play. Cheerleaders, for the protection of all, shall take a position that will not interfere with the game as played.
2. Only varsity basketball cheerleaders will be permitted on the playing floor at the state tournaments. This means that "B" team cheer-leaders will not be allowed to assist in leading cheers at any state tournament game.
3. Spirit or yell leaders will be allowed provided they are so designated by their school and appear in a school approved uniform.
4. Cheer teams must wear/cheer in appropriate school issued/sponsored uniforms consisting of a shell top/sweater and skirt, for ALL indoor sports during the regular season, sub-state and state events. No camp wear is acceptable.
5. All cheer teams must be supervised by a school sponsored/appointed cheer coach at all state events. SDHSAA state events should take precedence over regular and/or substate events.
6. Cheer team members (including mascot) must be listed on the basketball team's final roster posted on the SDHSAA website. Cheerleaders not listed will not be allowed to cheer in post season (district, region, and state) events.

#### **F. OPENING CEREMONIES AT STATE BASKETBALL TOURNAMENTS**

The format will be as follows:

1. The Opening Ceremony Sequence:
  - a. The SDHSAA banner will be carried onto the floor.
  - b. Students from the participating schools will carry their own school flags. This can be a cheerleader or student representing the school.
  - c. As each group is introduced and marches into place, a sideline chant can be done by the cheer/yell leaders.
  - d. Following the entrance of the last group of cheer/yell leaders, the American Flag and the South Dakota State Flag will be presented by a qualified group.
  - e. The National Anthem will be played by the State Tournament Band for that day.
  - f. Following the National Anthem, the flags will be properly retired.
  - g. The cheer/yell leaders will go off the floor with the school banners.
2. Opening Ceremony Requirements:
  - a. The host school will coordinate the ceremony. If possible, the host school's cheer coach should be in charge.
  - b. Practice for the opening ceremonies will be held on Saturday morning beginning no earlier than 8:30 a.m. and ending no later the 10:00 a.m.
  - c. The host school will notify the participating schools of the format and practice time.
  - d. The SDHSAA banner and the eight school flags for the participating schools MUST be used.
  - e. The host school will provide students to carry the SDHSAA banner.
  - f. Each school must provide a representative to carry the school flag. *See #3 below.*
  - g. If no Color Guard "unit" applies to carry the American and South Dakota State flags, the host school will be responsible for providing a Color Guard group and training the group in proper flag etiquette.
  - h. There will be NO dance routines OR "group" cheer utilized as part of the Opening Ceremony.

- i. The SDHSAA will include instructions specifically to the host school Coordinator assigned to the event.
  - j. Each participating school's cheer coach or school representative will be required to attend the practice with the team.
  - k. The tournament public address announcer will read the Opening Ceremony script.
3. Flag Carrier. Each school is asked to provide one person to represent the school during the "Opening Ceremony" by carrying the school's flag onto the floor.

The flag carrier for each school can be anyone the school designates (student leader, basketball player, cheer/yell leader). These students should not be committed to any other function that is part of the "Opening Ceremony." NOTE: Schools may choose to have an adult represent the school

Please remember that this person is representing the school and should dress appropriately (at least dress to the same standards as are expected for the students receiving awards). Selecting this person prior to the tournament will allow them to bring appropriate clothes with them to the tournament.

#### **G. ROOM RESERVATIONS FOR CHEERLEADERS**

The SDHSAA will make arrangement for cheerleading teams and their supervisor(s) at all State Basketball, Wrestling and Football Tournaments. Qualifying teams who decide to not stay at the tournament hotel/motel, for reasons other than approved by the SDHSAA, will not be reimbursed for hotel/motel expenses for that tournament (when expenses are reimbursed). In addition, the qualifying team will also be billed for any unused rooms at the SDHSAA reserved facility.

#### **H. EXPENSE REIMBURSEMENT**

- 1. Basketball
  - a. **Meals:** Schools will be reimbursed for six cheerleaders. Reimbursement will be for 9 meals per cheerleader @ \$4.00 per meal.
  - b. **Lodging:** One double room per school for one night.
- 2. Football
  - a. **Meals:** Schools will be reimbursed up to a maximum of 3 meals per cheerleader @ \$4.00 per meal. Schools will be reimbursed for up to six cheerleaders.
  - b. **Lodging:** If actually used, schools will be reimbursed for one double room per school for one night.

