

WIAA // GESA CREDIT UNION

POSTSEASON STANDARD OPERATING PROCEDURES

CHEER

FEBRUARY 6-7, 2026

Battle Ground High School

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COACH INFORMATION

EVENT SCHEDULE

- **Monday, January 26** - The list of qualified teams by category and performance date posted on the WIAA website.
- **Tuesday, January 27** - Coaches Meeting, 7:00 pm via Zoom
<https://us02web.zoom.us/j/83204555470?pwd=yQikr24c83hKaXuknaQcmL3caX3qXI.1>
- **Friday, February 6**
 - 4:00 pm: Teams allowed into the facility. Teams must check in at the registration table in the main building. Teams will be assigned to classrooms based upon size of squad and competition categories.
 - 5:00 pm: Doors open to the public
 - 6:00 pm: Competition begins
 - 9:30 pm: Presentation of awards
- **Saturday, February 7**
 - 9:00 am: Teams allowed into the facility
 - 10:00 am: Doors open to the public
 - 11:00 am: Competition begins
 - 8:00 pm: Presentation of awards

Depending upon the number of qualified teams, the Saturday schedule may be adjusted, with the same estimated ending time.

TICKETS

- Spectators are encouraged to purchase tickets ahead of time at [State Cheer Tickets](#)

SITE DETAILS & PARKING

- **BUS UNLOADING** - Buses will unload at the main hallway (main school entrance) then will proceed to park behind the gym in the south lot. Bus drivers may enter at the main pass gate entrance.
- **SPECTATOR PARKING** - Spectator parking is on a first-come, first-served basis in the parking lots, and street parking around Battle Ground High School.
- **FACILITY/PARTICIPANT ENTRANCE:** Participants, coaches, supervisors and bus drivers will enter the Battle Ground High School gym from Main Street, which is on the south side of the gym (look for the sign "Participant Pass Gate").
- Spectators will enter through the main gates on the north side of the gym.
- The west side of the Battle Ground High School gym will be designated for participating teams; the east side for spectators. The judges will also be on the east side. Spectators cannot block the view of the judges.
- There is no blocking or reserving of seats.
- The upper deck surrounding the gym will be open for either spectators or participants.
- Appropriate dress is required. Shirts and shoes are required at all times.
- The following items are not allowed into Battle Ground High School:

- Glitter, cans, fireworks, balloons, projectiles, laser pointers, silly string, bottles, coolers, beach balls, illegal substances, chains, animals, glass, food, alcohol, spikes, artificial noisemakers, weapons, beverages
- Glitter will not be allowed on signs, bows or clothing, in makeup, or in any form whatsoever. If any team is observed to have glitter of any type, that school may be billed for additional cleanup costs.
- Battle Ground High School is a tobacco, smoke, vape, drug and alcohol free zone, which includes all buildings, parking lots and school district property.

STORAGE AND PREP ROOMS

- Team bags will not be allowed onto the main floor. Classrooms will be available for storing team bags.
- Three large locker rooms and two smaller team rooms will also be available. Lockers are available to use if participants bring a padlock.
- WIAA and Battle Ground High School are not responsible for lost or stolen items. Please do not leave valuables in the locker rooms, team rooms, classrooms, or any area at Battle Ground High School. Teams are responsible for any valuables brought into the facility. Lockers are available to use if participants bring a padlock.

PERFORMANCE MUSIC

- Each school's athletic director must attest before the event that the music to be used is copyright compliant for performance in a public setting.
- Each school's coach must have their performance music downloaded onto their phone or iPad which can be plugged into the sound systems in the warm-up room and the competition floor.
- A coach must be sitting next to the announcer during that team's performance to cue the music

ATHLETIC TRAINERS

- Athletic trainers will be in both the warm-up area and competition floor one hour before the competition begins until the facility clears each day.
- School athletic trainers must register with the athletic trainer on site.

EXHIBITION PERFORMANCES

- College teams may provide exhibition performances before, during or following the regular team performances.

EVENT PHOTOGRAPHY

- Please read the [attached letter](#) from Northwest Sports Photography regarding booking Team photos
- Team photos will be taken as scheduled in the student commons area.
- One complimentary 8"x10" picture will be given to the school. Players will be able to order additional copies.
- NW Sports Photography will post all of the action and awards pictures online at 4nsp.com.

