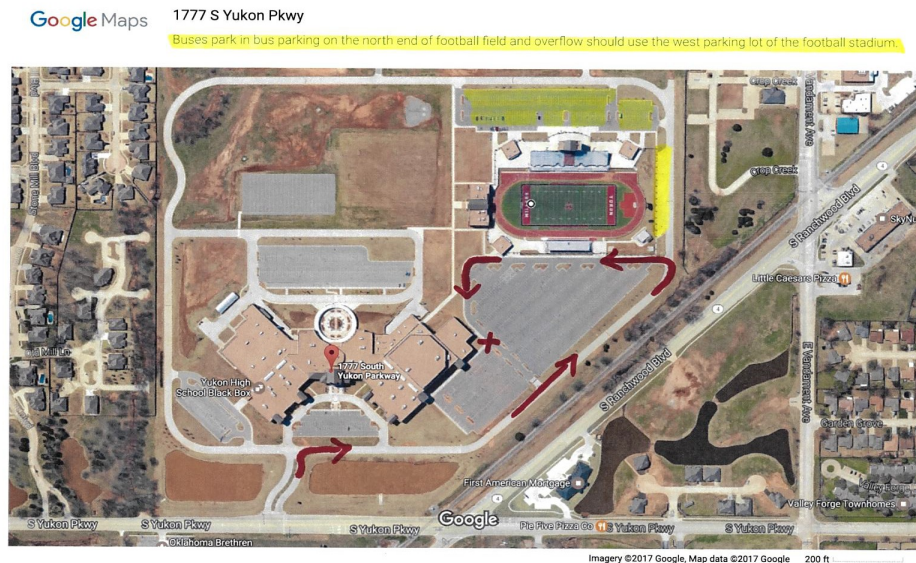




OKLAHOMA SECONDARY SCHOOL ACTIVITIES ASSOCIATION 7300  
BROADWAY EXTENSION OKLAHOMA CITY, OK 73116  
OSSAA GAME DAY  
NOVEMBER 2, 2018 YUKON HIGH SCHOOL - CLASS 3A AND 5A  
NOVEMBER 3, 2018 MOORE HIGH SCHOOL - CLASS 2A, 4A AND 6A MAP

FOR BUS PARKING AND DROP OFF AT YUKON HIGH SCHOOL



**YUKON HIGH SCHOOL:** ENTRANCE FOR COACHES AND PARTICIPANTS: ~~N~~ ~~→~~ Coaches and participants will come in the south side of the facility, through the door marked with an X on the map, GAME DAY COACHES AND PARTICIPANTS. COACHES—THE SCHEDULE IS POSTED TO THE CHEER PAGE AT OSSAA.COM, PLEASE REPORT TO YOUR ASSIGNED AREA AT YOUR ASSIGNED TIME. If you arrive early, you may enter the competition area and sit up high on the upper level.

**MOORE HIGH SCHOOL:** BUS PARKING: Bus parking will be in the lot behind the press box.

**MOORE HIGH SCHOOL:** ENTRANCE FOR COACHES AND PARTICIPANTS: Coaches and participants will come in the south side of the facility, through the door marked GAME DAY COACHES AND PARTICIPANTS. COACHES—THE SCHEDULE IS POSTED TO THE CHEER PAGE AT OSSAA.COM, PLEASE REPORT TO YOUR ASSIGNED AREA AT YOUR ASSIGNED TIME. If you arrive early, you may go to the commons area (signs will guide you) or you may enter the competition area and sit on the end directly behind the competition mat on the upper level.

The doors will open for spectators at 7:30 a.m. at Yukon and at 7:00 a.m. at Moore. Admission is \$7.00 for students and adults. Souvenirs will be available for participants and spectators in the main concourse area.

No signs or noisemakers are permitted for spectators. Please comply with the OSSAA Policy regarding noisemakers.

H. NOISEMAKERS/SIGNS – For indoor activities: Other than those intended for the facilitation of the event, boom boxes or any type of device that plays music, sounds, or voices, and noise makers of any kind such as air horns, cow bells, etc. will not be allowed to function/operate.

Please read all the information carefully and thoroughly.

#### **A. GAME DAY FORMAT**

The total number of participants for a school team is determined by counting all spirit-leading participants including cheerleaders, mascots, and flag runners. The use of live band and/or drum line to supplement the Game Day environment is not permitted.

Flag runners and/or mascots are welcomed to participate and all participants on the floor count toward total number. Flag Runners and mascots cannot be involved in the execution of cheer skills.

Traditional game day uniform is required.

All National Federation of State High Schools (NFHS) uniform rules apply.

The covered midriff requirement does include flesh or nude colored body suits and liners; however, fringe would not count as a cover.

School teams must display an overall appearance conducive to serving as public representatives and ambassadors of their school in regards to grooming, traditional and appropriate attire, conservative make-up, and uniformity.