#### **I. RECOMMENDED CHEER COACH UNIFORM RULE**

The SDHSAA reminds all coaches of their professional responsibility to conduct themselves in accordance with the rules and regulations of the sport and maintain proper appearance befitting the importance of the game. It is a matter of cooperation of people as a unit showing common courtesy, patience, pride, and respect. **Coaches are asked to dress appropriately (comfortable, but not sloppy; NO hats, t-shirts, denim jeans or sweat pants). Coaches are in the spotlight, not a fan in the stands. BOD action: April 2008.**

### **CHEERLEADING QUESTIONS AND ANSWERS**

- 1. What SDHSAA eligibility rules are applicable to cheerleaders? None.
- 2. Do transfer rules apply to cheerleaders? No
- 3. Are there any special rules for sideline cheerleaders going to competitions established by the SDHSAA? The SDHSAA does not sponsor, regulate, or support sideline cheerleaders entering competitions. The SDHSAA sanctions a competitive cheer program designed for cheer competition and encourages schools to adopt competitive cheer if the school supports competition. Schools that do not adopt a competitive cheer program may compete against other sideline cheer programs. NFHS rules must be followed.
- 4. Can schools count sideline cheerleading as one of the sport offerings for girls? No. Schools may only count a school board adopted competitive cheer program as a sport.
- 5. Do cheerleaders have to pass a physical examination as required for athletes? Yes
- 6. Should member schools adopt local rules, regulations, code of conduct, etc., that is expected of their cheerleaders? Such a practice is highly recommended.
- 7. Are cheerleaders covered by the SDHSAA Catastrophic Insurance program? Yes.
- 8. If a team does not stunt, do they need to have a physical? Yes, under the guidelines, all cheerleaders must have a physical prior to cheering.
- 9. Does the 10 day practice rule apply to cheerleaders? Yes, cheerleaders must have 10 days of practice the same as any sport activity. The 10 days applies to the team as a whole, not each individual participant.
- 10. Do sideline cheerleaders/coaches for various sports need to follow out of season rules? Yes, coaches are limited to 4 contacts during the summer out of season time period.

#### **ACADEMIC ACHIEVEMENT TEAM AWARD**

In an attempt to recognize the academic excellence of the athletic teams and fine arts groups in each school, the SDHSAA created the "Academic Achievement Team Award". The "Academic Achievement Team Award" is designed to recognize "varsity" level "teams" that achieve a combined GPA of 3.0 or higher.

For additional information about the "Academic Achievement Team Award", refer to the "Academic Achievement Team Award" section of either the ATHLETIC or FINE ARTS HANDBOOK.

## PARTICIPANTS' RESPONSIBILITIES

### GENERAL:

1. Spirit team members should be present at all games to which they are assigned, and initiate positive crowd involvement.
2. Spirit teams should be in their assigned places throughout contest.
3. As representatives of the school, proper and positive behavior should be required at all times.
4. Spirit teams should be required to arrive a sufficient amount of time before games begin. Their duties should include: (a) meeting and greeting the visiting teams and making them feel welcome; (b) assisting visiting teams with questions such as where they are to be located during the contest, where they can change, etc; (c) allowing adequate time for their warm-up period.
5. Prior to the start of a game, a plan between the home and visiting cheerleaders, pep bands and other spirit groups should be devised whereby all groups have the opportunity to cheer/perform during non-injury time-outs and intermissions. This will help eliminate confusion and prevent delays in the game while the officials wait for the spirit teams to get off the field or floor.
6. At games away from home, spirit teams should arrive as a group and meet the host teams.
7. Participants should know the game rules and officials' signals to the extent of understanding when and what type of cheers are appropriate. Spirit team members should always pay attention to the game or contest.
8. When the official signals for the game to begin after a time-out, the spirit teams should leave the floor immediately. Spirit teams shall stay clear of the playing area prior to and during the contest so as not to interfere with the players or officials or increase the possibility of injury.
9. Spirit teams should accept the decisions of officials and discourage disagreement of fans by initiating positive chants or cheers.
10. Spirit teams should realize the importance of actively influencing the positive conduct of the spectators.
11. Spirit teams should adapt their routines to the environmental conditions and playing surfaces for which stunts, pyramids and routines are used (i.e. mounts, pyramids or gymnastics shall not be permitted during rain, strong wind, or extreme cold, on slippery or uneven surfaces, or where there is not enough space. Hot and Humid weather also may present problems.)
12. After performing or cheering, spirit team members should clear the playing area of any materials that could hinder play, i.e. pom fragments, signs, hair bows, apparel or props.
13. Spirit team members should use appropriate and positive language throughout all practices, games, performances and competition.