SOUVENIR MERCHANDISE

- Participants are encouraged to [pre-order state event merchandise](#), beginning **Friday, January 26**, at 8:00 am.
- The deadline to pre-order will be on **Monday, February 2**, at 11:59 pm.
- Merchandise will be available for pick up at the Rush Team Apparel booth at Battle Ground High School.
- Post-event orders will also be available on the [Rush Team Apparel](#) website.
- A variety of souvenir items will be available for sale throughout the event.
- Digital event programs can be downloaded at no cost beginning Thursday, February 5, at [State Cheer Tournament Central](#).

STREAMING

The event will be webcast live in the student commons area at Battle Ground High School and on the [NEHS Network](#) for a nominal membership fee.

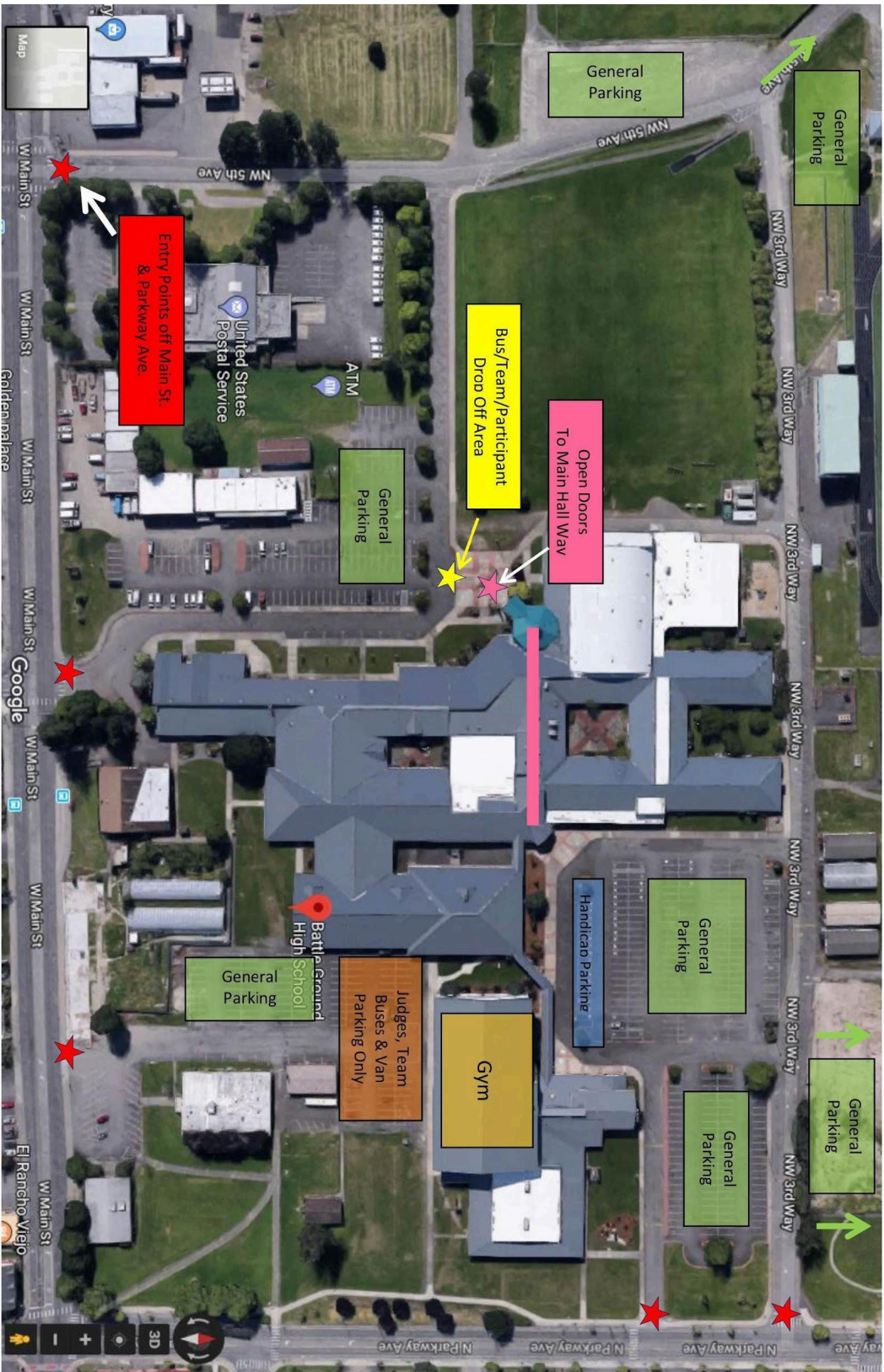
CONCESSIONS

The concession stand and food trucks will be open throughout the event.

