

SOUTH AFRICAN MAJORETTE & CHEERLEADING ASSOCIATION



MAJORETTE GROUP RULES

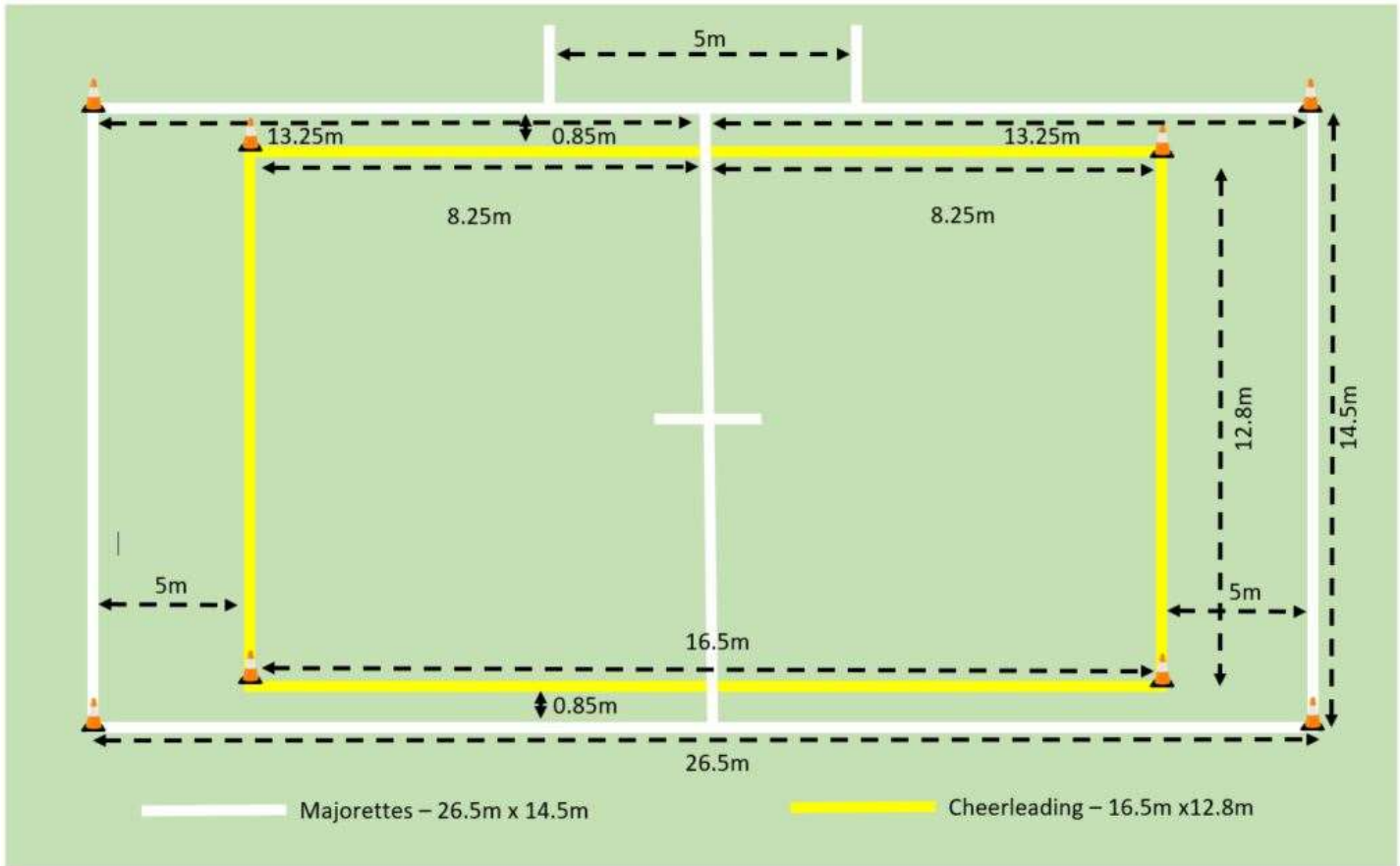
Scoreheets

GROUPS

Scoresheet	Criteria	Number of Adj. (National)	Number of Adj. (Regional – minimum)
Performance Technique (HOW)	Marching in step Dressing Spacing Projection	3	2
Artistic Impression (WHAT)	Formations Use of area Audio Impact/Manner of presentation Overall impression	3	2
Group Performance	Synchronisation Variety of movements Integration	3	2

