

Drill Team Policies and Pairings

State Tournament Pairings

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|-------------------|--|--|--|--|
| 6A SCHOOLS | Pod 1 *Region 2 #4 *Region 4#3 *Region 3 #2 *Region 1 #1 | Pod 2 *Region 1 #4 *Region 3 #3 *Region 4 #2 *Region 2 #1 | Pod 3 *Region 3 #4 *Region 1 #3 *Region 2 #2 *Region 4 #1 | Pod 4 *Region 4 #4 *Region 2 #3 *Region 1 #2 *Region 3 #1 |
| 5A SCHOOLS | Pod 1 *Region 5 #6 *Region 5 #4 *Region 7 #2 *Region 8 #1 | Pod 2 *Region 7 #5 *Region 8 #4 *Region 7 #3 *Region 5 #1 | Pod 3 *Region 5 #5 *Region 7 #4 *Region 8 #3 *Region 5#2 | Pod 4 *Region 7 #6 *Region 5 #3 *Region 8 #2 *Region 7 #1 |
| 4A SCHOOLS | Pod 1 *Region 9 #4 *Region 10 #3 *Region 11 #2 *Region 12 #1 | Pod 2 *Region 12 #4 *Region 11 #3 *Region 10 #2 *Region 9 #1 | Pod 3 *Region 11 #4 *Region 12 #3 *Region 9 #2 *Region 10 #1 | Pod 4 *Region 10 #4 *Region 9 #3 *Region 12 #2 *Region 11 #1 |
| 3A SCHOOLS | Pod 1 *Region 14 #5 *Region 15 #5 *Region 14 #2 *Region 13 #1 | Pod 2 *Region 15 #6 *Region 13 #4 *Region 15 #3 *Region 14 #1 | Pod 3 *Region 15 #7 *Region 13 #3 *Region 14 #3 *Region 15 #1 | Pod 4 *Region 14 #4 *Region 15 #4 *Region 13 #2 *Region 15 #2 |

6 A -Top four (4) schools from each region will qualify for the State preliminary round based on OVERALL final region placement. If a region does not have 4 teams, a decision will be made by the Executive Committee on how to fill the last spot in that region.

5A- 16 teams will qualify for the State preliminary round based on OVERALL final region placement. West will compete with Region 5 and Murray will compete with Region 7 for 2018.

4A- Top four (4) schools from each region will qualify for the State preliminary round based on OVERALL final region placement. If a region does not have 4 teams, a decision will be made by the Executive Committee on how to fill the last spot in that region.

3A- 16 teams will qualify for the State preliminary round based on OVERALL final region placement.

2A- Schools will be split into 2 divisions. Four (4) from each division will qualify for one-day State Tournament

1A SCHOOLS- 7 Teams qualify for State. Teams will be seeded according to individual routine standings at the region competition.

DRILL TEAM Rules & Regulations

1. Instill the Highest Ideals of Character

The mission of education-based activities is to promote the positive development of our youth. Coaches have a responsibility as educators to use their influence to reinforce valuable life lessons and universal values. Coaches should never place the value of winning above the value of instilling the highest ideals of character. As role models, coaches are expected to be an advocate for good sportsmanship and follow all the rules and regulations with the intent for which they were written. See the “Coaches Code of Ethics” in the back of the NFHS Spirit Rule Book for a list of responsibilities.

2. Complete UHSAA Coaches’ Certification (See UHSAA Handbook)

Certification includes five components: Background Check, First Aid Training, CPR Training, Concussion Training and the “Fundamentals of Coaching” course. It is recommended that coaches also take the Sudden Cardiac Arrest course through the NFHS. Coaches with a major, minor or endorsement in physical education, dance and/or minor in coaching are considered trained and will not have to complete the First Aid, CPR or the Coaches’ Fundamentals course. Talk to your Principal or School AD about certification

3. Complete an Annual UHSAA Drill Team Rules Clinic

On an annual basis, head coaches are required to attend the live UHSAA Drill Team Rules Clinic (satellite locations count as the live clinic) or complete the online UHSAA Drill Team Rules Clinic and quiz prior to the designated deadline. Coaches must also watch the NFHS/UHSAA Drill Safety Clinic which can be found on the drill page of the UHSAA website. Failure to attend the live rules clinic, watch the Demonstration Clinic, and/or complete the online rules clinic and quiz by the deadline will result in a \$100.00 fine to the school. New coaches are strongly encouraged to attend the live rules clinic. Information regarding the live and online UHSAA Drill Team Rules Clinic will be available on the UHSAA Drill page at www.uhsaa.org.