### SPORTSMANSHIP:

*NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.*

Good sportsmanship is conduct which imposes a type of self-control involving honest rivalry, courteous relations, and graceful acceptance of results. School spirit is a reflection of these attitudes and behavior. If a school is to succeed in one of its prime functions, that of developing good citizenship, it is necessary that student groups radiate proper sportsmanlike conduct. Sportsmanship is good citizenship in action. The promotion of sportsmanship is a primary responsibility of spirit groups.

1. Spirit teams always should cheer in a positive manner. It is inappropriate to cheer against the other team or to cheer in response to an opposing player's mistake. Initiating response cheers between home and opposing spirit teams or fans is strongly discouraged.
2. Cheers and chants with suggestive words and/or motions (ex. pointing at opposing teams or fans) shall not be used because in many situations they bring about an inappropriate response.
3. Spirit leaders should call attention to the importance of sportsmanship at all pep rallies. When permitted, placing sportsmanship posters promoting good sportsmanship on the wall of the gym or throughout the school is helpful.
4. Spirit leaders should discourage their followers from yelling or cheering while an opponent is shooting free throws. Intimidation of opponents has no place in high school athletics.
5. Spirit leaders are in a position to preview spirit signs that will be posted for their school's contests (when permitted). Prohibiting inappropriate signs from ever being posted can greatly assist the administration and helps students or school personnel understand the importance for positive signage which is to create and maintain a positive crowd atmosphere.
6. Obnoxious behavior should not be encouraged nor permitted under the guise of school spirit. Opposing players, officials and fans should be treated with respect and dignity. If inappropriate crowd behavior exists, assistance should be obtained from a school administrator or game management.

## **TECHNIQUES FOR LEADING CHEERS:**

1. Stimulate and control crowd response.
2. Choose the right cheers at the right time.
3. Be certain that words used in a cheer do not suggest, inflame, or taunt an audience.
4. For indoor event, do not use artificial noisemakers or noise enhancers, including, but not limited to cowbells, sirens, clackers, cans with marbles or rocks inside, air horns, or any other noisemaking apparatus. Megaphones may be used only by cheerleaders, directed only toward one's own fans.
5. Divert the crowd's attention by starting a crowd cheer when booing develops.
6. Cheerleaders should get the crowd to respond to their lead by preparing them during pregame warm-ups.
7. It is important that the cheerleaders make eye contact with the crowd while leading a cheer; his/her facial expressions are very important in generating enthusiasm and a strong response.
8. Emphasize each word so that each is distinct and the cheer may be understood and followed easily.

## **WHEN TO CHEER:**

1. As your team comes on the floor or field.
2. When your team or a player makes an exceptional play.
3. When a substitution is made on your team. When appropriate, cheer outgoing player and incoming player.
4. As encouragement and tribute to an injured player when that player leaves the game.
5. When an opponent, who has played spectacularly, leaves the game.
6. As encouragement to own team in its drive for a score.
7. As encouragement to own team in defense of its goal.

## **WHEN NOT TO CHEER:**

1. When an opposing player makes a mistake or the opposing team is being penalized.
2. When an opposing player is injured.
3. As important announcements are being made over the public-address system.
4. When an unsportsmanlike act has occurred or is occurring.

**Note:** Negative or demeaning cheering is never acceptable. Chanting or cheering for the purpose of taunting the opponents is also never appropriate.

