

GAME DAY DIVISION



RULES AND GUIDELINES

The Game Day divisions showcase what traditional cheerleading is all about – leading the crowd! Teams will be evaluated on their ability to lead the crowd, proper game day skill incorporations/performance, motion/dance, and overall routine.

Divisions:

- Rec Game Day (Affiliated and Non-Affiliated)
 - Tiny - Kinder and under
 - Mini – 3rd grade and under
 - Youth – 6th grade and under
 - Junior – 8th grade and under
 - Senior – 12th grade and under - ***Non Affiliated programs only***
 - *Game Day divisions may be split at events depending on registration*
- High School Game Day
 - ***Please note, the high school varsity divisions may be different at the OSAA Cheerleading State Championships.***
 - Junior Varsity (All Classifications) Small - 15 members or less
 - Junior Varsity (All Classifications) Large - 16-30 members
 - Varsity teams will be split into 3A/2A/1A, 4A, 5A, 6A
 - Small - 15 and under
 - Medium - 16 -24
 - Large - 25+
 - *Game Day Live* - All Classifications - No limits on participation
- Stomp & Shake
 - JV - High School - Up to 30 members
 - Varsity - High School - Up to 30 members
- Mascot
 - Rec - All levels
 - High School - All Classifications - Divisions may be separated if there are enough participants.

Performance Order:

Rec Game Day Division: Band Dance, Situational Chant, and Crowd Leading/Cheer

High School Game Day Division: Band Dance, Situational Chant, Crowd Leading/Cheer, and Fight Song

School Representation:

- Schools are encouraged to include other sideline spirit groups (i.e., dance team, song/pom, mascot, etc.) but all members of spirit groups performing must be official members of their school teams.
- Members of any spirit group should only perform once during the event and the performance will be judged as one unified team.
- All high school participants must meet current OSAA and school district academic eligibility requirements.

Mascots participating in the school game day or rec game day divisions are limited to the same props as cheerleaders (poms, signs, flags, megaphones, and/or banners) and are **NOT** allowed to stunt in any game day division.

Game Day Live/Live Band or Drum Line:

The only division that will allow live bands or drum lines will be the game day live division. Live bands/drum lines are not allowed in the other rec or high school divisions. Teams will be allowed to enter another division if participating in game day live. For example: Newberry High School will compete in Game Day Live and the 4A Small Varsity.

Props:

The use of crowd leading tools such as signs, poms, flags, megaphones, and/or banners are encouraged and allowed during **ALL** elements of the game day performance.

Time Limit:

- **All elements together as one performance should not exceed three (3) minutes.** Timing will begin with the first *organized* movement, voice or note music, whichever comes first.

If a team exceeds the time limit, a penalty will be assessed for each violation.

- 1 point per second, with a maximum of 5 points

Team Entrance/Exit/Transitions Between Elements:

- Teams will NOT be allowed to set props prior to the start of routine.
- All team breaks, rituals, traditions need to take place prior to the team being called to the performance floor.
- Once called to the performance floor, teams should take the floor immediately with spirit and enthusiasm. No stunting is allowed while taking the floor, but teams may tumble.
- Each element should have a beginning and end. Note: Spirited crowd leading interaction between each component is encouraged to continue the game day feel. Stunts are not allowed as a transition before/between each element.
- There should not be an organized exit following the end of the routine.

Floor Size:

- OSAA Sanctioned Events must comply with the NFHS surface ruling that school-based programs may not compete on a spring floor. Approximate floor size will be a traditional mat of 54' (feet) wide by 42' (feet) deep – 9 strips of mats.

Band Dance:

- Teams will begin with the band dance element.
- No stunting or tumbling during this element.
- Teams may perform jumps and kicks.
- Music in this element should be music traditionally played by a school pep band/jazz band/drum line.

Situational Chant:

- Following the completion of the band dance element, the announcer will give teams a game scenario indicating an offense or defense situation. **All possible situational cues can be found at the end of this document. Please note, they have changed to add Mascot.**
- Teams will NOT be informed of the situational cue ahead of the event.
- Teams should show their definitive understanding of the situation with an offensive or defensive crowd leading response.
- No music is allowed during this element.
- Skills should be utilized to lead the crowd and include stunts, tumbling, jumps, and kicks. Any number of skills can be performed and used to encourage crowd response. Certain skills are not required, but at least one skill is required to be performed during this element.

Crowd Leading/Cheer:

- Following completion of the situational chant element, teams will transition to their crowd leading/cheer element.
- No music is allowed during this element.
- Skills should be utilized to lead the crowd and include stunts, tumbling, jumps, and kicks. Any number of skills can be performed and used to encourage crowd response. Certain skills are not required, but at least one skill is required to be performed during this element.
- This is a separate crowd leading cheer that is not related to the situational chant.
- Teams should utilize their crowd leading strengths. The use of props is HIGHLY ENCOURAGED.

Fight Song: (Rec team performances do not include this element)

- Following the completion of the crowd-leading/cheer element, teams will transition to their fight song.
- Teams are encouraged to use their traditional school fight song.
- Skills should be utilized to lead the crowd and include stunts, tumbling, jumps, and kicks. Any number of skills can be performed and used to encourage crowd response. Certain skills are not required, but at least one skill is required to be performed during this element.

Specific Skill Restrictions – APPLIES TO ALL ELEMENTS

Skills that are performed outside of the restrictions below will

- No baskets, sponge, elevator, or similar type tosses permitted.
- No inversions are allowed.
- No twisting released dismounts are allowed.
- Single leg stunts are limited to liberties and liberty hitches.
- No running tumbling is allowed. This includes round-offs.
- Standing tumbling is limited to one tumbling skill and a back tuck is the most elite tumbling skill allowed.
 - Examples:

- Standing full is not allowed
- Jump to tumble (single skill) would be allowed

Music:

- Coaches are responsible for playing music or designating a representative.
 - A sound system will be provided.
 - A representative must be present at the sound system at the time of performance.
 - The appointed representative should know your routine and be familiar with the music start/stop points.
 - Download all music directly to your device/phone
 - Turn your device/phone onto “Airplane” mode so your playback will not be interrupted by a text, email, or phone call.
 - Remove phone cover to ensure connectivity to the cord.
 - If music does not play, the coach should begin counting the routine to avoid a time penalty.

Game Day Scoring:

- Teams will be scored following the criteria listed [HERE](#) during all elements of the performance.
- Emphasis should be placed on practicality and crowd involvement. All material should be suitable and able to be performed multiple times during a game or pep rally.
- No difficulty points in the game day divisions for skills. Skills can include stunting, tumbling, jumps, and kicks. Scoring is based on the execution of these skills.
- Any deductions or violations will be taken off the final averaged score. For more information on deductions, [CLICK HERE](#)

Situational Chant Cues: The “MASCOT” will be read at events as each program’s mascot.

- **OFFENSE:**
 - And that's another first down for the *MASCOT*
 - The *MASCOT* keep the drive alive with that first down play.
 - What a catch! That sets the *MASCOT* up in the red zone ready to score.
 - It's a close game and the *MASCOT* are driving down the field for a score.
- **DEFENSE:**
 - The *MASCOT* need a big stop here, let's push em back.
 - The *MASCOT* are digging in to get the stop on our own goal line.
 - The *MASCOT* need to make a stop here to seal the win.
 - After that home team turnover, the *MASCOT* need to make a stand.