1. Competition Area

- 1.1. The display area shall be 14.5 meters deep and 26.5 meters wide.
- 1.2. The competition field must be marked with a clearly visible line colour.
- 1.3. Outer line must be a minimum of 150mm and a maximum of 200mm.
- 1.4. The centre line is to be 100mm and it is from the back to front of the demarcated area with a small line in the centre of the field parallel to the front of the field.
- 1.5. There will be a 5 meter block area at the front or back of the field (venue dependent) where all groups and cheerleading displays will begin from.
- 1.6. The assembly area shall be clearly visible to the designated official from the demarcated display area.
- 1.7. It is the responsibility of each trainer to establish the position of this area.



2. CATEGORIES AND NUMBERS

- | | |
|--------------------------|------|
| 2.1. Pom/Non-prop group | 8-24 |
| 2.2. Flag group | 8-24 |
| 2.3. Throwing Prop Group | 8-24 |

2.3.1. A maximum of 2 less than the minimum are allowed to march but will get a **minor penalty** per member.

E.g Flag group can march with 7 members and receive 1 minor penalty OR with 6 members and receive 2 minor penalties.

2.3.2. No team member may march in two teams that are entered in the same category (eg. A team member cannot march in Team X Gold in pom/non-prop and in Team X Silver in pom/non-prop) – **maximum team penalty**.

3. TIME LIMITATIONS

3.1. 30 seconds march on

3.1.1. Before the march on begins the signal “Team ready” will be announced. Timing will begin immediately after and will end when the team comes to a stop on the display area and all movement has ceased. Please note this only applies to movement from one spot to another and not slight hand or body movements. If more than 30 seconds then **major penalty** will apply. March before signal will also lead to a **minor penalty**.

3.1.2. No music is allowed for march on – A **maximum team penalty** will be awarded for contravention of this rule.

3.2. 2-3 minutes display time

- 3.2.1. The duration of the display will not be less than two minutes or more than 3 minutes, timed from the start of the audio, until the audio stops and the display is finished. A **major penalty** will be awarded for contravention of this rule.

3.3. 30 seconds march off.

- 3.3.1. March off cannot be longer than 30 seconds. The timing starts from the announcement "Thank-you team" – **Major penalty** will be awarded if more than 30 seconds.
- 3.3.2. No music is allowed for march off. A **maximum team penalty** will be awarded for contravention of this rule.

4. AUDIO

4.1. March on & off:

- 4.1.1. Music is not allowed for march on or March off for groups. A **maximum team penalty** will be awarded for contravention of this rule.

4.2. Display

- 4.2.1. In all categories pre-recorded audio is compulsory during the display. If cd/memory stick and back up cd/memory stick does not work, then team will be asked to leave the competition area. No counting.

5. PROPS

5.1. Pom/Non prop group

- 5.1.1 **Single Prop method** (No pom, only non-prop on field)

5.1.2 **Multiple Prop method:**

- Poms may be placed on floor inside the demarcated area.
- Poms consist of two parts. Needs to be used as such. – A **major penalty** will be awarded for contravention of this rule
- All poms brought onto field have to be used – A **major penalty** will be awarded for contravention of this rule.

3. 5.1.3 50% prop split:

- When you have an un-even number of athletes then you can have one (1) athlete less than 50% in one of the prop groups. *Example: 21 in group, so 10 can use pon poms and 11 can use non prop.*
- When you have two (2) athletes less than 50% total in one of the prop groups – **Minor penalty**. *Example: 20 in group, 9 use pon poms and 11 use non prop.*
- When you have three (3) athletes less than 50% total in one of the prop groups – **Major penalty**. *Example: 19 in group, 8 use pon poms and 11 use non prop.*
- When you have four (4) or more athletes less than 50% total in one of the prop groups – **Maximum Team Penalty**. *Example: 18 in group, 7 use pon poms and 11 use non prop.*

Please note that if a team competes in the Elite division at Nationals, only multiple prop method can be used. A Maximum Team Penalty will be awarded for contravention of this rule.

5.2. Flag group

5.2.1. Legal Props:

- Tall flag (minimum requirements High school = 1 meter pole Primary school = 0.8m and 500mm x 500mm flag) throughout the display.
- Double flag (minimum requirements High school = 1 meter pole Primary school = 0.8m and 500mm x 500mm flag) throughout the display.
- Each athlete may only have one tall flag and one set of double flags on the field.

