



# 2017 OSSAA Game Day Championships **OVERVIEW**

## **OSSAA GAME DAY CHAMPIONSHIP INFO:**

Will be released and updated on OSSAA website.

**\*\*This document is a general OVERVIEW—Complete rules and regulations should be referenced using [www.OSSAA.com](http://www.OSSAA.com).**

## **SAFETY RULES:**

OSSAA rules require cheer and spirit performances be in accordance with safety standards prescribed by the NFHS and OSSAA Spirit Rules. NFHS rules may be purchased in electronic or print form at [www.nfhs.org](http://www.nfhs.org).

## **SCHOOL CLASSIFICATION DIVISIONS:**

**School classification divisions and participation guidelines to be determined by OSSAA.**

\*Mascots and flag runners are welcomed but cannot be involved in the execution of cheer skills. All participants on the floor count toward total number.

## **GAME DAY FORMAT—PRELIMINARY ROUND**

Each team will showcase its best sideline and crowd-leading material in the following categories: Fight Song, Band Dance and Crowd Leading. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be high priority in routine development.

## **CROWD LEADING RULES AND RESTRICTIONS**

- 1 minute time LIMIT. No music allowed.
- Time will **begin** with buzzer sound, then team takes floor. A chant or sideline can be used as transition to the floor. Performance should have an emphasis on crowd involvement. Performance should be completed before time limit.

## **SKILL RESTRICTIONS**

- No basket, sponge or elevator tosses allowed (cradles are dismounts, not tosses)
- No inversions
- No twisting dismounts from stunts
- Single-leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited ONE SKILL. Back tuck is the most elite tumbling skill allowed.

## **FIGHT SONG RULES AND RESTRICTIONS**

- 1 minute time limit—marching band music
- Up to three **CONSECUTIVE** eight counts may be incorporated with stunts, tumbling, and/or jumps. **IF** repeated, incorporation must repeat exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading Rules and Restrictions

## **BAND DANCE RULES AND RESTRICTIONS**

- 1 minute time limit—marching band music
- Traditional sideline uniforms required
- Emphasis on crowd appeal and practicality
- No stunts or tumbling permitted



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## **GAME DAY FORMAT—FINALS**

Finalists will be determined by preliminary round scores, which do not carry over into the final round.

Each team will showcase its best sideline and crowd-leading material in a game day presentation that will include an announcer-led situational game day element.

The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be considered in all elements.

## **Game Day PERFORMANCE INFORMATION:**

- 3 minute time limit. Teams will set up and take the floor. Time will begin with the first beat of band dance music.
- One continuous performance demonstrating the compilation of the Game Day elements performed in the preliminary round plus a situational element.
- Finals Performances will follow this order: Band Dance, (situational element) Crowd Leading, Fight Song.
- Following completion of the band dance, the announcer will give squads a game scenario indicating an offense or defense situation. Teams should show their definitive understanding of the situation with an offense or defense crowd-leading response, which transitions the squad into the crowd leading portion of finals.
- Following completion of the Crowd Leading section, teams will complete their fight song routine.
- Each section should have a designated beginning and end with spirited crowd interaction between.
- The same rules from the preliminary round apply to each section of the finals routine.
- Traditional sideline uniforms are required.