



2018 OSSAA Game Day Championships General Guidelines

OSSAA GAME DAY CHAMPIONSHIPS:

Saturday, November 3, 2018 (All-Day Event)

Additional details will be released and updated on OSSAA website. This document is a general OVERVIEW—Complete competition format can be found in the Cheer Manual on 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. All coaches must be AACCA certified.

SCHOOL CLASSIFICATION DIVISIONS:

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| 2A | • <i>One team per school</i> |
| 3A | • <i>Maximum of 25 participants</i> |
| 4A | |
| 5A | • <i>No separate Coed categories</i> |
| 6A | • <i>2018-19 School Classifications</i> |

Mascots and flag runners may participate, but cannot be involved in the execution of cheer skills. All participants on floor count toward total number of participants.

Athletes used in each of the preliminary rounds may vary by routine, but no substitutions are allowed in final round—athletes and spirit leaders that take the floor must execute the complete finals performance.

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 are 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.

One cheer team per member school may participate with registrations accepted on a first-come, first-serve basis.

Number of Schools (1 squad per member school) allotted per classification:

2A—20 teams **4A**—18 teams **6A**—18 teams
3A—20 teams **5A**—18 teams

Additional schools wanting to participate will be held on a waiting list with registration entries time-stamped for acceptance if entries do not fill the allotted spots per classification. *(Example: If 4A fills its team allotted number and 2A does not, the first team time-stamped in 4A will be added to the 4A Division.)*

**Entry form will be on OSSAARankings.com on July 16.
Deadline to enter will be August 24, 2018**

GAME DAY FINALS PERFORMANCE INFORMATION:

- 3 minute time limit. Teams will set up and take the floor. **NO ORGANIZED ENTRANCES.** 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.