## **WHEN TO PERFORM:**

Spirit teams should be aware of the time available to perform. Appropriate situations for routines are: pregame, full 60-second time-outs, between quarters, at half-time, and postgame.

## **SD SIDELINE CHEER GUIDELINES FOR STUNTING AND NON-STUNTING TEAMS**

Cheerleading has become one of the most popular activities for young people in America. The increased emphasis on athleticism and specifically the expanded inclusion of tumbling, partner stunts and pyramids have been important contributors to its growth. Cheer coaches and school administrators/boards must recognize that stunting carries inherent risk and that this risk must be minimized during practices and during performances/competitions. This means all safety rules must be adhered to at every spirit activity, including practice. Recognizing this increased level of athleticism and in an effort to encourage safety awareness, the following regulations have been formulated to provide an invaluable guide to the SDHSAA member schools.

### **The following cheer guidelines are to be followed:**

Note: Schools are responsible for establishing their own policy for stunting or not stunting.

- A. All teams, stunting and non-stunting, must have **10 DAYS** of practice prior to their first cheerleading date.
- B. All teams, stunting and non-stunting, must have a physical prior to the start of practice.
- C. All head cheer coaches of football, girls' basketball, boys' basketball and wrestling must view on-line a rules meeting on an annual basis and take and pass the on-line Spirit open book test. Fines will be assessed for non-compliance.
- D. A stunting team practice area must have adequate ceiling clearance and have mats available. It is recommended that mats be used during any cheer performance/competition.
- E. The coach and/or the assistant should be present to supervise his/her own team at practice.
- F. The cheer coach of any team wishing to perform any drops, pendulums, pyramids/mounts, rolls/tumbling, dismounts, suspended splits, tosses, transitional stunts and vaults must adhere to **ONE** of the following requirements.
  - 1. Successfully complete the AACCA (American Association for Cheerleading Coaches and Advisors) safety certification course in cheerleading, **and** the NFHS On-line Sports First Aid Course or its equivalent.
  - 2. Successfully complete a coaching certification program by attending one of the national cheer associations' summer camps (NCA, UCA, etc.) and receive a certificate of course completion, **and** the NFHS On-line Sports First Aid Course or its equivalent.
- G. All sideline cheer coaches must complete the Spirit Program Management Course or Fundamentals of Coaching.
- H. All sideline cheer coaches must complete a First Aid course or its equivalent.
- I. Special Considerations
  - 1. If a school changes cheer coaches for each season and its teams include tumbling, partner stunts and pyramids in its routines, each coach must satisfy completely the requirements in F1 or F2 listed above.
  - 2. If a qualified cheer coach and/or school approved supervisor is NOT in attendance at an activity, the cheer squad WILL NOT be allowed to stunt.
- J. Schools must monitor/check the requirements of their cheer coaches the same as they do for other sport coaches.

## GENERAL SPORT CHEER GUIDELINES

### General (applies to all cheering, any sport):

- NO JEWELRY – If you were not born with it, it is jewelry and you cannot wear it while cheering. Only religious or medical medals may be taped to the body (no chains).
- The hair shall be worn in a manner to ensure safety while performing. Bows, ribbons, and hair extensions must be secure at all times.
- All members of a cheerleading team, stunting or non-stunting, shall wear their hair up away from the face and off the shoulders. No ponytails down middle of back or below the shoulders. This includes all teams whether stunting or non-stunting.
- Shoes and socks must be worn at all times during a game, match or practice.
- Fingernails, including artificial nails, shall be kept at a length appropriate for safe participation. The appropriate length means the fingernails are not visible beyond the end of the fingers when viewed from the palm side of the hands.
- Glitter that does not readily adhere on the face, uniform, costume or the body is illegal. Glitter may be used on signs, props or backdrops if laminated or sealed. The use of glitter hairspray is prohibited.
- A participant wearing a cast (excluding a properly covered air cast) shall not be involved in a stunt except a legal forward roll.
- No gum chewing or candy in the mouth during practice or performance.
- In South Dakota, all cheerleaders must be in grades 7-12. Sixth graders or below shall not participate with high school spirit teams.
- Cheer teams must wear/cheer in appropriate school issued/sponsored uniforms consisting of a shell top/sweater and skirt, for ALL indoor sports during the regular season, sub-state, and state events. No camp wear is acceptable.
- All cheer teams must be supervised by a school sponsored/appointed cheer coach at all state tournaments. SDHSAA state events should take precedence over regular and/or sub-state events.
- Basket tosses are illegal to perform in South Dakota.
- Coaches must be present for a team to perform stunts.