AWARDS PRESENTATION

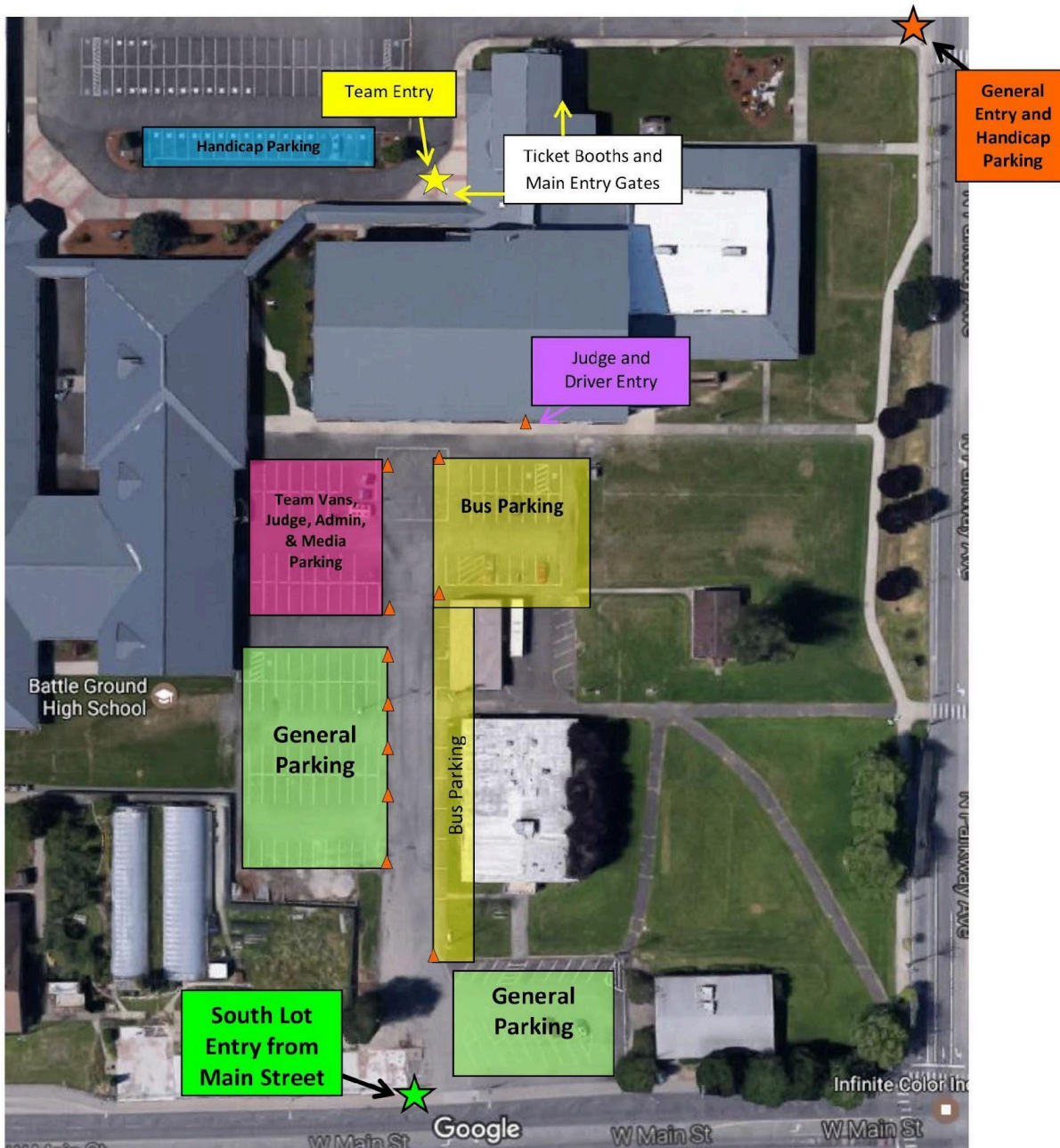
- The main lights will be turned down following the final performance on each night and participants representing each school will be allowed onto the main competition floor. Teams and spectators are encouraged to wear or carry glow-in-the-dark fluorescent paraphernalia.
- Awards will be presented to the teams that competed on that day.

