



YCADA SKILL GAMES **RULES AND PROCEDURES**

General Information

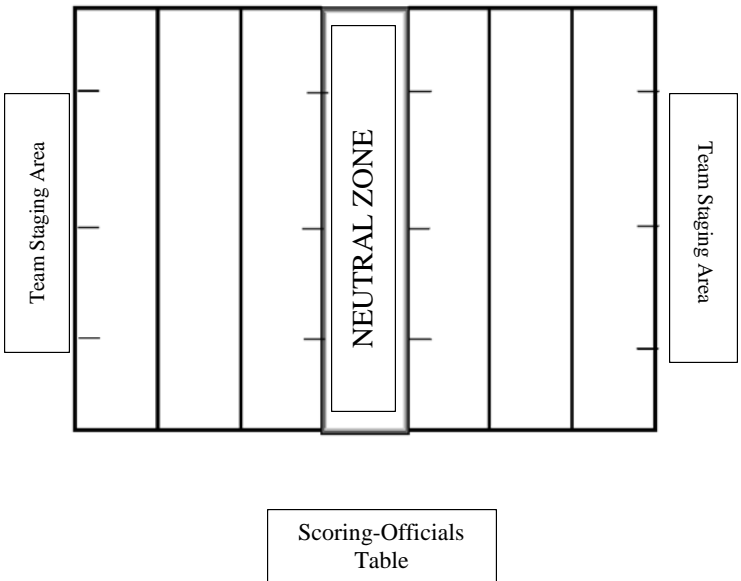
Overview of the Sport of YCADA Skill Games:

YCADA Skill Games is a two team cheerleading skill based sports competition match where two teams successfully execute preset routines on the competition surface (The 7) or the football field. These routines are based on the Pop Warner - YCADA Level Rules 1 and divided into distinct quarters: Stunts-Pyramids (Quarter 1) Jumps-Tumbling (Quarter 2) and Motions-Dance (Quarter 3). The goal of each Skill Games "Match" is for a team to score by executing the routine with fewer errors than their opponent. Each Skill Games competition season will be published at the start of the season.

The Goal of the development of YCADA Skill Games is to provide an additional competitive outlet for teams to compete in head to head matchups in League, Association, or Organizational play which helps in the development of the fundamentals involved in the sport of cheerleading. Skill Games is not meant to take the place of traditional cheerleading competitions and performances. Skill Games is meant to be an additional competitive format to improve the fundamentals of the sport of cheerleading thereby improving the overall competitiveness of these teams in more traditional forms of cheerleading competitions.

If performing on a matted surface: Competition Surface: “The 7”

The YCADA Skill Games field of play consists of seven 6' x 42' carpet bonded foam mats connected with Velcro strips. The YCADA Field of Play is commonly known as “The 7”. The center panel located in the middle of the 7 panels will be referred to as the “Neutral Zone”. The 3 panels on each side of the neutral zone are the “Skill Game Area” for each team. On each side of the field of play an optional 1 panel 6' x 42' carpet bonded foam mat may be set up to allow teams' additional warmup and prep time. To the immediate right and left of each Skill Games Area will be the official team staging area where teams and coaches will sit or stand during the skill games match.



The officials' table will be placed in front of the field of play. Coaches may not stand directly in front of the field of play during any match, round, or quarter. Coaches may stand on the side of the field of play between the team staging area and the start of "The 7" during any round or quarter.

If performing outdoors:

The YCADA Skill Games field of play will adapt to the football field. Teams will perform side-by-side with a designated space in the center between the two teams (i.e., 6'). To the immediate right and left of each Skill Games Area will be the official team staging area where teams and coaches will stand at attention during the skill games match.

Prior to game-day, please work with your administrators to evaluate if halftime will permit a full Skill Games "Match". If time does not permit a full match, coordinate the best match for your athletes (i.e., pre-game, half-time, post-game, etc.)

Team Staging Area

NEUTRAL ZONE

Team Staging Area

YCADA SKILLS GAMES PROCEDURES:

WARM-UP:

Each Team will be given appropriate warm-up time before the start of each competition not exceeding a total time of 20 minutes.

MATCH START:

The start of each YCADA Skills Game match begins with the representatives (Head Coach, 2 Athletes) for each team shaking hands in the neutral zone. Immediately following this show of good sportsmanship the Skill Games official will return the members to their team staging area to start the match.

YCADA Skill Games Guidelines:

YCADA Skill Games consists of 3 quarters of competition:

1st Quarter: Stunts-Pyramids (1 routine, 1 pt.)

2nd Quarter: Jumps-Tumbling (1 routine, 1 pt.)

3rd Quarter: Motions-Dance (1 routine, 1 pt.)

At end of 3rd Quarter if score remains tied, teams will enter a Tiebreaker- 4th Quarter Tiebreaker-4th Quarter: (1 routine round, 1 pt.)

Each of the three quarters will consist of 1 routine in each quarter. Each of these routines will consist of one Pop Warner-YCADA Level 1 routine.

The 4th Quarter- tiebreaker will only be used if the two teams are tied in score at the conclusion of the 3rd Quarter.

There is a 1 minute break between each Quarter. Teams must take the floor and be set within 20 seconds of the game official blowing the whistle to start the next Quarter. There are no timeouts allowed in YCADA Skill Games.

