



# Game Day Rules

## MUSIC SELECTION

- BAND DANCE AND FIGHT SONG MUSIC IS LIMITED TO MARCHING BAND MUSIC ONLY
- UP TO 1 MINUTE OF MUSIC MAY BE USED FOR BAND DANCE
- UP TO 1 MINUTE OF MUSIC MAY BE USED FOR FIGHT SONG

## 3 CONSECUTIVE 8 COUNTS

- UP TO 3 CONSECUTIVE 8 COUNTS MAY BE INCORPORATED WITH STUNTS, TUMBLING, AND/OR JUMPS. IF REPEATED, INCORPORATION MUST REPEAT EXACTLY AS INITIALLY PERFORMED

## SKILL & TUMBLING RESTRICTIONS

- NO BASKET, SPONGE OR ELEVATOR TOSSES ARE ALLOWED. (CRADLES ARE ALLOWED)
- NO STUNT INVERSIONS ALLOWED
- NO TWISTING DISMOUNTS FROM STUNTS
- SINGLE LEG EXTENDED STUNTS ARE LIMITED TO LIBERTY, LIBERTY HITCH
- NO RUNNING TUMBLING
- STANDING TUMBLING IS LIMITED TO ONE SKILL (STANDING HANDSPRING, STANDING TUCK, ETC.)
- A JUMP CAN BE CONNECTED TO A STANDING TUMBLING PASS
- A BACK TUCK IS THE MOST ELITE TUMBLING SKILL ALLOWED
- A KICK IS NOT CONSIDERED A SKILL AND IS ALLOWED

## ADDITIONAL BAND DANCE RULES

- NO STUNTS OR TUMBLING ARE PERMITTED DURING BAND DANCE