State Cheer 2018 Campus Layout



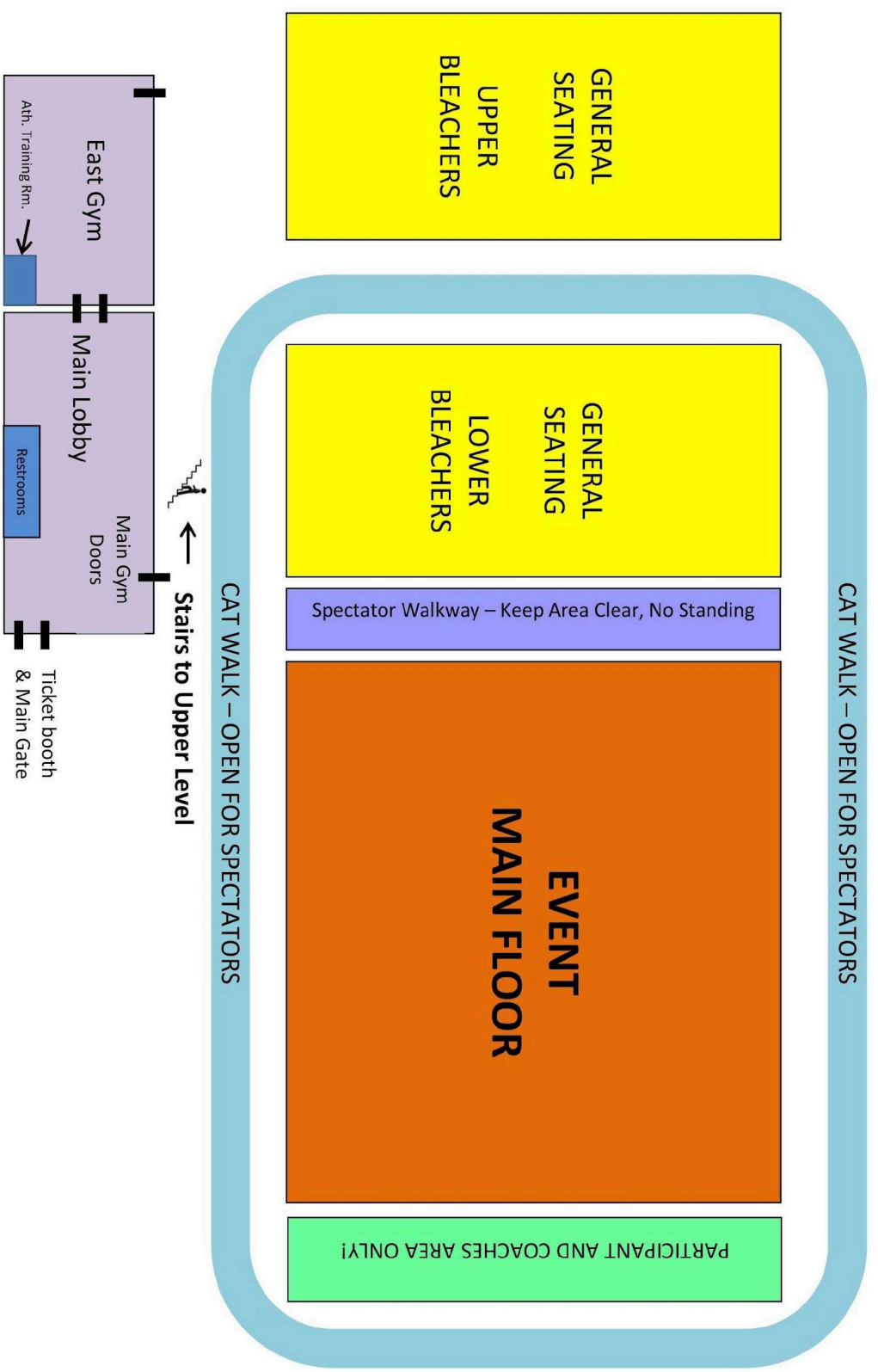
South Parking Area

- There are 32 parking spots reserved for Team Vans, Officials, Admin, and Media.
- Bus/team drop off will be at the front of the school. Then participants and coaches will walk through the building over to the gym to the team entry gate. After busses have unloaded, they will re-park in the south lot behind the gym.
- There are 18 spots reserved as handicap spaces in the Senior Lot.
- General parking limited, keep roadways and exit areas clear.



Seating Plan for Cheer State

Saturday, January 27th



SPORT-SPECIFIC SOPs

Changes from the 2024-25 Postseason Cheer SOPs are indicated in bold type and shaded.

PARTICIPATING AT A STATE CHAMPIONSHIP EVENT - Please contact the tournament manager if your squad intends to perform during any WIAA state championship event.

On-Court Performance Schedule - One minute is allocated for the following:

Between 1st and 2nd quarter

Between 3rd and 4th quarter

Between any subsequent overtime periods

During a full time out (cheerleaders are not allowed onto the court during a 30-second timeout)

Stunts may be practiced only in the designated warm-up area IF THE SQUAD BRINGS A MAT and performed ONLY on the competition floor. No coaches will be allowed onto the competition floor as spotters. Each squad is responsible to provide any matting required to meet NFHS safety rules.

