



2022 OHSAA Spirit State Championships **OVERVIEW**

SPIRIT STATE CHAMPIONSHIPS INFO:

December 10, 2022

Wittenberg University—Springfield

This document is a general OVERVIEW.

Complete rules and regulations should be referenced at:

<https://www.ohsaa.org/Sports-Tournaments/Spirit>

SAFETY RULES:

OHSAA 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/activities-sports/spirit/

SPIRIT STATE CHAMPIONSHIP DIVISIONS:

Division I	Maximum of 30 participants	\$350
Division II	Maximum of 30 participants	\$350
Division III	Maximum of 20 participants	\$350
Division IV	Maximum of 20 participants	\$350
Division V	Maximum of 20 participants	\$350
Division VI	Maximum of 20 participants	\$350
Division VII	Maximum of 20 participants	\$350
Junior High	Maximum of 30 participants	\$350

*The OHSAA reserves the right to add or combine divisions based on final event 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 total number. Teams in the Junior High Division must be comprised of students in the 7th and/or 8th grades at/from member schools.

QUALIFYING ROUND

Each team will showcase its best sideline leadership and crowd-effective 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 the 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 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
- In addition to fight song motions and movement, 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 Rules and Restrictions

BAND CHANT

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



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STATE CHAMPIONSHIP 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 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 by contacting your **VARSITY SPIRIT** representatives and by referencing the [OHSAA website](#):

- Championship Info
- Venue information
- Hotel Accommodations
- Score Sheets
- Order of Performance
- Required Forms

STATE CHAMPIONSHIP 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.
- State Championship 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 State Championship performance.
- Following completion of the Crowd Leading section, teams will complete the Fight Song routines.
- Each section should have a designated beginning and end with spirited crowd interaction between.
- The same rules from the qualifying round apply to each section of the State Championship routine.
- Traditional sideline uniforms are required