

ICCA GAME DAY DIVISION

2025-2026 CHEER SEASON:

5 Game Day Divisions:

- Small Junior High – up to 14 on the floor
- Large Junior High – up to 24 on the floor
- Junior Varsity – up to 24 on the floor
- Small Team Varsity – up to 14 on the floor
- Large Team Varsity – up to 24 on the floor

Schools may choose to enter the Game Day only or can enter Game Day and Routine Divisions.

TIME LIMIT: 1 minute 15 seconds

Time will start with the announcer introducing the team:

Please Welcome _____ Junior High to the floor or _____ JH, you may take the floor
There will be no prior placing of props on the mat. They must be taken to the floor when the team is announced.

The time will end with the last word of the cheer.

DEDUCTIONS: The IHSA deduction sheet will be used for all divisions.

Even though the performance is on a mat, the skills performed in the Game Day Division must follow the restrictions for performance on a gym floor. Therefore, no twisting tumbling or basket tosses can be performed. Penalty for performing these will be a 1 point deduction cited as an ICCA terms and conditions.

SCORING:

The score sheet has been updated to 6 categories. The qualifying score for junior high is 73% which is 43.8 out of 60 points. The qualifying score for junior varsity is 75% which is 45 out of 60 points. The qualifying score for varsity is 80% which is 48 out of 60 points.

Routines will be scored according to a four level guide:

Exceptional	9.0 - 10.0
Above Average	8.0 - 9.0
Average	7.0 - 8.0
Below Average	6.0 - 7.0

SCORING CATEGORIES:

PROJECTION / SHOWMANSHIP

10 Points

- Wording is easily understood with clear articulation
- Crowd is encouraged to respond throughout the cheer
- Controlled pace – crowd could easily yell along
- Strong voices and good volume with good inflection in the voice
- Natural smiles and facial expressions
- Performance is energetic, enthusiastic and encouraging crowd response
- Strength in leadership ability
- Genuine spirit and good eye contact

ROUTINE COMPOSITION

10 Points

- Good use of the performance space
- Keep crowd engaged during the whole routine
- Contains visual variety
- Good flow to routine
- Minimal down time between entrance, start of routine, and elements
- Use of all athletes throughout the performance
- Clear formations with correct spacing
- Easy for crowd to follow and participate
- Effective and appropriate for a game timeout

CHEER PROP INCORPORATION

10 Points

- Proper use of signs
- Megaphones – when used - encourage crowd response
- Flags or banners waved/raised on words to encourage crowd to yell
- Effective use of poms
- Props used add to visual appeal of routine
- Attention: Scoring is not enhanced by the number of props used but rather by how they elicit a crowd response.

SKILLS INCORPORATION

10 Points

- Skills performed enhance crowd engagement and appeal
- Timing of the skills (jump, tumbling, stunt) correspond to a time in the cheer for a crowd response
- Good technique and execution
- Score is not enhanced by the number of skills performed but how they are placed in the flow of the cheer.
- All things equal, a skill with higher degree of difficulty could score higher than a skill of lower difficulty. (if used effectively with crowd)
- The more team members involved in a skill would raise the score depending on the technique and execution of the skill.

OVERALL SYNCHRONIZATION

10 Points

- Timing of all elements of the cheer
- Synchronized skills
- Synchronization of motions with words

MOTIONS

10 Points

- Good visual synchronization
- Appropriate use of motions
- Proper control and placement of movements
- Sharpness and strength of motions
- Skills done with proper technique
- Uniformity of placement of motions between athletes

GAME DAY SCORE SHEET

COMPETITION CATEGORY		TEAM SCORE	COMMENTS
PROJECTION/SHOWMANSHIP Easy to understand; encourages crowd response; strong voices; natural energy; leadership; expressive facials	10		
ROUTINE COMPOSITION Good use of floor; variety of elements; good pace; clean transitions; formations and spacing; use of all athletes; effective and appropriate for a game timeout; minimal down time between entrance, start of cheer and elements	10		
CHEER PROP INCORPORATION Crowd response is achieved through proper use of signs, poms, megaphone, banner or flags throughout the routine; props used add to visual appeal of routine	10		
SKILLS INCORPORATION Skills that provide visual appeal while leading the crowd such as jumps, tumbling or stunt; skills executed with proper technique	10		
OVERALL SYNCHRONIZATION Timing of elements performed and connection of words to elements	10		
MOTIONS Technique, execution, precision, uniformity, visual effects; uniformity of placement of motions between athletes	10		
TOTAL POINTS	60		