54.2.1 All members of a cheer squad involved in stunting shall wear their hair away from the face and off the shoulders.

54.2.2 A non-skid surface mat(s) of a minimum of 6' x 8' is required for performing basket tosses and other similar multi-base tosses on a hard surface. (Folding panel mats and yoga mats are neither acceptable nor appropriate)

Introduction of Starting Line-up - Cheerleaders may be on the competition floor but must remain within the designated half court area during the pre-game introduction of starters.

Half-time Music - Squads are required to have their own music unless the band is playing. A representative of the cheer squad must be present at the announcer's table to cue the music.

Half-time Entertainment - Seven minutes will be allocated for half-time entertainment. Since the clock is running, the time allotted for performing groups begins when the group enters the court and ends when the group exits the court (NOT when the music begins and ends.) All half-time entertainment must be cleared with the Tournament Manager prior to the contest. The recommended performance order is listed below. This schedule can be changed upon mutual agreement of all performance groups and/or the tournament manager depending upon half-time presentations or special promotions.

1st - Home Dance/Drill Team (3 minutes maximum)

2nd - Visiting Dance/Drill Team (3 minutes maximum)

3rd - Home Cheerleaders (30 seconds)

4th - Visiting Cheerleaders (30 seconds)

5th - Home Band (if time permits)

6th - Visiting Band (if time permits)

Length of Routines - Squads are recommended to be prepared with both short and long routines, depending upon the available time and the number of squads on site.

Props - Cheer crowd involvement cue cards may be used as props (not to exceed 3' x 3'). The cue cards are to be used by cheerleaders in the cheerleader area only and the words must be supportive of their team and not degrading to opponents. Megaphones may be used only by the cheerleaders. Run through signs are not permitted.

Responsibility of the Cheerleaders - Only school district accepted cheers should be used at the appropriate times. Cheers or yells with degrading opponent implications and profanity must be avoided. Cheerleaders' actions, responsibility, acceptance, and control of student sections will be evaluated and scored as contributing to sportsmanship awards.

1.0 QUALIFYING EVENTS - All qualified teams will be scheduled to compete in the state championships unless the WIAA office is notified otherwise.

1.1 The team must have performed in at least ten varsity school events, such as school assemblies, sideline cheerleading, half-time performances, pep rallies, etc.

1.2 The team must have participated in at least one WIAA, WSCCA or school sponsored competition. The competition must:

- 1) Be staffed entirely by school personnel and/or affiliates (school administrators, teachers, coaches, booster clubs, etc);
- 2) Have all registration/entry fees deposited into the school ASB account;
- 3) Not exceed the \$100 per routine registration/entry fee as approved by the WIAA and WSCCA;
- 4) Utilize WOA/WSCJA judges.

1.3 In order to qualify for the WIAA State Championships, the team must have scored at least 64 as a minimum qualifying score in the non-tumbling division and stomp divisions or 70 as a minimum qualifying score in the tumbling and game day divisions (whole numbers only; there will be no rounding of decimals) after all deductions (based upon the cumulative scores awarded by the four judges) in the competition, or

1.4 Qualifying competitions may be held during the months of October, November, December and January.

1.5 Each team will compete in the category in which that team qualified.

1.6 A team could increase the number of participants provided the team remains within the same category (provided each participant meets all WIAA and local school district eligibility rules.)

2.0 CATEGORIES: NFHS Spirit rules will be strictly enforced in all categories.

2.1 Tumbling: Tumbling is defined as any skill with feet over head rotation.

2.2 Non-Tumbling: Tumbling, except for inversions into load-in positions and dismounts of stunts and pyramids, is not allowed.

2.3 Stomp

2.4 Game Day

2.5 The categories may be divided at the state championships by size if four or more teams qualify in the divisions below.

2.5.1 Varsity small: **15** and under participants

2.5.2 Varsity medium: **16-19** participants

2.5.3 Varsity Large: **20 and above** participants

2.5.4 Coed tumbling, stomp and game day divisions only: **one** or more males

2.5.5 "Live" musicians must be included with the team numbers in determining the appropriate division.

2.6 A school may enter only one team in each category and a maximum of three categories.

2.7 A school may participate in tumbling or non-tumbling, but not in both, as well as stomp and game day.

3.0 STATE EVENT FORMAT:

3.1 All classifications may be combined.

3.2 Every effort will be made to schedule the teams that qualify in two categories to compete on the same day (either Friday or Saturday, in order to minimize the requirement for overnight lodging.)