The use of signs, poms, flags, and megaphones are allowed and encouraged for performances. The use of additional props is not permitted.

#### **D. COMPETITION PERFORMANCE AREA**

1. Approximate floor size will be 54 feet wide by 42 feet deep (9 strips).
2. The OSSAA Spirit State Championship will comply with the NFHS competition surface rule.
3. Signs or props may be placed or dropped outside the competition area by a team member.

#### **E. MUSIC**

1. Schools must use recorded marching band music for the fight song and band dance categories.
2. Licensing has been taken care of by the OSSAA.

#### **H. PERFORMANCE CRITERIA**

Teams will be evaluated on their ability to lead the crowd, proper skill incorporations and performance, motions, dance and overall routine. Game Day practicality is heavily emphasized. Performances should be prepared as they would for sideline leading at a school sporting event.

#### **A. GAME DAY ROUTINES**

The competition will consist of three categories. There should be no “organized” entrances when taking the floor for any of the performances. Crowd-leading tools will not be “preset” but instead taken to the floor with the team when announced.

### 1 - Band Dance:

- | Marching band music or drum cadence performance that encourages crowd interaction
- | PRELIMINARY competition - teams will be announced, take the floor, with timing beginning with the first beat of music or organized movement
- | One minute time LIMIT
- | No stunts or tumbling are permitted in this section. Jumps and kicks are allowed

### 2 - Crowd Leading:

- | Sideline cheerleading that engages crowd response
- | PRELIMINARY competition - teams will take the floor at the sound of a BUZZER. Timing begins when the buzzer sounds and teams are encouraged to lead the crowd as they take the floor and continue the crowd-leading section
- | One minute time LIMIT
- | There will **not** be a buzzer to signify the end of this section
- | Skill restrictions:
  - No basket, sponge or elevator tosses allowed (cradles are considered dismounts, not tosses). Coed and “quick” tosses are permitted.
  - 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 to one tumbling skill at a time. A back tuck is the most elite standing tumbling skill allowed.

### 3 - Fight Song:

- | Traditional school fight song performed to recorded marching band music
- | PRELIMINARY competition - teams will be announced, take the floor, with timing beginning with the first beat of music or organized movement
- | One minute time LIMIT
- | Up to three **CONSECUTIVE** eight-counts may be incorporated with stunts, tumbling and/or jumps. IF repeated (to accompany the repetition of the fight song), the incorporation must repeat exactly as initially performed.
- | Skill restrictions:
  - No basket, sponge or elevator tosses allowed (cradles are considered 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 to one skill at a time. A back tuck is the most elite standing tumbling skill allowed

**PRELIMS** - Each performance will consist of one preliminary round of each of the three identified categories above. Each round will have a time limit of one (1) minute. Each of the three category prelim performance rounds will be preceded by a designated warm-up session.

**FINALS** – Six (6) teams per classification with the highest cumulative scores from the three preliminary categories will advance to finals. The final performance round will be preceded by a designated warm-up session.

Each FINALS performance will have an overall maximum performance time limit of three (3) minutes and will

be performed in the following order:

1. Band Dance
2. Situational Response (see description below)
3. Crowd Leading
4. Fight Song

The entire performance will be executed in a continuous order. To continue the feel of a Game Day environment, **spirited crowd-leading interaction between each section is encouraged.**

SITUATIONAL RESPONSE: Each team will respond to audio cues by a game announcer, as heard at football games. In order to imitate the Game Day environment, audio cues will include an announcer-lead situational cue to which the team will show a definitive OFFENSE or DEFENSE response. A general response would not meet the criteria.

## **B. SCORES AND RANKINGS**

1. In the preliminary rounds, each team will be scored by multiple judges in each of the three categories.
2. The official FINAL results and team placements will be determined by the cumulative scores from the FINALS round only. Preliminary round scores will not carry over to determine final team standings. However, if a tie occurs in the final round, the cumulative preliminary scores will be utilized to break any ties.
3. Scores and rankings will be available only to coaches as follows:
  - | Preliminary Rounds - score sheets will be made available to all teams following the preliminary round.
  - | Finals scores and rankings will be made available to all teams following the finals.
4. The judges will score teams using the criteria listed on the OSSAA Game Day State Championship score sheet.
5. All scores and judges decisions are considered final.

## **C. TIME LIMITATIONS**

1. Acknowledging the potential variance in sound system and timing devices, judges will not issue a deduction until their stopwatches show a time of three (3) seconds over the time limit.
2. It is recommended that all teams practice and time performances prior to competition to allow for variations in sound equipment.
3. Introductions and exits:
  - a. All team breaks, rituals, and traditions need to take place backstage before a team is in the “on deck” or next to perform position.
  - b. Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures i.e. teams must refrain from chest bumps, hugs, and hand shakes.
  - c. All teams should refrain from any type of excessive celebration following the team’s performance.
  - d. There should not be any organized exits or other activities after the official ending of the routine.

