

WIAA // GESA CREDIT UNION

POSTSEASON STANDARD OPERATING PROCEDURES

CHEER

FEBRUARY 5, 2027 - 1B/2B/1A/2A/3A

February 6, 2027 - 4A

Yakima Valley SunDome

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SPORT-SPECIFIC SOPs

CHANGES FROM THE 2025-26 CHEER POSTSEASON SOPs ARE INDICATED IN BOLD TYPE AND SHADED.

PARTICIPATING AT A STATE CHAMPIONSHIP EVENT OTHER THAN STATE CHEER

Please contact the tournament manager if your squad intends to perform during any WIAA state championship event.

On-Court Performance Schedule at State Basketball or Football – 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/**field** 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/**field** but must remain within the designated half court/**field** 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.

STATE CHEERLEADING CHAMPIONSHIPS

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 **70% of the respective category** (whole numbers only; there will be no rounding of decimals) after all deductions (based upon the **combined** scores awarded by the four judges **for Tumbling, Non-Tumbling, Game Day and Stomp**) in the competition.

CATEGORY	TOTAL POSSIBLE	70% QUALIFYING STANDARD
Tumbling	100	70.0
Game Day	95	66.5
Non-Tumbling	90	63.0
Stomp	85	59.5

- 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 **non-tumbling**, 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: The classifications will rotate competition days every other year. The 4A schools will compete on Friday during the school years ending with an even number; the 1B/2B/1A/2A/3A schools will compete on Friday during the school years ending with an odd number.

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: **when a stunt falls and a base or backspot hits** the performing surface - **2 points** per person
 - Major stunt fault: **when a stunt falls and a top person hits** the performing surface - **5 points** per person
 - **General Safety Violation - 2 points per infraction: When skills are performed illegally, usually due to performer error, however the skill itself is legal. Examples include but are not limited to:**
 - **Incorrect spotter grips on a single base style stunt**
 - **Inattentive spotter**
 - **Participant passing under a stunt**
 - **Specific Safety Violation - 5 points per infraction: When a skill is not performed in a legal manner. Examples include but are not limited to:**
 - **Braced flipping pyramid with only 7 people or a bracer in a shoulder sit**
 - **Release transitions landing inverted**
 - **Missing a Required Spotter (does not include incorrect spotter grip)**
 - **Coach misconduct occurs when a coach improperly questions an official at the safety/technical table.**

- **When a coach believes an official has misapplied a rule, the coach may approach the safety/technical table to pick up an appeal form to challenge the penalty in writing.**
- **Any appeal of a judgment call is void.**
- **When a coach detains an official to question a judgment call, coach misconduct shall be called. Coach misconduct results in the following:**

- **First offense - warning**
- **Second offense - deduct two team points from the related routine**
- **Any unsporting behavior from the coach according to NFHS Spirit Rules - five points from the related routine.**
- **Any movement that implies something improper, indecent, or is sexual in content - 5 points each.**

6.5 Deductions for the Game Day category only:

- The performance will follow this order: Band Chant, **the Crowd Leading section**, 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:
 - The routine ends within the three consecutive 8-counts
 - 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 **the Band Chant, the Crowd Leading section and the Fight Song** (this would include the team's entry to the floor and any time prior to starting the performance) - 5 points each. In between **sections**, teams must always return to the performance surface. Teams may kick, jump or tumble but may not stunt. **Since Crowd Leading is one section of the Game Day routine including both the Situational Sideline and the Cheer, teams are allowed to stunt between the two.**
- 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 1-1-5: 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. **The same area will be utilized for Stomp even though only three mats will be centered horizontally along the side line.**
- 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 **DJ error**, mechanical failure or serious injury **occurs**, 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. **The first score will be disregarded.**
- 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.

11.2 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.)

2026-27 GENERAL SOPS

These General Standard Operating Procedures (SOPs) apply to all WIAA postseason qualifying events and State Championships. Sport-specific SOPs provide additional requirements unique to each activity and should be reviewed in conjunction with these General SOPs. In the event of a conflict, WIAA Handbook rules and approved WIAA postseason policies shall supersede these procedures.

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 **for cheer must conclude by the Saturday two weeks prior to the State Cheer Championships.**

TOURNAMENT PROGRAMS

Digital programs are offered exclusively online via each sport's Tournament Central page or directly through [Issuu](#).

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](#). Please visit the [Postseason Protest Procedures](#) resource page for general and sport-specific guidelines.

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

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 & Lightning:

- 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.

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. The Underage Worker Form must be submitted to the event manager.

PASS GATE

Upon qualification for a State Tournament, schools must submit a [Pass Gate](#) through [FinalForms](#) to indicate school-related individuals that should receive access to WIAA State Tournaments. Detailed Pass Gate instructions, including sport-by-sport quantities and deadlines, can be found on the [Tournament Registration](#) Page.

SUPERVISORY PERSONNEL

Any supervisory personnel must be submitted on the participating school's [Pass Gate](#). If provided a supervisor credential, the badge must be worn prominently. Detailed supervisory expectations can be found in Rule 17.28.0 of the WIAA Handbook.

FAN/SPECTATOR EXPECTATIONS

- Schools are encouraged to share the WIAA's [Fan Expectations](#) with their communities and students prior to attending State Events for policies regarding cheerleader expectations, pep band expectations, cheers, signs, artificial noisemakers, mascots, face painting, continuous standing, clean-up, drones and more.

TEAM ARRANGEMENTS

- 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.

MEDICAL

- 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.

STATE TOURNAMENT IDENTIFICATION AND MERCHANDISE

The WIAA has registered the WIAA logo 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.
- 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.