4.0 COMPETITION SCHEDULE: When possible, teams will be scheduled based upon their qualifying score with the highest qualifying score competing last in each category.

5.0 PRACTICE SCHEDULE: Available practice time will be divided equally among the teams. The practices are closed to other teams.

6.0 SCORING/JUDGING

6.1 Four WOA judges plus two safety/technical judges will judge each routine.

6.2 Judges will be positioned on one side of the facility.

6.3 Points deducted for any safety violations will be subtracted from the final score.

6.4 Deductions for all categories:

- Discarded sign hits person - 0.5 points per person hit
- Tumbling fault: tumbler tumbles into or hits someone - 1 point per person
- Tumbling fault: tumbler lands on knees, head, back or bottom - 1 point per person

- Minor stunt fault: hand, elbow, or knee hits the performing surface - 1 point per person
- Major stunt fault: hip, bottom, shoulder, head, side or back hits the performing surface - 2 points per person

6.5 Deductions for the Game Day category only:

- The performance will follow this order: Band Chant, Situational Sideline, Cheer, followed by the Fight Song - 5 points each
- No stunting or tumbling is permitted in the Band Chant, however jumps and kicks are allowed - 5 points each
- Incorporation is limited to three consecutive 8-counts of stunts and/or tumbling in the Fight Song (if the Fight Song repeats, the incorporation will only be allowed both times if it is repeated exactly the same both times) - 5 points each. Counting will begin with the first initiation of a skill (stunt or tumbling) until one of the following:
 - o The routine ends within the three consecutive 8-counts
 - o Stunts are stationary prior to the end of the third 8-count and remain stationary until the end of the routine
- Stunts are not allowed as a transition before/between sections (this would include the team's entry to the floor and any time prior to starting the performance) - 5 points each. In between elements, teams must always return to the performance surface. Teams may kick, jump or tumbling but may not stunt.
- Tosses (basket, sponge or elevator) are NOT allowed - 2 points each
- Inversions are NOT allowed - 2 points each
- Twisting Released Dismounts are NOT allowed - 2 points each
- Single leg stunts are limited to liberties and liberty hitches (body positions are not allowed) - 2 points each
- Running Tumbling (tumbling that involves a forward step or a hurdle used to gain momentum as an entry to a tumbling skill) is NOT allowed" - 2 points each
- Connected tumbling skills are NOT allowed and a back tuck is the most elite tumbling skill allowed (a single skill jump-tumble would be allowed)" - 2 points each

6.6 Technical penalty appeal process: Penalty forms will be emailed to coaches when completed. Coaches will have 20 minutes to appeal following receipt of the penalty email. Any coach not receiving an email with the penalty form within 30 minutes of the routine shall approach the tech table for a paper copy. Failure to do so will void any penalty appeal.

NOTE: Appeals will only be considered for deductions of Safety/Technical Penalty violations. Appeals of performance scoring will not be considered.

6.7 Placement of teams will be posted on the WIAA Website following the event.

7.0 ROUTINES

- 7.1 Routines are limited to two minutes and 33 seconds for the Tumbling and Non-Tumbling categories and three minutes and three seconds for the Stomp and Game Day categories.
- 7.2 The music portion can not be longer than one minute and 45 seconds for the Tumbling and Non-Tumbling Categories (there is no music time limit for the Stomp or Game Day categories.)
- 7.3 All routines will be timed (both the music portion and total time.) There will be a five point deduction for every ten seconds over the maximum time limit.
 - 1 - 10 seconds over = 5 point deduction
 - 11 - 20 second over = 10 point deduction
- 7.4 Routines consist of cheer, chants, stunts, dance, jumps, and/or tumbling.
- 7.5 Cheers, chants and signs are to be directed only toward the school's team.
- 7.6 Spotters will not be provided.
- 7.7 NFHS rules apply with this addition to 2-1-5: Members of a cheer squad involved in stunting shall wear their hair away from the face and off the shoulders.

8.0 PERFORMANCE AREA

- 8.1 The 54' x 42' cheer mat area represents the performance boundary area for the Tumbling, Non-tumbling, and Game Day categories. Three mats will be centered horizontally along the side line and the basketball court boundary lines represent the boundary lines for the Stomp category.
- 8.2 No points will be deducted if hands cross outside the performance area to drop or pick up pom poms, signs and/or megaphones.
- 8.3 Entrances and exits from the performance area will not be judged by the performance judges. Safety/Technical judging, including timing, starts when the music begins or with the first choreographed word or motion and ends when the music stops or with the last choreographed word or motion, whichever comes last. Final dismounts performed after the conclusion of the timed routine will not be judged.
- 8.4 Any damage resulting from a team's involvement and/or performance will be that school's responsibility.

