



# COMPETITION RULES

## General

### 1. Adjudication Roles and responsibilities

- 1.1. Director of judges – responsible for overall competition (previously National Chief adjudicator)
  - 1.1.1. Responsible for overseeing the competition
  - 1.1.2. Responsible for drawing up panels
  - 1.1.3. Responsible for checking on issues from check or chill
  - 1.1.4. Responsible for being part of the Appeals committee.
    - 1.1.4.1. At a regional level it is the DoJ's responsibility to supply the National DoJ relevant info.
- 1.2. Adjudication manager (previously chief adjudicator of competition)
  - 1.2.1. Runs the individual competitions/ penalties etc.
  - 1.2.2. Responsible for implementing penalties.
- 1.3. Moderators, these people will judge the entire competition as if they were part of the panel, only the Director of judges and Scorers will know who they are. Their scores are sent to the scorers who insert it into the programme and if the average placing of the all the judges is out the moderators scores will automatically replace the relevant scores. These people rotate within the selected Elite Panel.
- 1.4. Scoresheet judges, penalty judges, marshals, scorers.

### 2. Flow of competition

- 2.1. Trainers must make use of a recorded CD/Memory Stick and must have at least two CDs/Memory Sticks prepared in perfect working order, and set at the correct position, in case of mishap.
- 2.2. Two well marked CDs/Memory Stick (marked on the box and the CD) must be at music desk prior to your march (while your team is in check area) and a SAMCA designated person will press play
  - 2.2.1. For Drill team - track 1 = march on & Track 2 = display
  - 2.2.2. Each group display (if a team has 2 different team in one group each team must have a separate CD for each teams display) must be on separate disks - CLEARLY MARKED
  - 2.2.3. When you have a memory stick, then you can have all different groups on one memory stick, but file name must be clearly renamed to the following:
    - Pom/Non Prop Group - **High\_Pom\_TeamXYZ.wav**
    - Flag Group – **Prim\_Flag\_TeamXYZ.wav**
    - Throwing Prop Group – **Tert\_Throw\_TeamXYZ.wav**
    - Small Drill March On – **High\_Small\_Drill\_TeamXYZ\_1.wav**
    - Small Drill Display – **High\_Small\_Drill\_TeamXYZ\_2.wav**
    - Large Drill March On– **Prim\_Large\_Drill\_TeamXYZ\_1.wav**
    - Large Drill March On– **Prim\_Large\_Drill\_TeamXYZ\_2.wav**
- 2.3. Trainers and/ or supporters may not convey any signals to the performing team. Blatant prompting or coaching from the side-lines will be viewed in a serious light and will be liable to disciplinary action/investigation.
- 2.4. Judging of a team's performance will take place only during the display sequence in the demarcated area, after "XYZ (team name) WHEN YOU HEAR THE MUSIC YOU ARE IN COMPETITION" is announced.
- 2.5. Penalties will be imposed by the Penalty Judges and ratified by the Adjudication Manager where an infringement of the rules has occurred
- 2.6. In the event of a team member becoming ill or incurring injury during the display she should move to the edge of the field where a medic will attend to them.

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- 2.7. In the event of a team member becoming incapacitated during the display the Adjudication Manager will stop the music. The team will immediately re-start the display from the start of the judged display.
- 2.8. The trainer is permitted to attend check area, but may not communicate with the team or the adjudicators. All communication must take place through the marshal.
- 2.9. Electricity problem
  - 2.9.1. If the electricity does not come back on in time to complete the competition, the competition will be scrapped and reconvened.

### **3. Audio**

- 3.1. Each team must hand in 2 CD's/Memory Stick (master and backup) to the sound desk one section ahead of the start of their section. If they march in the first section of the day, the CD's/Memory Stick must be handed in before check in time.
- 3.2. If the master cd or file does not work at all, the adjudication manager will give the signal to change to back up. The announcer will then again announce: "Team X, when you hear the audio, you will be in competition." The penalty judges will restart their timing. If the backup cd/file does not work, then the announcer will announce: "Thank you team", and the team will have to leave the competition area and will not be allowed to march.
- 3.3. If the master cd/file stops playing during the display before the below times in each code, the team will be instructed to restart the display from the beginning of the judged display.
- 3.4. Large Drill – 6 minutes, Small Drill 3 minutes, All Groups/Cheerleading/Baton 2 minutes, Group Stunts 40 seconds.
- 3.5. If the master cd/file stops playing during the display after the above times in each code, the team will carry on to the end of the display with counts.
- 3.6. If this happened due to an Audio player/power problems at any time of the display the team will be instructed to restart the display from the beginning of the judged display.
  - 3.6.1. All decisions made as the result of a breakdown in audio will be communicated to the leader of the team, the Judges, Penalty Judges and the announcer by the Adjudication Manager.
- 3.7. If the music stops during march on in both Small Drill and Large Drill, as a result of a cd/file problem, the team will be instructed to go directly to their starting places for the judged display. If this happened due to a CD player/power problem, the team will start pre-display again.

### **4. Competition area**

- 4.1. The chill area will be located away from the main competition area and be of a suitable size to accommodate the maximum number of athletes in any team. The area must be well ventilated and lit sufficiently for the marshals to check the uniforms and props.
- 4.2. Facilities for scorers must be secure and well away from the sound system, spectators, judges and officials.
- 4.3. Suitable elevated positions cordoned off from spectators and in direct line with the centre line, must be made available for judges at the front of the field.

### **5. Checklist**

- 5.1. The check list will now start in the Chill area where it is completed signed by team representative after their march.
- 5.2. It then goes to the Adjudication manager who includes the penalties, as well as the march on, display and march off overtimes for trainers reference.
- 5.3. The check list then goes to the scorers put it together with results, inputs the penalties off the check list and it goes to the team with the print out of the results. At Nationals, the checklist will

be handed out at the draw to ensure that the trainers are aware of their penalties for the next round.

5.4. If a marshal has a problem in chill they are to call the Director of judges.

## **6. Penalty Judges**

6.1. The penalty panel will consist out of 6 penalty judges:

- 1 x Adjudicators Manager – table in front
- 4 x Field Penalty Judges – each corner of completion area
- 1 x Stand Penalty Judge – on the stand with the score sheet judges