



Game Day Invitational **OVERVIEW**

GAME DAY CHAMPIONSHIP INFO:

October 16, 2021— PARKERSBURG HIGH SCHOOL

This document is a general OVERVIEW.

Complete rules and regulations should be referenced at: www.wvssac.org

SAFETY RULES:

WVSSAC rules require performances be in accordance with safety standards prescribed by the NFHS Spirit Rules, which may be purchased in electronic or print form at www.nfhs.org.

SCHOOL DIVISIONS:

A Maximum of 30 participants

AA Maximum of 30 participants

AAA Maximum of 30 participants

+WVSSAC reserves the right to combine or add divisions based on final registration.

*Mascots and flag runners are welcomed but cannot be involved in the execution of technical cheer skills. All participants on the floor count toward the total. **To maximize participation opportunities, athletes used in each of the qualifying round performances may vary by routine, but no substitutions are allowed in final round—athletes that take the floor must execute the complete final round performance.

GAME DAY FORMAT—QUALIFYING ROUND

Each team will showcase its best sideline and crowd-leading material in the following categories: Band Chant, Fight Song and Crowd Leading. The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be highest priority in routine development.

CROWD LEADING

- 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 release dismounts from stunts
- Single-leg extended stunts are limited to liberties and liberty hitches
- No running tumbling
- Standing tumbling is limited ONE SKILL at a time. Back tuck is the most elite tumbling skill allowed.

FIGHT SONG

- 1 minute time limit—recorded marching band music
- Up to three **CONSECUTIVE** eight counts can be incorporated with stunts, tumbling and/or jumps. **IF** repeated, must be exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading

BAND CHANT

- 1 minute time limit—recorded marching band music
- Traditional sideline uniforms required
- Emphasis on crowd appeal and practicality
- No stunts or tumbling permitted



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GAME DAY FINAL ROUND FORMAT

Finalists will be determined by qualifying round scores, which do not carry over into the final round.

Each FINALIST will showcase its 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 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.

Stay informed and updated referencing the WVSSAC website: www.WVSSAC.org

- Invitational Info
- Venue information
- Score Sheets
- Order of Performance
- Required Forms

FINAL ROUND PERFORMANCE

- 3 minute time limit. Teams will set up and take the floor. Time will begin with the first beat of Band Chant music.
- One continuous performance demonstrating the compilation of the Game Day elements performed in the qualifying round plus a situational element.
- Final round performances will follow this order: Band Chant, (situational element) Crowd Leading, Fight Song.
- Following completion of the Band Chant, 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 will transition the squad into the Crowd Leading section of the final round performance.
- Following completion of the Crowd Leading section, teams will complete the Fight Song routine.
- Each section should have a designated beginning and end with spirited crowd interaction between each.
- The same rules from the qualifying round apply to each section of the final round.
- Traditional sideline uniforms are required.