### Basketball:

- Stunts shall not be performed during a basketball game when the ball is in play.
- Spirit participants must not stunt on the court or sideline area during player warm-up if an alternate area is available. If no appropriate alternate area is available, the coach must take reasonable precautions to minimize the risk to participants. Suggestions for stunting warm-ups at basketball game when an alternate area is not available may include:
  1. Arrive early to warm up stunts before player warm-ups begin.
  2. The coach could enlist others to stand between player warm-up and stunting warm-ups on the sidelines to deflect balls or individuals.
  3. Warm-up stunts when players return to dressing room after their warm-ups.
  4. Stunting might have to be delayed until after halftime of the first game if halftime is the first time an appropriate warm-up area is available.

Cheerleaders shall remain outside the playing area during a 30-second time-out in a basketball game.

- When a player is shooting free throws, cheerleaders shall not cheer.
- Stunting during the school song – cheerleading is a secondary activity during the basketball game, the warm-ups for the teams take precedence, if the teams don't go into the locker room until the 20 minutes is up, then the cheer teams do the school songs without stunts – if the teams do go in the locker rooms early, then the cheer teams may stunt.
- Whenever possible, cheerleaders should be at least 3-4 feet from any boundary line.
- Along the end line at a basketball game, cheerleaders shall not stand within the area of the free throw lane extended.

- Basketball cheer team members, (including mascot) must be listed on the final roster posted on the SDHSAA website. Cheerleaders not listed will not be allowed to cheer in post season (district, region and state) events. (Exception: Substitutions may be made for illness, injury, or school disciplinary action.)
- Reminder: No children younger than 7<sup>th</sup> grade are permitted to cheer at a basketball game.

### **Wrestling:**

- Recommendation: Wrestling cheer teams should be limited to six members due to space constraints.
- Stunting is not allowed at the State A/B Wrestling Tournament.
- Cheer teams must wear/cheer in appropriate school issued/sponsored uniforms consisting of a shell top/sweater and skirt, for ALL indoor sports during the regular season, sub-state, and state events. No camp wear is acceptable.
- Wrestling cheerleaders shall refrain from hitting the mat or floor while cheering for a wrestling match.
- No safety pins on pillows at a wrestling match (considered jewelry).
- At a wrestling match, cheer teams shall be ten feet from the edge of the wrestling mat unless the facility does not permit.
- Wrestling cheer team members must be listed on the final roster posted on the SDHSAA website. Cheerleaders not listed will not be allowed to cheer in post season (district, region and state) events. (Exception: Substitutions may be made for illness, injury, or school disciplinary action.)
- Reminder: No children younger than 7<sup>th</sup> grade are permitted to cheer at a wrestling match.

### **Football:**

- Prior to any cheering, both weather conditions and cheering surfaces must be considered.
- Cheerleaders shall not stunt on a wet track/surface.
- Stunts shall be modified to be appropriate to the performing surface/area. Stunting should be performed only on appropriate surfaces and where there is adequate space and lighting and surfaces are not wet or uneven.
- It is not recommended to stunt while wearing long pants.
- Cheer Boxes: Stunting **ON** a box is **not** permitted. Tumbling (except a legal forward roll) onto or over a prop is not permitted. Dismounts (such as jumping) to the performing surface from boxes higher than 3 feet shall have assisted landing.
- Football cheer team members, including mascot, must be listed on the final roster posted on the SDHSAA website. Cheerleaders not listed will not be allowed to cheer in post season (district, region and state) events. (Exception: Substitutions may be made for illness, injury, or school disciplinary action.)
- Reminder: No children younger than 7<sup>th</sup> grade are permitted to cheer at a football game.

