

NMA Rules & Regulations 2027

Updated October 2026

Association Officials

- Chairperson & Founder: Donna Sargent (DBS)
- Secretary & Events Coordinator: Ryan Sargent (DBS)
- First Aider & Events Coordinator: Paige Linnecor (DBS)
- Head Judge – Charlotte Roberts (DBS)

How to Join

Troupes wishing to compete with the association must complete a Troupe Membership form and submit it to northernmajorettes@gmail.com.

Competition Dates 2027 & Payment Deadlines

- Sunday 11th April 2027 – Fee deadline: 12/03/2027
- Sunday 6th June 2027 – Fee deadline: 4/5/2027
- Sunday 4th July 2027 – Fee deadline: 4/6/2027
- Sunday 19th September 2027 – Fee deadline: 20/8/2027
- FINALS: Saturday 6th November & Sunday 7th November 2027 – Fee deadline: 8/10/2-27

Joining Process

Upon completing a troupe registration form, the following must be submitted by troupes:

- £30 membership fee
- A copy of the troupe's Public Liability Insurance.
- The name of your Child Protection Officer and First Aider.
- DBS certification for relevant members of your troupe committee.

NMA Bank Details

- Name: Northern Majorette Association
- Sort code: 040370
- Account number: 63755693



Competitions

Competitions are held at Havercroft Sports Centre, Wakefield, WF4 2BB.

- Sunday 11th April – Pom, Baton & Combination – All sections
- Sunday 6th June – Military, Flag & Pom – All sections
- Sunday 4th July – Pom, Baton & Combination
- Sunday 19th September – Military, Flag & Solos
- Finals – Saturday 6th November & Sunday 7th November – All sections

Fees

All fees must be paid to the Association before the deadline set for each competition, as stipulated on the cover page of this document.

Day Competitions

- Dancer band — £7.00 per dancer
- Spectator band — £7.00 per spectator (£10.00 on the day)
- Section fee — £15.00 per routine
- Solo fee — £3.00 per dancer
- Finals
- Weekend dancer band — £14.00 per dancer
- Weekend spectator band — £14.00 per spectator (£20 on the day for the weekend)
- Section fee — £15.00 per routine
- Solo fee — £3.00 per dancer
- Contributions from Troupes

Every troupe will be expected to participate in fundraising. Each team will need to provide 2 raffle prizes of new, unopened quality at each competition. Raffle tickets will be supplied by the officials to each troupe leader to sell within your troupe. There is an expectation that at least ¾ of tickets will be sold at each competition. If you struggle, please pass around other teams.



Section Ages & Times

All ages are as of 1 January.

Average age may be used, but must be used for that routine throughout the season. To work out the average age, add together all the dancers' ages in the routine and divide by the number of dancers. The average-age limit for each routine is stipulated below.

No deductions will occur if a dancer is unable to dance and their absence alters the average age after the routine has previously been performed. If you decide to dance average age for a specific section, this must be used as the average age throughout the season. No penalties will occur if a dancer is missing, for example due to illness or holiday.

Baton

- Novice: 2–3 minutes; up to 6 years of age. Average age: 6.99
- Dinky: 3–4 minutes; up to 9 years of age. Average age: 9.99
- Tiny: 4–5 minutes; up to 12 years of age. Average age: 12.99
- Junior: 5–7 minutes; up to 15 years of age. Average age: 15.99
- Senior: 6–8 minutes; open age

Poms

- Novice: 2–3 minutes; up to 6 years of age. Average age: 6.99
- Dinky: 3–4 minutes; up to 9 years of age. Average age: 9.99
- Tiny: 4–5 minutes; up to 12 years of age. Average age: 12.99
- Junior: 5–7 minutes; up to 15 years of age. Average age: 15.99
- Senior: 6–8 minutes; open age

Military Freestyle

- Novice: 2–3 minutes; up to 6 years of age. Average age: 6.99
- Dinky: 3–4 minutes; up to 9 years of age. Average age: 9.99
- Tiny: 4–5 minutes; up to 12 years of age. Average age: 12.99
- Junior: 5–7 minutes; up to 15 years of age. Average age: 15.99
- Senior: 6–8 minutes; open age

Combination

Open ages. Up to 5 minutes.

Combination routines must be themed, with relevant costume, themed music and a structured Majorette performance—not theatrical.



