

2020 - 2021 Divisions College Cheerleading and Dance Team National Championship



COLLEGE DANCE TEAM DIVISIONS

Dance Team size may not have less than seven (7) members and may not exceed sixtee n (16) members.

Teams who participate in the competition will have the opportunity to compete in two of the three categories. The minimum number of dancers a team may compete with at regionals is five (5). The minimum at nationals is seven (7). Teams with ten (10) members or less who choose to enter two categories must have all of the original members perform in both routines. Teams with ten (10) or more who choose to enter two categories must have at least 10 of the same members in both routines. Teams who compete in two (2) categories do not have to have the same number in each routine, as long as 10 are the same for both performances. If your team chooses pom as one of your categories, male dancers are not required to use poms. The maximum number of dancers allowed for the UCA/UDA College Cheerleading and Dance Team National Championship will be 16 (sixteen).

All team members must be registered fulltime students of their college or university and official members of the school's spirit squad. There is no maximum number of participants for a regional competition.

Division IA NCAA I-FBS • Female/Male • 7-16 team members

Division I NCAA I-FCS & NCAA I • Female/Male • 7-16 team members

Open NCAA II, NCAA III, Jr College & • Female/Male • 7-16 team members

GAME DAY DANCE TEAM DIVISIONS

For cheer and dance teams competing in the Game Day divisions, we will allow teams to have up to a maximum of 30 seconds to enter the floor and set your props. The announcer will call the first cue at or before (if team is set) the 30 seconds. All entry and rules guidelines will still apply, and keep in mind that your entry to the floor will not be judged however; deductions will still be assessed. The overall time limit is 3:00.

Teams may add up to 1 (one) mascot in their routine. The mascot must enter the floor with the team and remain on the floor for the entire routine or an out of bounds penalty will be assessed. Mascots should be used to raise crowd energy and participation. The mascot should not be involved in any stunts / technical skills and / or tumbling, and should position themselves away from skills being performed. The mascot will <u>not</u> count toward the number of participants allowed.

Pep Bands or Drumlines may be used in cheer and dance Game Day divisions and must be registered as participants for the event. Pep Bands or drumlines will enter to the side of the stage and must remain off the performing surface. An area will be designated in each performance venue. If the venue has a raised stage the pep band or drumline will be off stage on the floor. Pep Band or drumlines will be allowed to enter the area prior to cheer or dance team being introduced for the competition.

- 1. Teams will be evaluated and scored on each section of the Game Day Competition. Within each section, performances will be scored on synchronization, execution of motions/skills and overall effect. In addition, other components that pertain specifically to each section will be judged. For more information visit uda.varsity.com.
- 2. The use of crowd leading tools such as signs and poms, is recommended but not required.
- 3. The order for the Game Day Championship will be random based on the audio cues and will consist of Fight Song, Game Situation and Timeout Routine.

Game Day Division IA

NCAA I-FBS

• Female/Male

• 7-30 team members

Game Day Division I

NCAA I-FCS & NCAA I

• Female/Male

• 7-30 team members

• 7-30 team members

• 7-30 team members

• 7-30 team members

NEW: A team's cohort is the group that will travel through warm up and down to the competition area and must be listed on the roster of performers/athletes. Included in this cohort is the team's athletes, coaches, alternates, band members, mascots, etc. The team's cohort may not exceed 50 people. Family and friends are not included in the cohort size and are counted as spectators.