### **Volleyball**

Stunts shall not be performed during a volleyball game when the ball is in play. Spirit participants must not stunt on the court area during warm up if an alternate area is available. (See suggestions in basketball if an alternate area is not available).

# SDHSAA TOURNAMENT TEAM AND SPECTATOR CONDUCT RULES

The following rules apply to all district, region and state events.

All member schools, conferences, etc. are encouraged to adopt these rules for all regular season contests.

## **A. Conduct of spectators, coaches and players.**

1. There must be sufficient planning, not only by the tournament manager but also by all participating schools which have qualified for the tournament, relative to appropriate crowd control during the duration of the event.
2. All participating schools will be expected to emphasize the necessity for proper crowd behavior. Administrators from member schools are expected to position themselves near their student cheering section whenever their team is playing.
3. Coaches will be expected at all times to display the type of conduct which con-tributes good sportsmanship and which does not incite the spectators in attendance.
4. Coaches will be expected to impress upon their athletes the importance of displaying good sportsmanship at all times, including players on the court, substitutes sitting on the bench, or following the conclusion of a game.
5. Administrators will be expected to impress upon their coaches the importance of displaying good sportsmanship at all times.
6. All fans will be expected to remain off the playing area until after the awarding of medals and trophies. Failure to remain off the playing floor will result in the offending team not being recognized by the public address announcer. Medals and trophy will be awarded to school personnel following the awards ceremony. Fans will be allowed on to the playing area following the presentation of all awards.
7. All fans must wear shirts.

## **B. Equipment and facilities.**

1. Removal of the nets following the championship game will be under the direction and supervision of the tournament manager.
2. The breaking of a backboard will become the financial liability of the school whose student(s) caused the damage.
3. Vandalism to locker room facilities, motel rooms, etc. shall be the responsibility of the member school whose player/team was responsible for the damage.

## **C. No banners - no signs - no noisemakers**

1. Temporary banners and signs of all kinds are prohibited except those displayed by the SDHSAA, the Association's corporate partners, the tournament band, the arena, the tournament manager, and licensed radio and television stations. Cheer cards displayed by cheerleaders are permissible.
2. All types of noisemakers are prohibited. This includes plastic hand shakers, thunder sticks, as well as all sorts of projectiles.
3. Paper confetti and silly string are prohibited, because they are difficult to clean up, as well as being a fire hazard.
4. Balloons are prohibited.
5. Megaphones are prohibited except when used by a cheerleader.
6. Musical instruments are prohibited except when the band is performing.
7. Stereo tape decks and related radio equipment are prohibited during official tournament play. (Host management may provide tapes, CD's, etc. that may be played during warm-ups, quarter and half-time breaks, or breaks in the action such as dead balls, etc.)

## **D. Hoops, mini-tramps and tunnels.**

1. The use of "break-through" hoops, mini-tramps, rebounding devices & related pieces of equipment is prohibited.
2. Human tunnels created by student and/or adult fans are prohibited.

## **E. Pennants, Number 1 Fingers, Foam Noodles, Homer Hankies, Rooter Poms, etc. will be permitted.**

## **F. Laser Pointers are prohibited.** If used, the laser pointers will be permanently confiscated.

## **G. Re-Entry.** As per local venue policy, individuals wishing to leave the venue during a session will receive a hand stamp/accommodation pass for re-admittance to the venue for that session only.

## **H. Smoking is not allowed inside the venue.** As per local venue policy, adult smokers will be given a hand stamp/accommodation pass for re-admittance to the venue for that session only.

## **I. The management will designate each participating team's section of the bleachers.**

## **J. Students are asked not to stand on the seats.** Students may stand in the foot wells in the student section.

## **K. Jumping up and down in unison is prohibited.**

## **L. Adult cheerleaders are not permitted in the student cheering sections.** However, adults will be permitted to sit in the student section if space allows.

## **M. Cheerleaders, spirit or yell leaders** will be allowed, provided they are so designated by their school and appear in a school approved uniform.