Performance Numbers, Timing & Deductions

- A troupe must have 5 dancers, including the leader. A mascot is optional. If you have less numbers than required, you will perform as display only and will not be judged.
- Timing starts with the leader's signal and ends with the leader signalling to the timing table. The leader will incur a 1-point deduction if no signal is given at the start and/or end of a routine.
- There will be a 1-point deduction for every 30 seconds that a routine falls under or over the allocated performance time.
- Equipment drops incur a 0.5-point deduction per drop. Troupe drops will be deducted from the troupe's overall score; leader drops from the leader's score; and mascot drops from the mascot's score. Once a troupe's equipment drops reach 30, deductions will stop.
- Equipment may be placed on the floor for gymnastic moves for safety reasons. If officials feel any gymnastic moves are unsafe, the troupe leader will be asked to remove them from the routine going forward.
- Deductions will be 1 point per error recorded on the judging sheets.
- There must be at least 2 troupes in one section for the routine to compete. (Section fee will be transferred to the next competition if unable to compete.

Points System & Awards

Placings will be awarded up to 4th place. There will be no troupe ties. Only leader and mascot ties will be honoured.

Points build up throughout the season for troupes to be in contention for annual awards at Finals:

- 1st place — 4 points
- 2nd place — 3 points
- 3rd place — 2 points
- Any other placing — 1 point

Points are totalled throughout the season for annual awards, which may be awarded for Section, Leader and Mascot of the Year within each discipline.

Annual awards chosen by the judges are NMA Troupe of the Year, Most Improved Troupe of the Year, Trainer of the Year and Dedication Award. Troupe of the Year is voted for amongst the troupes.

Troupe of the Weekend is not counted towards annual scores. It is awarded to troupes based on performance, behaviour and sportsmanship.



Solos/Duos

- Solo age groups are:
- Age 3–4 – Timing up to 1 min
- Age 5–6 – Timing up to 1 min
- Age 7–9 – Timing up to 1min 30secs
- Age 10–12 – Timing up to 2 mins
- Age 13–15 – Timing up to 2 mins
- Age 16+ - Timing up to 2 mins
- You must provide your own piece of music. This must be uploaded to Google Drive 1 week before the competition. It is your responsibility to name your solo music as desired person.
- Placings for solos will be awarded 1st – 4th regardless of the amount of participants in each age category.

Rules

The Arena

- Troupes can start and finish their performances anywhere on the arena.
- Troupes will have designated areas to spectate.
- Arena marking with equipment is permitted before the routine begins, for example placing additional batons, but these must be used.
- Troupes may use baton spotters, or dancers may retrieve their own dropped equipment. There can be a maximum of 2 baton spotters on the arena. They must stand well out of the way of the performance and must not be dressed in uniform. Spotters must be of Junior age or older.
- Sound checks can be requested before a performance. Otherwise, the music will start once the troupe and judges are ready.
- Side-line coaching by coaches, parents or dancers is strictly not permitted. If officials see this, the section will be disqualified.
- Training in the venue is not permitted. If you wish to train, you must do so away from the competition, and an accompanying adult must be with the team for safety.
- Copying or imitating other troupes' performances is forbidden. If officials see this, the troupe may be disqualified and asked to re-choreograph its routine before the next competition.
- Faults found within a performance will be reflected on score cards and in the scores given by the judges. 1 point deduction per error. For example, if a comment is ticked or tallied 5 times, this will incur a 5 point deduction.
- Baton routines must incorporate dance, twirling, exchanges, formations, music interpretation and floor work.
- Pom routines must incorporate waves/flourishes, formations, dance, arm and foot work, various sequences and floor work.
- Military Freestyle routines must include formations, freestyle, marching, foot and arm work, exchanges and salutes. Minimal twirling is optional but not a requirement.