9.0 ENTRANCE PROCEDURES: All teams must be ready to take the floor one team ahead. Teams must stay out of view until the official announcement is made to enter the floor.

10.0 MUSIC: All music must be approved by the local school district.

- 10.1 Each squad is responsible for its music that will be plugged into the sound system on site.
- 10.2 If a routine is stopped due to mechanical failure or serious injury, the squad will have the choice to perform again. The head coach must inform the tech table within ten (10) minutes if

the squad chooses to perform again. The squad will perform the entire routine again with the judging commencing from the point of the mechanical failure or serious injury.

10.3 Music may have words, but all must be appropriate.

10.4 A representative of each team must be present at the announcer's table to cue the music when their team is performing. No responsibility is taken by the sound crew if a school representative is not there.

11.0 AWARDS: A minimum of four schools must compete in a category in order for a first place trophy to be awarded.

11.1 If less than four teams qualify in a given category or division, a first place trophy will be awarded if a team achieves at least the qualifying score for that division.

11.1.1 For teams in a Non-Tumbling or Stomp category, the average of the first place scores in all other Non-Tumbling and Stomp categories will determine the minimum scores that must be earned for a first place trophy.

11.1.2 For teams in a Tumbling or Game Day category, the average of the first place scores in all other Tumbling and Game Day categories will determine the minimum scores that must be earned for a first place trophy.

11.2 A second place certificate will be awarded if five to eight schools compete in a category.

11.3 A third place certificate will be awarded if nine to 12 schools compete in a category.

11.4 A fourth place certificate will be awarded if 13 to 16 schools compete in a category.

12.0 CLOSING CEREMONY: Only the seniors or captains from each of the participating schools will march onto the competition floor during the closing ceremonies.

13.0 SPECTATOR and PARTICIPANT SEATING: Participants and spectators may not "block" or "reserve" seats. Areas will be designated for spectators and for participating teams.

14.0 GAMES COMMITTEE: For the purpose of ruling on appeals, the Games Committee shall consist of the event manager, the head judge, the head safety/technical judge and two participating coaches, athletic directors or school administrators not involved in the dispute in question (either competing in a different category or in a different classification.)

2025-26 GENERAL SOPS

ALLOCATIONS

Postseason berths are allocated to WIAA Districts based on the total number of schools offering the sport in that classification/gender. Additional information can be found on the WIAA's [Tournament Berths](#) page.

QUALIFYING TOURNAMENTS/EVENTS

Qualifying events must conclude by the Saturday before the WIAA State Tournament begins.

STATE TOURNAMENT TICKETS

The WIAA partners with GoFan to offer digital ticketing. Fans are encouraged to buy tickets online in advance but can also purchase digital tickets onsite. Limited paper tickets will be available at most sites on event day.

- The Tacoma Dome, Yakima Valley SunDome, and Spokane Arena manage their own tickets. Venue-imposed fees apply.
- Visit the WIAA's [State Tournament Tickets](#) page for detailed ticket information.
- Service fees apply to all tickets.

PASSES

Passes are provided to participating schools according to the respective Sport-Specific Guidelines.

- SUPERVISORY PASSES: Supervisory passes are provided for the school staff designated to supervise student fans.
- SCHOOL MEDIA: School photographers will receive entry and, depending on the event, may also be granted floor access for their school's contests if they are pre-registered on the Pass List in FinalForms. Spots are intended for student media but may be filled by adults if requested by the school.
- COLLEGE COACHES: Passes will not be issued to college coaches for scouting purposes.

ALL-TOURNAMENT TEAMS

The WIAA does not select/announce an 'All-Star' or 'All-Tournament' team. If one is announced and publicized, it is not organized by the WIAA.

INSURANCE

Leagues, WIAA Districts, and the WIAA maintain General Liability for their respective tournaments. The WIAA also provides catastrophic insurance for its postseason events. All other coverage, including accident insurance, is the responsibility of participating schools and/or individuals.

GAMES COMMITTEE

Tournament Managers will appoint a Games Committee available onsite or by phone for all postseason qualifying and State events. Full details regarding the members and duties of the Games Committee can be found in Rule 22.0.0 of the [WIAA Handbook](#).

PROTESTS

All WIAA State Tournaments will follow the Protest Process outlined in Rule 29.0.0 of the [WIAA Handbook](#).