5.2.2 Single prop method:

- Prop not to be placed on floor intentionally - **Major Penalty**
- Only one prop (either Tall Flag or Double Flag) per athlete – **Maximum Team Penalty**
- All other penalties still apply.

5.2.3 Multiple prop method: (Elite division can only use this method)

- Prop may be placed on floor inside the demarcated area.
- Two props in hands at any time of display allowed.
- Double prop work allowed. Two props in hand
- No non prop movement when changing props. If a few steps need to be taken in the transition period, then no non prop allowed. (hands next to body) – A **major penalty** per contravention of this rule.
- All props brought onto field have to be used – A **major penalty** will be awarded for contravention of this rule.
- Double flag consists of two parts. Needs to be used as such. – A **major penalty** will be awarded for contravention of this rule.
- Only one Tall Flag and one set of Double Flags per athlete – **Maximum Team Penalty**

5.2.4 50% prop split:

- When you have an un-even number of athletes then you can have one (1) athlete less than 50% in one of the prop groups. *Example: 21 in group, so 10 can use single flag and 11 can use double flag.*
- When you have two (2) athletes less than 50% total in one of the prop groups – **Minor penalty**. *Example: 20 in group, 9 use single flag and 11 use double flag.*
- When you have three (3) athletes less than 50% total in one of the prop groups – **Major penalty**. *Example: 19 in group, 8 use single flag and 11 use double flag.*
- When you have four (4) athletes less than 50% total in one of the prop groups – **Maximum Team Penalty**. *Example: 18 in group, 7 use single flag and 11 use double flag.*

5.2.5 No prop carriers are allowed to be used – **Maximum team penalty**

Please note that if a team competes in the Elite division at Nationals, only multiple prop method can be used. A Maximum Team Penalty will be awarded for contravention of this rule.

5.3 Mace group

5.3.1 Compulsory Prop:

- Mace

5.3.2 Use of props:

- A minimum of twelve (**12**) throws for Primary and sixteen (**16**) throws for High. A **maximum team penalty** will apply if this is not achieved.
- A throw is classified as when the prop leaves the hand no matter the height.
- A throw is only counted when the majority of the athletes (50%) in the group throws at the same time.
- A swop/cross-over throw is counted as a throw as long as everyone is doing it at the same time.

5.3.3 No prop carriers are allowed to be used - **Maximum Team Penalty**.

5.4 Baton group

5.4.1 Compulsory Prop:

- Single Baton

5.4.2 Use of props:

- Primary required elements: (**Maximum Team Penalty** for every element not achieved)
 - ❖ 1 x high throw by all the members (2m above head)
 - ❖ 1 x high throw (2m above head) by 30% of members in group, for example if you have 20 in the group 6 members must do a high throw)
 - ❖ 1 x high throw with 360° turn by all the members
 - ❖ 1 x long distance exchange (Swop throw) between all members
 - ❖ Primaries must have twirling elements from level 1 to 5, using both left and right hand during the display
- High required elements: (**Maximum Team Penalty** for every element not achieved)
 - ❖ 1 x high throw by all the members (2m above head)
 - ❖ 1 x high throw (2m above head) by 30% of members in group, for example if you have 20 in the group 6 members must do a high throw)
 - ❖ 1 x high throw with 360° turn by all the members
 - ❖ 1 x high throw doing a 360° turn by 30% of the members in the group, for example if you have 20 members in the group 6 members should do high throw with 360 turn on their own
 - ❖ 1 x long distance exchange (swop throw) by throwing between all members.
 - ❖ 1x long distance exchange by 30% of the members in the group.
 - ❖ High School must have twirling elements from level 1 to 5, using both left and right hand during the display.
 - ❖ Flips are compulsory as well as continuous twirling – throwing from twirls and catching into twirls
- Level 1 – 5 descriptions in Score Sheet Criteria

6. USE OF THE COMPETITION AREA

- 6.1. The team shall commence their march on from the 5m x 5m block and proceed into the demarcated area within the allocated time period. A **minor penalty** will be awarded for each contravention of this. No specification as to how the team gets onto the field but has to be within the time limit e.g. can spread out over the side-lines of the 5m block to get onto the field.
- 6.2. If prop leaves the display area after the start of the display, a **minor penalty** will be awarded.
- 6.3. No member of the team may leave the demarcated area at any time during the display except with the permission of the relevant competition official. A **minor penalty** will be awarded for each contravention of this rule.
- 6.4. All demarcating lines belongs to the athlete. Any part of the body or prop that is partially or fully over the line will be penalized with a minor penalty.
- 6.5. Non-retrieval of props will lead to a **minor penalty** per prop.
- 6.6. No team will choreograph a re-entry into competition area after the exit sequence has begun. A **minor penalty** will be awarded for each contravention of this.
- 6.7. Depending on weather conditions, especially wind, the Director of Coaches and Director of Judges can make decisions on the day, as long as it is communicated to all coaches, about props to be used and penalties not counting, as a result of the conditions. A meeting must be called with all team's coaches competing on the day.