## **N. All fans must wear shirts.** Body paint is not allowed for either students or adults. Face paint is allowed.

## **O. Gambling and alcoholic beverages are prohibited.**

## **SDHSAA ARENA RULES**

The following rules and regulation are applicable to all venues hosting SDHSAA State Events:

1. All fans must wear shirts.
2. Fans are not prohibited from wearing face paint.
3. Human tunnels and/or break through hoops are prohibited.
4. Signs, banners, and noisemakers are prohibited.
5. Smoking inside the venue is not allowed. Adults wishing to smoke will be issued an accommodation pass or stamp to exit through a specific door and re-enter through said door.
6. There will be no other passes issued, except in dire emergencies, for fans to leave the venue and re-enter.
7. Spectators must remain off the playing floor at all times.
8. No one is allowed to sit, stand or hang on the basket or the basket supports.
9. Students with bleacher tickets must use the facilities on the main floor. Except for important reasons, no one will be allowed to cross the railing between the bleachers and the balcony.
10. The throwing of objects of any kind onto the playing floor is prohibited.
11. Gambling or use of intoxicating beverages is not permitted in the arena. Anyone found indulging in either would be required to leave the building.
12. Laser pointers are prohibited and will be confiscated by meet management.
13. During all championship round games, adults are not permitted to sit on the main floor in the student sections. However, an exception is made in certain venues, such as the Barnett Center in Aberdeen, where both students and adults are allowed on the main floor.
14. Jumping up and down on the bleachers, in unison, is prohibited.

All fans will be expected to remain off the playing area until after the awarding of medals and trophies. Failure to remain off the playing area will result in the offending team not being recognized by the public address announcer. Medals and trophy will be awarded to school personnel following the awards ceremony. Fans will be allowed on to the playing floor following the presentation of all awards.

**NOTE:** This policy is applicable to football, volleyball, and basketball.

### **Damage to Bleachers at a State Event**

Damage to bleachers can be caused when the entire student body jumps up and down in unison on the bleachers. The SDHSAA cannot condone or overlook behavior that causes physical damage to a rented venue.

Therefore, the SDHSAA suggests the following:

- Member schools should prohibit this type of behavior from occurring at all regular season basketball games
- District and region committees should prohibit this type of behavior from occurring at all district and region basketball tournaments.
- All member schools that qualify a basketball team to the state tournament should make an announcement at a pep assembly informing the student body that this type of behavior is prohibited by the SDHSAA.
- All member schools should solicit the support and leadership of the cheerleaders to stop this behavior.
- Administrators from each of the participating schools should position themselves in close proximity to the student cheering section so they can immediately assist management to stop the jumping if and when it occurs.

# Boys' Basketball Tournament Cheer Supervision

All schools that qualify for the state tournament are required to have on-site cheerleading supervision during each of their games. Please indicate the school supervisor/coach(s) who will be responsible for your cheer team during the boys' basketball tournament.

The SDHSAA thanks you for your cooperation.

School: \_\_\_\_\_

## Thursday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

## Friday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

## Saturday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

## Girls' Basketball Tournament Cheer Supervision

All schools that qualify for the state tournament are required to have on-site cheerleading supervision during each of their games. Please indicate the school supervisor/coach(s) who will be responsible for your cheer team during the girls' basketball tournament.

The SDHSAA thanks you for your cooperation.

School: \_\_\_\_\_

### Thursday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

### Friday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

### Saturday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

# Football Finals Cheer Supervision

All schools that qualify for the state tournament are required to have on-site cheerleading supervision during their game. Please indicate the school supervisor/coach(s) who will be responsible for your cheer team during the football finals.

The SDHSAA thanks you for your cooperation.

School: \_\_\_\_\_

## Thursday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

## Friday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

## Saturday

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

## **Wrestling Tournament Cheer Supervision**

All schools that qualify for the state tournament are required to have on-site cheerleading supervision during each of their matches. Please indicate the school supervisor/coach(s) who will be responsible for your cheer team during the wrestling tournament.

The SDHSAA thanks you for your cooperation.

School: \_\_\_\_\_

### **Friday**

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_

### **Saturday**

_____	_____
Name	Position

Cell phone contact during tournament: \_\_\_\_\_