## **III. INTERRUPTION OF PERFORMANCE**

### **A. UNFORSEEN CIRCUMSTANCES**

1. If, in the opinion of the competition officials, a team’s routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected will be directed to **STOP** the routine.
2. If directed to stop a routine, the team will perform the routine again in its entirety, but will be evaluated only

from the point where the interruption occurred.

## **B. FAULT OF TEAM**

1. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
2. The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety, but will be evaluated only from the point where the interruption occurred.

## **C. INJURY**

1. All participants must follow the OSSAA safety regulations. The only persons that may stop a routine for injury are: a) competition officials, or b) the school coach from the team performing.
2. If the cheer routine is interrupted by an injury to one of the participants the coach may choose to finish the routine from the point of interruption or choose to take the score earned to that point. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re-performance is to take place is at the sole discretion of competition officials. The team may perform the routine again in its entirety, but will be evaluated only from the point where the interruption occurred.
3. The injured participant that wishes to perform may not return to the competition floor unless the competition officials receive clearance from the on site medical personnel and the school head coach of the competing team.
4. Any injured participant suspected of a concussion is required to follow the OSSAA Concussion Policy regarding the treatment of concussions and must be removed immediately from the competition.

## **IV. INTERPRETATIONS AND RULINGS**

### **A. AWARDS**

Each conference or division will receive the following:

1. The top two teams will be awarded and designated with a runner-up trophy and 1<sup>st</sup> place with a championship trophy.
2. Each team member of the top two teams and one school coach will be awarded an individual medal first place - gold, second place – silver.

### **B. JUDGING PANELS**

Judges will be provided by the OSSAA and they will be responsible for scoring each school performance according to the OSSAA competition score sheets.

1. Panel Judge - Panel Judges are responsible for scoring each team's performance based on the OSSAA score sheets. Each Panel Judge will fill out a score sheet for each performance.
2. Technical Judge - The Safety Judge is responsible for administering all safety violations, time violations, and boundary violations.
3. ALL JUDGES' DECISIONS ARE FINAL. NO PROTESTS – One of the calculated risks that a coach must accept is that he/she, his/her players, or the judges may make mistakes during the course of the competition. The OSSAA Board of Directors has established a policy of NOT HONORING A PROTEST based upon a rule situation nor a situation, which involved judgments on the part of the judges. The decision of the judges will be final. The OSSAA will not review tapes of the competition for the purpose of changing the judges' decisions.

### C. DISQUALIFICATION

Any team that does not adhere to the terms and procedures of the OSSAA Spirit State Championship rules and regulations defined in this document will be subject to disqualification from the competition and will automatically forfeit any award.

### D. DEDUCTIONS

Deduction points will be subtracted from the final score.

| Area                                    | Specific  | Deduction Points  |
|---|---|---|
| Participant allowance<br>(Section I, A) | Exceed maximum participants                         | Disqualification from contest   |
| Music licensing<br>(Section I, E)       | Failure to meet licensing requirement               | Disqualification from contest   |
| NFHS Spirit Rules (Section              | Utilization of skill or stunt not permitted by rule | 5 points per rule violation   |
| Time limit*<br>*3 second                | Each violation                                      | 3 points for 1-5 seconds over limit<br>5 points for 6-10 seconds over limit |
| Time limit<br>(Section II, C)           | Excessive celebration or organized entrance or exit | 1 point   |
| Procedure or<br>General                 | Team exceeds 8-count allowances in fight song       | 3 points per rule violation   |

**GAME DAY STATE CHAMPIONSHIP  
ROSTER**

**SCHOOL** \_\_\_\_\_

**COACHED BY** \_\_\_\_\_

**ONLY THE 25 TEAMS MEMBERS THAT PARTICIPATED IN THE GAME  
DAY STATE COMPETITION SHOULD BE LISTED ON THIS SHEET.**

**TEAM MEMBERS:**

- |           |           |
|-----------|-----------|
| 1. _____  | 11. _____ |
| 2. _____  | 12. _____ |
| 3. _____  | 13. _____ |
| 4. _____  | 14. _____ |
| 5. _____  | 15. _____ |
| 6. _____  | 16. _____ |
| 7. _____  | 17. _____ |
| 8. _____  | 18. _____ |
| 9. _____  | 19. _____ |
| 10. _____ | 20. _____ |
| 21. _____ | 22. _____ |
| 23. _____ | 24. _____ |
| 25. _____ |           |

**SUPERINTENDENT** \_\_\_\_\_

**PRINCIPAL** \_\_\_\_\_

**ATHLETIC DIRECTOR** \_\_\_\_\_