7. UNIFORM

- 7.1 All teams are to report to a Chill area after their display.
- 7.2 All dress and props are to be checked in chill area after display if there is a query.
- 7.3 All uniform infringements will be checked in Chill area and these will be penalised after the march.

Ruling	Penalty
Footwear compulsory for groups	Maximum Team
Gloves are optional	
No jewellery may be allowed (only medic alert bracelet allowed)	Minor per member
Dress or jacket must have fitted sleeves (long or short). Cap sleeves are not permitted. (can be transparent)	Maximum Team
Skin showing -no skin to show by design from collar bone down to end of the clenched fingers when arms are stretched down the side of body when the body is straight and standing square, this is the minimum length of the uniform whether skirt or other, if more than 25% of the sub group of the team contravene, this rule applies. Example - if hot pants extend to this level the skirt length is irrelevant.	Maximum Team
No skin may show accidentally in the defined area of the torso during the display – it is penalised if it is repetitive by different member	Major penalty
Girls must wear obvious proper support (Primary school not exempt)	Minor per girl
Unitards are to fit properly – no transparency, no underwear to show (including through the fabric) – Underwear must not be distinctly/overly visible – check prior to march (VISSIBLE MEANS SEE THROUGH – YOU WILL SEE BUMPS AND THIS IS ALLOWED)	Maximum Team

March times

1. The programme will list the time for the section to start only. These can change if the competition is running early.
2. The competition will start on the start time and run.
3. A team cannot refuse to move up a slot.
4. If a team leaves the area it is at their own peril. If they miss their slot to march they will receive a **maximum team penalty** and be slotted in.
5. Once you enter inspection you are under “starters’ orders”.

PROHIBITED MOVEMENTS, PROPS and MUSIC

1. Prohibited movements – in all sections will lead to a **maximum team penalty**
 - a) No stunts, pyramids or tosses in any section other than cheerleading. Stunts are classified as anyone lifted and/or held with both feet off the floor.
2. Prohibited props – Team will not be allowed to march with these props at all. If the prop is only revealed during the performance, then a **maximum team penalty** will be applied.
 - a) No national flag of any country, in any form, to be used.
 - b) No national emblems of any country, in any form, to be used on any prop.
3. Prohibited music - in all sections will lead to a **maximum team penalty**
 - a) No national anthem of any country to be used in any form.