INFORMATION FOR SCORING GAME DAY ROUTINES

EXCEPTIONAL	9 - 10
ABOVE AVERAGE	8 - 9
AVERAGE	7 - 8
BELOW AVERAGE	6 - 7

PROJECTION/SHOWMANSHIP

9 - 10	Exceptional - Excellent pace for crowd call backs; strong voices throughout routine; excellent spirit, facials and enthusiasm; shows outstanding leadership ability
8 - 9	Above Average - Controlled pace for crowd call backs; strong voices for the majority of routine; good spirit and facial expressions; good energy; shows leadership ability
7 - 8	Average - Pace for crowd call backs vary; voices waver during skills; some spirit and facial expressions, energy varies throughout routine; shows developing leadership ability
6 - 7	Below Average - Hard to follow crowd call backs; hard to understand words; weak voice levels; lack of facial expressions; minimal enthusiasm; lacks leadership ability

ROUTINE COMPOSITION

9 - 10	Exceptional - Excellent use of floor using all athletes; excellent visual and flow to routine; excellent crowd engagement throughout routine; precise spacing throughout routine; no down time between elements from when the team takes the floor
8 - 9	Above Average - Good use of floor using all athletes; good visuals and flow to routine; spacing issues on a few formations; strong crowd engagement throughout routine; minimal down time between elements from when the team takes the floor
7 - 8	Average - Most athletes are involved throughout the routine; visuals lack enhancement to the flow of routine; spacing issues on several formations; crowd engagement is good throughout routine; some down time between elements from when the team takes the floor
6 - 7	Below Average - Too many athletes not being used throughout; flow is choppy, lacking visual variety; spacing issues on most of the formations; minimal crowd involvement; too much down time between elements from when the team takes the floor

CHEER PROP INCORPORATION

9 - 10	Exceptional - Excellent use of props to provide connection to the crowd throughout the entire routine; all props add to the visual appeal of the routine
--------	--

- 8 - 9 Above Average - Effective use of props to enhance the performance and encourage crowd involvement; a majority of the props add to the visual appeal of the routine
- 7 - 8 Average - Good use of props to enhance the performance and encourage crowd involvement; some of the props add to the visual appeal of the routine
- 6 - 7 Below Average - Props do not encourage crowd; props do not add to visual appeal of the routine

SKILLS INCORPORATION

- 9 - 10 Exceptional - Most skills performed enhance crowd engagement and appeal; excellent technique and execution of the skills by most of the athletes
- 8 - 9 Above Average - A majority of the skills performed enhance crowd engagement and appeal; above average technique and execution of the skills by a majority of the athletes
- 7 - 8 Average - Less than a majority of the skills performed enhance crowd engagement and appeal; good technique and execution of the skills by a majority of the athletes
- 6 - 7 Below Average – Few skills performed enhance crowd engagement and appeal; poor technique and execution of the skills by less than a majority of the athletes

OVERALL SYNCHRONIZATION

- 9 - 10 Exceptional - Excellent timing for most skills
- 8 - 9 Above Average – Excellent timing for the majority of the skills
- 7 - 8 Average – Good timing for the majority of the skills .
- 6 - 7 Below Average – Good timing for less than the majority of the skills

MOTIONS

- 9 - 10 Exceptional - Excellent motion technique; strong uniformity of motion placement; exceptional visuals and strong synchronization of motions throughout the routine
- 8 - 9 Above Average – Noteworthy motion technique; good uniformity of motion placement; noticeable visuals used throughout most of the routine
- 7 - 8 Average – Good motion technique; some motion placement is not uniform; lacking visual appeal
- 6 - 7 Below Average – Poor motion technique and execution; loose, weak, and poor motion placement during routine; lack of visual elements; only basic motions used