Start of the YCADA Skill Games Match:

Teams have 20 seconds to take the floor in their designated positions. If a team has not taken the floor during this time, they may be assessed a deduction by the scoring official.

At the official's whistle, the routine's music will begin. At the end of the routine, teams should immediately return to their team staging area.

The scoring official will determine a Quarter winner, and then next Quarter will commence.

The team with the most points at the end of the 3rd Quarter wins the match.

4th Quarter-Tie Breaker

In the event of a tie at the end of the 3rd Quarter, teams will automatically go to the 4th Quarter-Tie Breaker which consists of 1 routine, Pop Warner-YCADA Level 2 Motions-Dance. The 4th Quarter Tie-Breaker is to be performed and scored exactly like all other quarters. The team that wins the Quarter is declared the winner of the game.

If the 4th Quarter Tie Breaker results in a tie, both teams must replay the 4th Quarter Tie Breaker routine again but must use different athletes' than those that participated in the previous Quarter 4 Tie Breaker round.

No athlete that participated in Round 1, Quarter 4 may participate

in Round 2 Quarter 4 unless a team lacks the number of team members to make this possible, in which case, they must switch out enough athletes so that all members of a team have participated in the 4th Quarter round 1 or 2. This process will repeat until there is a round winner.

The YCADA roster has a maximum of thirty-six athletes (PWLS is limited 35 athletes). At most, there will be twelve athletes on the floor at any one time.

Required Number of Athletes Per Quarter and Per Skill Match:

All Athletes on a team must participate in at least 1 Routine during the Skill Games Match.

Teams that have less than the number of athletes than the minimum required for each routine in Quarters 2 and 3 must use all athletes on the team in the routine.

Teams that are larger than the total number of athletes that could possibly be used in a Quarter are exempted from this rule but must use different athletes for each Quarter.

1st Quarter- Stunts-Pyramids

- a. Routine Level 1- 2 stunt groups (5 athletes per stunt group)

2nd Quarter: Jumps-Tumbling

- a. Routine Level 1, 5 athletes

3rd Quarter Motions-Dance

- a. Routine Level 1, 8 athletes

4th Quarter-Tie Breaker (Stunts)

- a. Motions–Dance Routine Level 2, 8 athletes

YCADA Skill Games Scoring

Scoring officials will determine the total number and degree of errors made by each team, resulting in a number of deductions outlined below:

- a. B= Bobble (stunt) 0.5pt
(per occurrence) 0.5 points deducted from team for each obvious BOBBLE on a stunt/pyramid skill. Bobbles that precede a fall will not be counted in the total deduction.

- b. T= Touch (tumble) 0.5pt
(per occurrence) 0.5 points deducted from team for hands/knees down on flipping or other head over heels tumbling skills following the landing or during execution. This includes back handsprings where the knees make contact with the floor.

- c. O= Omission 1pt
(per occurrence) 1 point deducted from a team anytime that team omits a skill from the original YCADA Skill Games 8 count sheet. For example a team performing a prep when they should have performed an extension would be an omission.

- d. F= Fall (stunt /tumble) 1pt
(per occurrence) 1 point deducted from team for each FALL on tumbling or stunt/pyramid skills. Tumbling falls are any time the majority of the tumbler's body comes in contact with the performance surface either on an over rotation or under rotation during the attempted skill. Stunt/pyramid falls are anytime a stunt/pyramid falls during skill execution by any member of the stunt group.

- e. TMM= (Timing/missed motion) 0.5pt
(per occurrence) 0.5 points deducted for each occurrence by a team member missing a motion or failing to follow proper timing as laid out in the YCADA Skill Games 8 count sheet.

- f. OB= (Boundary skill error violations) 0.5pt
(per occurrence) 0.5 points deducted from team for each STEP OR TOUCH OUT OF BOUNDS with any part of the body.

The scoring official will confer to determine a winner of the Quarter based on the number of skill errors by both teams. Teams with less skill error deductions will win the round. If each team has the same number of skill error deductions, the round ends in a tie.

Quarters 1 through 3:

- I. The Quarter winner receives 1 point.
- II. The Quarter loser receives 0 points.
- III. A tie Quarter results in each team receiving 1 point.

4th Quarter-Tie Breaker: This quarter is only performed after there is a tie at the end of the 3rd Quarter. This one round will be judged like previous Quarters except the winner of the round will be announced as the winner of the Skill Games Match.

Forfeit Scoring:

Quarters 1 through 3:

- a. The forfeiting team will receive 0 points.
- b. The non-forfeiting team will receive scoring based on deductions:
 - i) A routine with between 0 and 2 points in deductions will receive 1 point for the round.
 - ii) A routine with more than 2 points in deductions will receive 0 points for the round.
- c. Teams may only forfeit twice per skill games match.

Overview of Forfeits

Forfeits may be used for safety reasons only.

After the official has signaled the teams to take the floor to begin a routine, the coach for either team may forfeit. The Coach signals the forfeit. The opposing team that has not called a forfeit must then take the floor and perform the routine unless the opposing team chooses to forfeit.

Skills Games Officials:

Skills Games will consist of 3 game officials. 1 official will control the flow of the game and the clock while the 2 other officials will control the scoring of the routines.