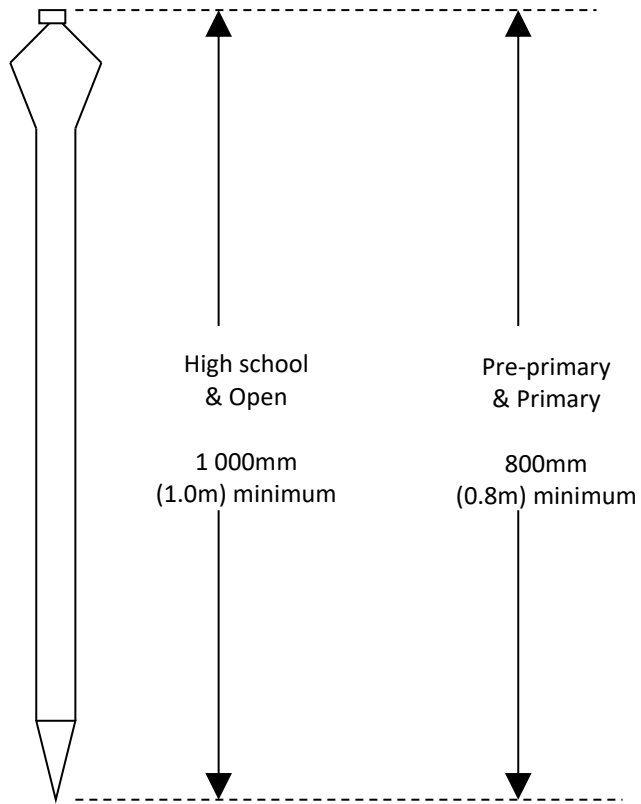
Summary - Groups

AUDIO	In all categories pre-recorded audio is compulsory during the display.	Maximum
AUDIO	Music is not allowed for march on or march off for groups.	Maximum
COMP AREA	Non retrieval of prop will lead to a Minor penalty per prop	Minor
COMP AREA	No member of the team may leave the demarcated area at any time during the display except with the permission of the relevant competition official. A Minor penalty will be awarded for each contravention of this rule.	Minor
COMP AREA	No team member (includes prop) shall re-enter the competition area after the exit sequence has begun. A Minor penalty will be awarded for each contravention of this rule by different team members.	Minor
COMP AREA	The team shall commence their march on from the 5m x 5m block.	Minor for each
MEMBER	No team member may march in two teams that are entered in the same category	Maximum
MEMBER	If less than 6 members - maximum team penalty will be applied	Maximum
MEMBER	A maximum of 2 less than 8 members are allowed to march but will get a minor penalty per member	Minor
MEMBER	March before signal	Minor
MOVEMENT	Groups (excluding pom/non prop) - No non prop movement when changing props. If a few steps need to be taken in the transition period, then no non prop allowed. (Hands next to body)	Major
MOVEMENT	For every Baton required element not achieved.	Maximum
PROPS	The use of fireworks, explosive-type effects, confetti, balloons or substances or props that cannot be retrieved by members of the team is prohibited at any time during the competition	DISQ
PROPS	No electrical or mechanical devices may be used whether on props or on uniform	DISQ
PROPS	Double Flags must never be split	Major
PROPS	Props incorrect measurements & allowance	Maximum
PROPS	Prop leaves the display area after the start of the display	Minor
PROPS	Groups - All props brought onto the field have to be used	Major
PROPS	Groups 50% prop split - When you have two (2) athletes less than 50% total in one of the prop groups	Minor
PROPS	Groups 50% prop split - When you have three (3) athletes less than 50% total in one of the prop groups	Major
PROPS	Groups 50% prop split - When you have more than four (4) athletes less than 50% total in one of the prop groups	Maximum
PROPS	Multiple props in all groups must be used in Elite Division at Nationals	Maximum
PROPS	Mace Group - A minimum of twelve (12) throws for Primary and sixteen (16) throws for High.	Maximum

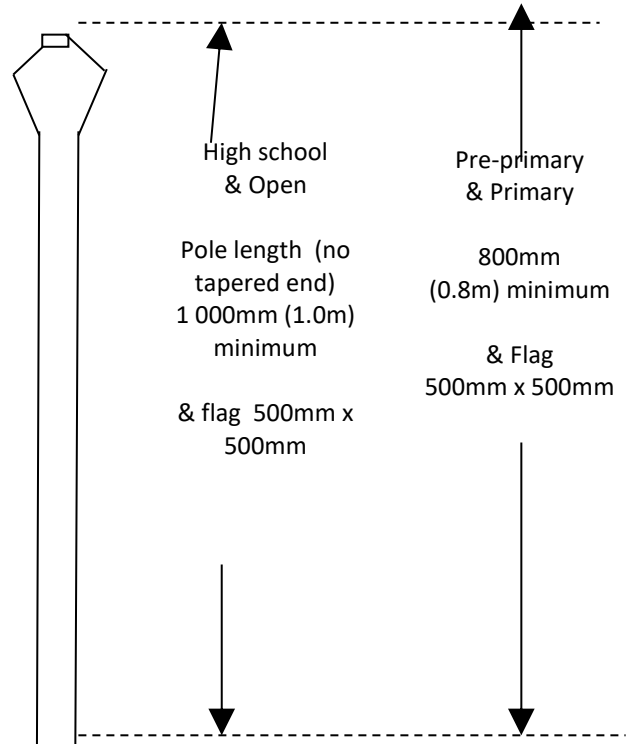
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PROHIBITED MOVES & MUSIC	Any prohibited movements and music used.	Maximum
NATIONAL FLAGS	If any team is spotted with a national flag or prop with a national emblem on it from any country, the team will be asked to change props, or will not be allowed to march. If props were only revealed during the performance then a Maximum team penalty will be applied.	Maximum
TIME	The duration of the display will not be less than 2 minutes or more than 3 minutes, timed from the start of the audio, until the audio stops and the display is finished.	Major
TIME	30 seconds march on	Major
TIME	30 seconds march off	Major
TIME	If a team leaves the area it is at their own peril. If they miss their slot to march they will receive a maximum team penalty and be slotted in.	Maximum
UNIFORM	No skin may show accidentally in the defined area of the torso during the display – it is penalised if it is repetitive by different member.	Major
UNIFORM	All uniform infringement will lead to a maximum team penalty checked in the chill area.	Maximum
UNIFORM	Unitards are to fit properly – no transparency, no underwear to show (including through the fabric) – Underwear must not be distinctly/overly visible – check prior to march (VISIBLE MEANS SEE THROUGH – YOU WILL SEE BUMPS AND THIS IS ALLOWED)	Maximum
UNIFORM	No jewellery may be allowed (only medic alert bracelet allowed)	Minor
UNIFORM	Skin showing – no skin to show by design from the collar bone down to the end of the clenched fingers when arms are stretched down the side of the body when the body is straight and standing square, this is the Minor length of the uniform whether skirt or other, if more than 25% of the sub group of the team contravene this rule applies. Example – if hot pants extended to this level the skirt length is irrelevant.	Minor
UNIFORM	Girls must wear obvious proper support (Primary school not exempt)	Minor per girl
UNIFORM	Gloves are optional	None
UNIFORM	Footwear compulsory for groups	Maximum