- If your routine does not have the required routine content, the judges will comment appropriately with suggestions and deductions will occur. For example, minimal twirling in a baton routine will receive point deductions and you will see comments on score cards to justify reasoning.
- If you include gymnastic moves or lifts, they must be deemed safe. You are responsible for what you choose to perform, and any injuries that may occur must be dealt with by your designated first aider. Gymnastic moves and lifts are optional, not a requirement.
- Multiple baton work is allowed, but dancers must be competent in using them.
- All medical issues must be reported to NMA officials at the start of a performance. Troupe leaders, trainers and spectators cannot interfere while the routine is taking place. Troupe leaders may remove a member from the arena and stop them continuing if they feel it is required.
- Troupes must be lined up and ready to dance at their allocated time while the troupe before them is competing, to keep the competition on schedule and flowing.
- All uniform checks must be done before dancers enter the area and line up. One trainer may line up younger members or sections on the area if they require assistance, for example Novice.
- Once the performance has ended, all performers must exit the arena. Spectators and parents are asked not to run onto the area to congratulate them, as the next troupe will be lining up ready to dance. Please congratulate performers once they are off the arena.

Leaders & Mascots

- All sections must have a leader; a mascot is optional.
- All leaders and mascots must be clearly identified by an armband with “L” and “M” visible. If they are not clearly identified, they will not be judged or awarded a placing. For Military, an “L” or “M” can be on hats.
- Leaders and mascots must work within their troupe. Leaders may have up to 2 solos during a performance and a mascot may have 1 solo. If this is seen to be excessive, it will be marked and deducted from their score.
- Leaders and mascots will be judged against other leaders and mascots in that dancing section.
- The leader must signal to the timing table at the start of a routine and signal again at the end so that timing can stop.
- Leaders and mascots may be selected from any age within the section. Average age is exempt.
- A leader or mascot may not have solos throughout an entire routine. If this occurs, it will be deducted and reflected in their scores.



Judging

- Timing and equipment drops will be counted by the judges.
- Judges on the arena must judge and score according to NMA rules, comment constructively, and award or deduct points accordingly on score cards.
- All judges will be independent and have selected roles to ensure the competition is run as fairly and accurately as possible.
- Mistakes can happen; any awards given at a competition will stand. Scorecard queries can be emailed to NMA for checking after the competition.
- Judges may question or make enquiries about dancers or troupes if they feel a rule is being broken. This may result in disqualification if a judge is not satisfied with a particular scenario.
- All judges on the area will score the troupe, leader and mascot collectively. Leader and mascot scores will be scored separately from the troupe's score.
- There will be 2 judges scoring during the Novice and Dinky sections. There may be 3 or 4 judges at a time for Tiny, Junior and Senior sections.
- If the association is short on judges due to illness or another reason outside its control, an experienced adult from another troupe with no ties or links to any other troupe competing in that section will be asked to judge as a guest.

Uniform

- The entire troupe must be dressed appropriately and wear the correct attire in all routines.
- All hair and hair pieces must be the same in each section, including leaders and mascots.
- We encourage performers not to wear piercings. If they choose to wear them, this is at their own discretion, and they should be covered where possible. NMA will not be held liable for any injuries, loss or damage to jewellery.
- Tattoos are not required to be covered.
- If there is a fault with a uniform, the troupe leader must intervene, for example if skirts are falling, zips are faulty or shoelaces are untied.
- Troupes will be judged individually on their overall appearance in every routine and awarded points accordingly. An award for Best Troupe will be presented during the presentation.
- For Military Freestyle routines, troupes must wear Military attire such as hats, skirts or trousers, jackets and ankle- or knee-high socks. Leotards or other dancewear are not permitted in this section. Male dancers do not need to wear hats.
- Uniform chosen for a performance must be suitable for all members of the troupe. If it is not, judges may deduct points where they feel necessary and may ask troupe leaders to change it in time for the next competition.
- Different uniforms may be worn for different sections.
- Only Junior and Senior sections are permitted to wear minimal makeup during performances.



