



2021-22 GAME DAY CHAMPIONSHIP OVERVIEW

*This document is a general OVERVIEW.
Complete rules and regulations can be found in the tournament guide.*

GAME DAY CHAMPIONSHIP:

December 18, 2021

Veteran's Memorial Coliseum

SAFETY RULES:

AIA rules require performances to be in accordance with safety standards prescribed by the NFHS Spirit Rules. It is suggested that coaches own, carry, and reference their own NFHS Spirit Rules book throughout the season. These are available for purchase in electronic or print form at www.nfhs.org.

GAME DAY FORMAT

Each team will showcase their best leadership skills and sideline crowd leading material in a Game Day presentation that will include an announcer-led situational cue describing a game day element. The situational sideline will be performed after the band chant and transition directly into the crowd leading section. The use of crowd leading tools such as signs, poms, flags, and/or megaphones is encouraged. Sideline practicality and effective leadership should be considered in all elements.

BAND CHANT

- Performed to recorded band music
- Emphasis on crowd effectiveness and practicality
- No stunts or tumbling permitted

SITUATION & CROWD LEADING

- No music allowed.
- Announcer will give a game scenario indicating an offense or defense situation.
- Situational response should transition into the crowd leading section seamlessly.
- Performance should have an emphasis on school pride and crowd involvement.
- See skill restrictions below.

FIGHT SONG

- In addition to fight song motions and movements, up to three CONSECUTIVE eight counts can be incorporated with stunts, tumbling, and/or jumps.
- See skill restrictions below.

REMINDERS & RESTRICTIONS

- 3 minute time LIMIT. Teams will set up as they take the floor. Time will begin with the first beat of the Band Chant Music.
- One continuous performance demonstrating the compilation of the four Game Day elements.
- Performances will follow this order:
 - Band Chant
 - Situational Element into Crowd leading
 - Fight Song
- Each section should have a designated beginning and end with spirited crowd interaction between that allows the 3 minute routine to flow seamlessly.

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 to ONE SKILL, with back tucks being the most elite tumbling skill allowed.