JESUIT CHEERLEADING

MERIT/DEMERIT GUIDELINES

A disciplined team can accomplish significantly more.

Demerits are assigned as part of the accountability process and are given for any violations of the rules or expectations set by the Jesuit Cheerleaders. The enforcement of the demerit system will be at the discretion of the coaches.

Coaches may offer alternative ways to earn merits.
Not all demerit values can be reduced by earning merits.

Demerit accumulation begins immediately after tryouts when a new team is formed. Returning members start each season with a clean slate of zero demerits. Each year, the total number of demerits will factor into the coach's recommendation during tryouts.

Demerit Balances – Performance Balance vs. Try-Out Balance

Performance Balance: This refers to the number of demerits *minus any merits earned* by participating in optional events beyond the required two.

If a team member reaches a Performance Balance of 15 demerits, they will enter probation. During probation, team members must attend games, events, or practices in uniform but will not be allowed to perform on the sidelines during football or basketball. Participation in quarter breaks and/or pre-game or halftime performances will hinge on necessary adjustments, and an athlete may face restrictions in specific sections of the routine. Once the balance gets below 15, the team member can return to full participation.

Try-Out Balance: This is the total number of demerits accumulated throughout the year.
The Try-Out Balance cannot be reduced by earning merits.

If a team member exceeds 25 demerits in a given year, they will forfeit their recommendation to try out the following year.

Special circumstances will be considered on a case-by-case basis.

DISMISSAL/DEMERIT OFFENSES

5 Demerit Offenses:

Absence from an entire game, practice, or assigned team event *

Disrespect to coach or teammates

3 Demerit Offenses:

Non-participation (including missing ½ of a game, practice, or assigned team event) *

Defiance during practice

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

2 Demerit Offenses:

Profanity *

Horseplay and clowning *

Unsportsmanlike conduct *

Excessive complaining *

Non-participation (including missing 10 - 30 minutes of a game, practice, or assigned team event) *

Inappropriate behavior in public places or classroom (excessive talking during optional sporting events, reported disruptive classroom behavior, etc.)

Unauthorized use of cellphones during practice or event *

1 Demerit Offenses:

Incomplete or unclean uniform or practice wear, jewelry, etc. (1 demerit per item) *

Unexcused tardy (up to 10 minutes) *

Halftime tardiness during games *

Leaving sideline formation without permission *

Disruptive sideline behavior *

Inactive in SportsYou (not replying to messages or not reading the group messages) *

Chewing gum while performing or practicing *

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

* These offenses can be made-up for by earning merits.

As a reminder, below are dismissal offenses. A team member will be dismissed for any of these offenses regardless of their demerit balance.

- Not abiding by the decisions of coaches or school officials
- Boycotting any team activity
- Smoking, drinking, or using drugs (classified illegal by law) while in uniform or at any function or event where the member is representing Jesuit Cheer
- Fighting (verbal or physical) with the coach or team members

MERIT OPPORTUNITIES

The following are examples of team opportunities to earn merits. Individuals may request additional opportunities to be considered on a case-by-case basis. The number of merits will vary depending on the event, level of involvement, and any other factors the coaches may consider.

- Impressive locker room poster
- Attending extra spirit events
- Trunk-or-Treat winners
- Impressive goody basket given to the opposing team
- Wearing the proper attire for every game, practice, and event for an entire month