General Rules

- Troupe music must be uploaded to NMA's Google Drive 1 week before competition day. You may bring a backup of your music on a USB stick, but all music will be tested once received and uploaded.
- All troupes competing must attend the competition on time and stay to support other troupes until the end of the day or weekend. Everyone is not expected to be in the hall at once, but sportsmanship from all troupes is encouraged.
- All troupes must have a copy of their dancer forms and information available during competition day in case a judge enquires about a dancer's age. Ideally, this should include a birth certificate or copy of a passport.
- A spectator wristband gives you entry to the competition, but a seat cannot always be guaranteed throughout the whole event.
- Changing facilities are provided at the event. Please use them respectfully and take away all personal belongings and rubbish.
- Any illness or injuries within your team must be attended to by your nominated first aider.
- It is your troupe's responsibility to ensure rubbish is kept to a minimum and the bins provided are used. Rubbish must be cleared away at the end of each competition. We advise electing 2 nominated troupe members to monitor rubbish and the bins to keep areas clean.
- Troupes will be allocated a seating area at each competition; however, a seat cannot always be guaranteed for everyone. Please keep bags on the floor so that as much seating as possible is available. If troupes/spectators are not sat on a seat, you will be asked to make space for other teams. PLEASE be respectful of seating. Do not leave seats empty where able, and do not spread out. Be respectful and courteous of other NMA troupes.
- Running orders will be completed and passed to troupe leaders approx 1 week before the competition. It is the troupe leader's responsibility to ensure the running order is correct. A final running order will be issued 2 days before the competition. No other changes will be made. Please do not contact NMA officials for running order before official release.
- NMA reserves the right to call a meeting when it feels necessary.
- It is the troupe leader's and/or first aid officer's responsibility to provide your OWN first aid equipment.
- Dress Code: Wearing nightwear, including pyjamas, onesies, dressing gowns or similar clothing, is not permitted at any NMA competition. All dancers, coaches, officials and spectators are required to wear appropriate clothing when attending NMA events.



Codes of Conduct

- Troupe leaders are responsible for their team and for making sure they follow the rules in place.
- Troupes must be professional and always promote a supportive and friendly atmosphere with other troupes and officials.
- Troupes found not to be following the rules, bad-mouthing others or being unwelcoming will be asked to leave and not return to the association. Appeals against bans, disqualifications and so on must be emailed to the association within 24 hours of the end of a competition, through the troupe leader.
- If a troupe is unable to dance at its allocated time, it will be asked to dance at the end of the section. It is the troupe leader's responsibility to ensure the team is ready to dance on time.
- Troupes will be required to bring 2 raffle prizes per competition and raffle tickets will be given to troupe leaders at the start.
- All fees must be paid by the deadline stipulated on the cover page of the rules for each competition date. Spectator fees will be increased if purchased on the day.
- Any troupe that withdraws from a section during the competition will not be refunded. Troupes must notify officials as soon as possible if they wish to withdraw from a section.
- No troupe is permitted to video another troupe. If caught, you will be asked to delete the video and provide proof that it has been removed. At the judges' discretion, your troupe may be disqualified.
- If a competition must be cancelled or postponed, troupes will be informed at the earliest opportunity. Any payments made to NMA will roll over to the next competition.
- NMA does not supply accommodation for troupes that wish to stay nearby. Troupes must arrange this directly with hotels in the area.
- Complaints must be emailed directly to NMA at the email address stipulated on the front sheet of the rules. Complaints relating to events at a competition must be emailed within 5 days. Any other complaints may be emailed at any time. NMA will endeavour to respond within 7 days of receiving a complaint.
- NMA does not tolerate bullying or bad behaviour in any way, shape or form. Troupes found to be doing this will be asked to leave and, at the judges' discretion, may be disqualified from further competitions.
- To attend and compete at NMA Finals, troupes must attend at least 2 of the 3 day competitions during the season and dance in each discipline at least once.
- NMA has the right to review and republish changes to the rules at any time.
- The judges' decision is final.
- Housekeeping – ALL troupes must clean their troupe areas up throughout and at the end of the competition. This includes the hall, the changing rooms and the venue. It is extremely important that the toilet facilities are kept clean throughout the day and any issues must be reported to the venue staff.
- Safeguarding - NSPCC guidelines state children should have a safe, appropriate changing arrangement that protects their privacy and dignity. No male adults in the changing rooms.



Social Media Policy

- Malicious messages about the association or any other troupe on social media platforms are not permitted. Anyone found doing this—including troupes, their parents, dancers or spectators—may result in the team's membership being terminated.
- Any correspondence about NMA should be made via the NMA group or email. Personal messages over social media, such as Facebook Messenger, will not receive a response.
- At the end of the competition day, when score sheets are received, they should be accessed away from the venue. Officials and judges must not be approached to discuss scores or queries. These must be sent by email within 24 hours.
- No judge or official should be made to feel intimidated by anyone involved in NMA.
- Any complaints must be emailed by the troupe leader within 24 hours of the end of a competition. Complaints are taken seriously, and NMA will endeavour to address and resolve any issues raised.