

CHEERLEADING BYLAWS

Marine Corps Community Services (MCCS) Cheerleading will be played according to the **2020 NFHS Rulebook** and the amendments defined in these bylaws.

- 1) Warm-ups will take place before the scheduled start of the game.
- 2) All teams may do stunts.

PeeWee:

- Squads can only do two cheerleaders high.
- Bottom cheerleaders must be on one knee or both.
- Must have spotters.

Junior:

- Squads can only be two cheerleaders high.
- Bottoms cheerleaders may stand.
- Must have spotters.
- No throwing in the air.

- 3) No suggestive movements or gestures.
- 4) Mats are not required for stunts. However, they are available upon request the day before the game.
- 5) To allow both teams to perform:
 - Half-time cheers will be a maximum of two cheers and no more than two minutes on the courts.
 - The time limit includes putting the cheerleaders in their positions.
 - The Home team will cheer first at half-time.
- 6) Cheerleaders may not interfere with Basketball players during a game.
- 7) Songs may not contain explicit lyrics or content that is not suitable for youth.
- 8) MCCS supplies numbered jerseys, pants, and hats.
 - The MCCS uniforms are the only uniform authorized during games.
 - MCCS Youth Sports representatives must approve any customization of uniforms.
 - Teams may not modify them in color or texture.
 - Team equipment will be provided by MCCS and is the responsibility of the Head Coach.

CHEERDOWN

End of season celebration for our cheerleaders!

- Cheerleaders will show off what they have learned during the season.
- If using a CD, please turn it into the YS office two days prior.
- This is not a competition. There will be no grading of squads.
- There is no time limit on cheers.
- Stunt bylaws above apply.
- Squads may use spotters.