GAME DAY CHAMPIONSHIP:
December 19, 2020
Veteran’s Memorial Coliseum
1826 W. McDowell Road
Phoenix, AZ 85007

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 – QUALIFIER ROUND
Each team will showcase its best sideline and crowdleading material in the following categories: Fight Song, Band Chant, and Crowdleading. This will be done in 3 separate performances. The use of crowdleading tools such as signs, poms, flags, and/or megaphones is encouraged. Sideline practicality should be highest priority in routine development.

CROWDLEADING
• 1 minute time LIMIT, no music allowed.
• Time begins with buzzer sound, then team takes the floor. A chant or sideline can be used as transition to the floor. Performance should have an emphasis on school pride and crowd involvement and completed before the 1 minute time limit.
• See skill restrictions below.

FIGHT SONG
• 1 minute time LIMIT, recorded band music.
• 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.

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.

BAND CHANT
• 1 minute time LIMIT, recorded band music.
• Emphasis on crowd effectiveness and practicality
• No stunts or tumbling permitted.
GAME DAY FORMAT – FINALS FORMAT

Finalists will be determined by combining the scores from the three qualifier rounds (crowdleading, fight song, band chant). *These scores do not carry over into the final round.* The top 40% (but no more than 10 teams) in each division will move on to the finals round.

Each finalist will showcase its best leadership skills and sideline crowdleading 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 crowdleading section.

The use of crowdleading tools such as signs, poms, flags, and/or megaphones is encouraged. Sideline practicality and effective leadership should be considered in all elements.

**FINALS PERFORMANCE**

- 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 game Day elements performed in the qualifier round, plus a situational element.
- Finals performances will follow this order:
  - Band Chant
  - Situational Element into Crowdleading
  - 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 crowdleading response, which will transition the team into the crowdleading section of the finals performance.
- Following completion of the crowdleading 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.