SAMCA Mace sizes



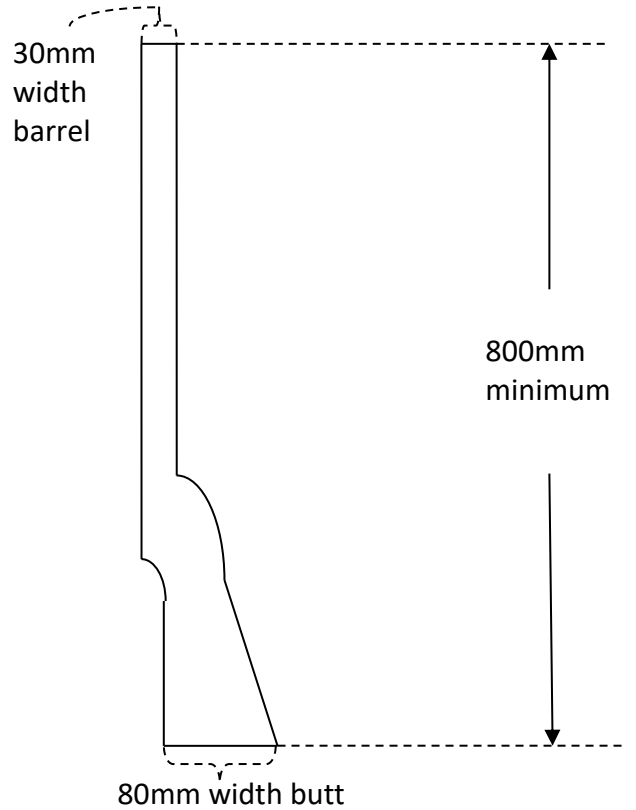
SAMCA Twirling flag sizes



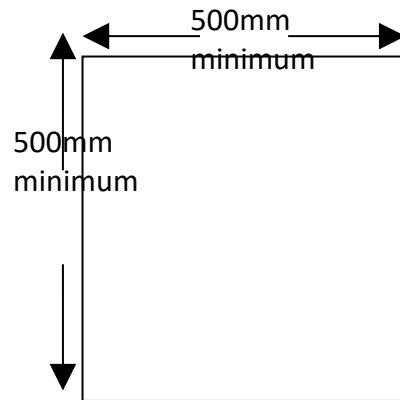
SAMCA Flag pole sizes
(incl Double flags)



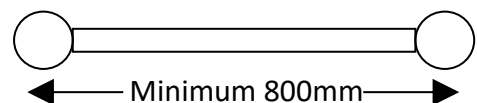
SAMCA Rifle Size



SAMCA Flag material sizes

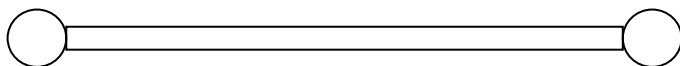


SAMCA Duals sizes



SAMCA Baton size

Single



Minimum 0.65m
Maximum 1.2m
Stopper 50mm