

OCCA GAME DAY CHAMPIONSHIPS

Division Breakdown

REC TEAMS

Please note specific division restrictions. Any team who performs skills that are above the restricted list, will receive a tech violation/penalty.

Division will include the following order: Band Dance, Situational Cheer, and Crowd Leading, must be performed in the order listed below.

Teams must compete within their rec team and crossovers are not allowed. (Example: Mini, Youth, Junior, etc).

All teams must be middle school/junior high aged and below and must meet current OCCA Rec Team Criteria.

1. Band Dance

- Marching band music-based or drum cadence performance
- Performance should consist of sideline dances and may be repeated
- One-minute maximum time limit with this portion
- Use of poms is allowed
- Performance may encourage crowd response and interaction
- Stunting and tumbling elements are not allowed in the band dance portion

2. Situational Game Day Cheer

- The announcer will announce the team's cue following their band dance.
- Teams will not have advance notice of their cues.
- The list provided by OCCA named "OCCA Game Day Situational Cues" will be used.
- Situational game day cheer should not be repeated more than 5 times total.
- A prepared script will be given to the announcer with situational cues randomly selected.
- Situational game day cheer should include cheer motions and teams may incorporate props (signs, poms, flags, mascot), stunts, tumbling, and jumps/kicks.
- No music is allowed in this portion
- 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
 - Running Tumbling is limited to two skills at a time. A back handspring is the most elite skill allowed. Example of two skills: Round off, Back Handspring
 - Standing tumbling is limited to one skill at a time. A back handspring is the most elite skill allowed.

3. Crowd Leading

- Sideline cheerleading that engages the crowd response. Stunting and tumbling elements should be used to encourage crowd response.
- One minute time limit
- Skill Restrictions:
 - Single leg extended stunts are limited to Liberties
 - No basket, sponge or elevator tosses allowed (cradles are considered dismounts, not tosses)
 - Pyramids are limited to 3 structures/2 transitions. Single leg extended stunts are limited to liberties and hitches.
 - Running Tumbling is limited to two skills at a time. A back handspring is the most elite skill allowed. Example of two skills: Round off, Back Handspring
 - Standing tumbling is limited to one skill at a time. A back handspring is the most elite skill allowed.
- Teams are highly encouraged to use props. (signs, poms, flags, mascots)
- No music will be allowed in this division