

Cheerleader Demerit System

A disciplined team is an organized team.

Demerits are assigned as part of the disciplinary process. They shall be given for any violation of rules or expectations of the cheerleaders. The demerit system shall be enforced at the discretion of the coaches. An alternative method of working off the demerits can be offered by the coaches but should not be expected. Any demerits given can be accompanied by punishment exercises, at the coach's discretion.

Only the coaches can officially assign demerits.

Demerit assignments will begin accumulation immediately after tryouts when a new team is formed. Returning members begin at zero demerits, regardless of how many they may have accrued during the previous season.

The following actions will take place for demerit accumulation:

10 demerits - conference with coach and parent phone call

20 demerits - probation/non-participation for set time period

30 demerits - dismissal from team

Team members serving a game or event suspension or who are on probation must attend the game or event in uniform but will not be permitted to perform. Students failing to attend the suspended game or event will be considered boycotting and will be dismissed from the team. Team members with a valid excuse (to be determined by the coach) must notify the coach no less than 48 hours prior to the suspended game or event.

Team members on probation must continue as usual but will not perform for a specified amount of time to be determined in conference with the coach.

DEMERITS ARE ASSIGNED FOR THE FOLLOWING REASONS:

Offense

Consequence

Not attending a mandatory event, camp, or workshop as dictated by the coach and/or FMS administration

Dismissal

Not supporting all fundraising events or failure to comply with the individual monetary obligations. (Refunds will not be issued upon dismissal and monetary obligations must still be met even after dismissal.)

Dismissal

Not abiding by the decisions of coaches or school officials

Dismissal

Boycotting any team activity

Dismissal

Smoking, drinking, or using drugs (classified illegal by law) while in uniform or at any function or event where the member is representing FMS

Dismissal

Unexcused absence from game or event.

10 & 1 event suspension

Unexcused absence from practice (including after school detention or absence recovery)

5

Unexcused tardy (practice, games, events, etc.)

3 for first 5 minutes

1 per 5 minutes after

Not being picked up after practice, game, or event within 15 minutes of dismissal (member will be suspended for the next required event or practice and accrue those demerits for an unexcused absence as well)

3 for first 5 minutes

1 per 5 minutes after

Non-participation or defiance during practice

5

Fighting (verbal or physical) with the coach or team members (school rules and discipline also apply)

10

Profanity

3

Unauthorized snacks and drinks during practice or event

2

Horseplay and clowning

3

Disrespect to coach, officers, or teammates

5

Incomplete or unclean uniform, jewelry, etc.

2 per item

Uniform skirt altered, in any way, to be a shorter length

2

Halftime/third quarter tardiness during games

3

Sarcasm with spectators or other school groups; unsportsmanlike conduct, booing

5

Dismissing or leaving formation without permission

3

Chewing gum while performing or practicing

3

Vandalism and disrespect to property or to others

5

Excessive complaining

3

Missing deadlines (payments, report cards, forms, etc.)

2 per day

Inappropriate behavior in public places or classroom (excessive talking, disrespect to coach, disrupting class with team business, etc.)

5

Unauthorized use of cellphones during practice or event

3

Inappropriate use of social media (posting inappropriate pictures, harassment, venting about teammates, etc.)

5

Any other action not mentioned above that requires disciplinary consequences

At coach's discretion