GameTime General Rules

Teams will be evaluated on their ability to lead the crowd, proper skill incorporations, performance, motions, showmanship, and overall routine. Game Time functionality is heavily emphasized - performances should be prepared as if they were in an actual game setting at a school sporting event. Teams will be evaluated in the following areas:

SIDELINES: Total time allowed - 30 seconds

- Prepare one offense and one defense sideline
- Goal is to have crowd involvement
- No tumbling is permitted during sideline
- Announcement will be made prior to sideline portion of routine.
    - Situational prompts:
    - Your team is on defense ~ The other team has the ball
    - Your team is on offense ~ Make some noise - your team has the ball!

TIMEOUT: Total time allowed - 1 minute

- Spend this time leading the crowd!
- Music can be used - one pre-approved song that will lead the crowd
- School spirit chants with incorporated signs, props, tumbling, jumps, and basic stunts

CHEER: Total time allowed - 1 minute

- This would be a "half-time" type cheer with signs, props, stunts, tumbling, and stunts - make sure if you are doing stunts that you have the proper matting
- This portion of the routine does not require as much crowd involvement - use this section to show your skill and synchronization as a team.
- Sidelines/chants are accepted during this section - one cheer is required.

Maximum total routine is 2:30 - Minimum total routine is 1:00