



Game Day Invitational **OVERVIEW**

GAME DAY CHAMPIONSHIPS INFO:

January 25, 2020 — All Day Event

USC Aiken Convocation Center—Aiken, SC

****This document is a general OVERVIEW—Complete rules, regulations and event info will be found at www.schsl.org.**

SAFETY RULES:

SCHSL rules require cheer and spirit performances be in accordance with safety standards prescribed by the NFHS and SCHSL Spirit Rules. NFHS rules may be purchased in electronic or print form at www.nfhs.org.

SCHOOL CLASSIFICATION DIVISIONS:

1A— Maximum of 24 participants (2 or fewer males)

2A — Maximum of 24 participants (2 or fewer males)

3A — Maximum of 24 participants (2 or fewer males)

4A — Maximum of 30 participants (2 or fewer males)

5A — Maximum of 30 participants (2 or fewer males)

*Divisions will be combined if less than 8 teams in each classification

****Mascots and flag runners are welcomed but cannot be involved in the execution of cheer skills. All participants on the floor count toward total.**

*****Athletes used in each of the preliminary rounds may vary by routine, but no substitutions are allowed in final round—athletes that take the floor must execute the complete finals performance.**

GAME DAY FORMAT—PRELIMINARY ROUND

Each team will showcase its best sideline and crowd-leading material in the following categories: Fight Song, Band Chant 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 RULES AND RESTRICTIONS

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

FIGHT SONG RULES AND RESTRICTIONS

- 1 minute time limit—recorded BAND music
- Only up to three CONSECUTIVE eight counts can be incorporated with stunts, tumbling, and jumps. IF added skills are repeated, they must repeat exactly as initially performed.
- Same skill restrictions as listed in Crowd Leading Rules and Restrictions

BAND CHANT RULES AND RESTRICTIONS

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



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GAME DAY FORMAT—FINALS

Finalists (up to 6 per division) will be determined by prelim scores, which do not carry over into the final round.

Each team will showcase its best sideline and crowd-leading material in a game day presentation that will include an announcer-led situational game day element.

The use of crowd-leading tools such as signs, poms, flags and/or megaphones is encouraged. Sideline practicality should be the highest priority in routine development.

One cheer team per member school may participate with a grand total of 92 squads accepted on a first-come, first-serve registration basis.

Number of Schools (1 squad per member school) allotted per classification:

| | | |
|---------------------|---------------------|---------------------|
| 1A —14 teams | 3A —20 teams | 5A —24 teams |
| 2A —14 teams | 4A —20 teams | |

*Divisions will be combined if less than 8 teams in each classification. Additional schools wanting to participate will be held on a waiting list with registration requests time-stamped for acceptance if entries do not fill the allotted spots per classification. *(Example: If 4A fills its allotted number and 2A does not, the first team on the 4A waitlist will be added.)*

Registration: September 6th-30th

Game Day PERFORMANCE INFORMATION:

- 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 preliminary round plus a situational element.
- Finals 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 (no general) crowd-leading response, which transitions the squad into the crowd leading portion of finals.
- Following completion of the Crowd Leading section, teams will complete their fight song routine.
- Each section should have a designated beginning and end with spirited crowd interaction between.
- The same rules from the preliminary round apply to each section of the finals routine.
- Traditional sideline uniforms are required.