INCLEMENT WEATHER: TEAMS/INDIVIDUALS UNABLE TO ARRIVE FOR A STATE EVENT

Teams and individuals qualifying for State Events should have their participation rights protected, while participants must also understand these events follow specific facility, officiating, and operational restrictions. For safety reasons, uncontrollable weather may require delaying, postponing, or canceling a contest or tournament, though the goal is to accommodate teams/individuals by rescheduling. Detailed information regarding the WIAA's Inclement Weather Policy and procedures for postponement or rescheduling can be found in Rule 25.4.0 of the [WIAA Handbook](#).

Thunder & Lighting:

- If thunder is heard or lightning is seen, play is suspended for at least 30 minutes and people are immediately moved to a designated safe location.
- After suspension, wait at least 30 minutes after the last thunder or lightning before resuming play. Any new thunder or lightning resets the clock to another 30 minutes.

TEAM CEREMONIES

Except for postgame awards, team ceremonies before or after contests must occur in the locker room or on the sideline to avoid delaying the contest or affecting other teams.

UTILIZING STUDENTS FOR SUPPORT POSITIONS AT ATHLETIC EVENTS

Students younger than high school age may only hold support positions at WIAA State Championships if the parent signs the Underage Worker Form on the [Tournament Registration Page](#) and assumes all risk.

SUPERVISORY PERSONNEL

Participating schools must register a Supervisory Staff member on their [Pass Gate](#) with the following expectations:

- Upon arrival, Supervisor will check in with Event Staff at the Pass Gate and receive a WIAA-issued 'Supervisor' pass to be worn for easy identification during their team's contests.
- Supervisor will monitor fan and student behavior for their crowd as outlined in the WIAA's [Fan Expectations](#) and assist the facility security staff or Event Staff when necessary.

FAN/SPECTATOR EXPECTATIONS

- The WIAA supports social justice, racial equity, and sportsmanship. Derogatory cheers, slurs, and hateful comments about identity (race, ethnicity, gender, disability, religion) are prohibited. Tournament Managers and event staff may remove offenders. Witnesses can report incidents using the WIAA's [Discrimination & Harassment Reporting Form](#).
- Schools are encouraged to share the WIAA's [Fan Expectations](#) with their communities and students prior to attending State Events for policies regarding cheers, signs, artificial noisemakers, mascots, face painting, continuous standing, clean-up, drones and more.

PEP BAND EXPECTATIONS

Restrict playing to timeouts, between periods, pre and postgame or other dead ball situations, and maintain appropriate fan behavior as outlined in the WIAA's [Fan Expectations](#).

CHEERLEADER EXPECTATIONS

Use only school district-approved cheers at appropriate times, direct cheers/chants only toward their school's team, and maintain appropriate fan behavior as outlined in the WIAA's [Fan Expectations](#).

TEAM ARRANGEMENTS

- **LODGING:** Participating teams are responsible for their own lodging and must provide supervision for all school representatives at their place of lodging.
- **LOCKER ROOMS:** Teams must be supervised by school personnel while in their assigned locker room.
 - Participants are responsible for leaving locker rooms in undamaged condition.
 - Tournament Management is not responsible for lost or stolen items.
- **PHYSICIANS/TRAINERS:** Teams interested in supplying their own physician/trainer must complete the [School Athletic Trainer/Physician Form](#) and return it to the Tournament Manager.

RETURN TO PLAY AUTHORIZATION

Athletes removed from participation and attended to by a physician cannot re-enter competition until authorized by the physician who made the original decision.

STATE TOURNAMENT IDENTIFICATION AND MERCHANDISE

The WIAA has registered the WIAA logo and identification term, "State High School Championships," with the Secretary of State, establishing the ownership of events through legal action and WIAA Executive Board policies.

- The WIAA has licensed [Rush Team Apparel](#) to print, sell, and/or distribute WIAA-registered merchandise. Schools are encouraged to contact the [WIAA Staff](#) for information regarding that partnership.
- Only official, pre-approved merchandise will be sold on-site before, during, or after the event.
- Schools interested in producing merchandise using any of the approved phrases listed above must do one of the following:
 1. Contact the [WIAA Staff](#) to procure merchandise through [Rush Team Apparel](#), or,
 2. Remit a percentage of the gross revenue of merchandise sold to the WIAA. The percentage will be agreed upon by the school and the WIAA.
- Permission to distribute items onsite at a State Event must be approved by the WIAA Staff.

SPONSORSHIP/VENDOR PRESENCE

Advertising or recognition of non-school organizations/products is limited to WIAA-approved sponsors. Political displays and/or solicitation are prohibited.