4. Adhere to UHSAA and NFHS Rules During Practices and Performances

To maintain participant safety, coaches must adhere to UHSAA and NFHS Spirit Rules during all practices, performances and competitions. For UHSAA rules refer to the UHSAA Handbook and Drill Team section. Drill is a female only sport. Drill is NOT considered a co-educational sport. Coaches should bookmark the Drill page at www.uhsaa.org for the latest info.

5. Adhere to UHSAA Contest Limitations

Drill teams may only compete in a TOTAL of four (4) competitions prior to the state competition (this includes the region competition). Teams that participate in a region or divisional competition may only compete in three invitational competitions. Teams that do NOT participate in a region or divisional competition may compete in a total of four invitational competitions, however participation in a region/division qualifier is a prerequisite to participating in the State competition. Participation in the UHSAA Live Judging Practicum does not count towards the contest limitations. A list of sanctioned invitational competitions is posted under the “Schools” tab at www.uhsaa.org. Teams are limited to (1) routine per category.

6. Adhere to UHSAA Budget Restrictions for State Competition Routines

To create a level playing field between all participating programs and to limit the financial burden incurred by the participants, coaches shall operate their programs within the stated limitations. Donated supplies and all monies, including budgeted school funds, out-of-pocket expenses, fundraised or donated funds for costumes and supplies which are used for state competition routines performed during the drill team season

(competition start date through the state competition) must not exceed \$600 times the number of girls on the team. The budget must include the following: character props, rental transportation, costumes, accessories, music fees (i.e. Mixing, CDs, and Thumb Drives), choreography fees, and any costs incurred for state competition routines. The UHSAA budget restrictions exclude expenses that do NOT pertain to the state routines (i.e. travel, camps, day uniforms, auxiliary routines). Coaches are responsible to monitor the costs associated with their drill team program. Schools are encouraged to maintain a “uniform closet” for flexibility and originality without the expense of new uniforms. Judging sheets shall not reflect if the uniform is new or used. Routines, props and music may be used from year to year.

7. Submit a UHSAA Budget Declaration Form by the Second Friday in February

Coaches are required to submit a “UHSAA Drill Budget Declaration Form” by the second Friday in February. Expenses should be recorded and documentation (i.e. receipts, bills, etc) should be kept on file at the school.

8. Submit “Dead Time Period” Form to UHSAA by January 15

Head coaches shall submit a completed “Drill Team Moratorium Form” to the UHSAA office by the deadline of January 15 to avoid a school fine. Each head coach shall select the sport specific drill moratorium for their team, which shall consist of two, two week blocks (the blocks may be consecutive). During that time, coaches and facilities shall adhere to UHSAA policies regarding moratoriums (See UHSAA Handbook By-Laws Article 2). Each week of the dead time period must include at least seven (7) consecutive days. Forms available on Drill page.

9. Submit Region Results and DVD of Region Competition

Drill Teams qualify for the state competition through their region or division competition. The region drill chair and the competition director are responsible to submit/email the “UHSAA Declaration Entry Form,” final tabulation results, and overall score sheets to jwhittaker@uhsaa.org no later than midnight on the Saturday prior to the state drill competition. The region results will not be official without the final tabulation results. The region drill chair and the competition director are also responsible to send a DVD of the region drill competition to the UHSAA office by **Wednesday prior to the state drill competition**. The DVDs will provide a digital record of all routines performed at region for the UHSAA Tournament Committee to use as reference, if needed, at the state competition. Regions who fail to meet these deadlines may be fined \$50 per school.

10. Adhere to UHSAA Guidelines for Invitational and Region Competitions

Competition Directors may begin team sign-ups for invitational competitions on September 1. The maximum number of teams allowed to participate in an invitational is 30. The time frame for the team competition is a start time no earlier than 8:00AM and a finishing time, with awards completed, no later than 7:00PM. If an additional space is needed for auxiliary routines, an auxiliary space (small gym/auditorium) should be utilized. A **full** panel of judges is NOT required for auxiliary routines, but a technical safety and floor judge shall be included.

Materials for the sanctioned drill invitational competitions shall be distributed at the live UHSAA Drill Rules Clinic in September. Region competitions are automatically sanctioned. Competitions not in compliance with UHSAA policies and guidelines may result in a loss of UHSAA sanctioning and/or other penalties. **Coaches and judges should submit, in writing, any allegations relating to violations not in compliance with the UHSAA rules, to the UHSAA.** Invitational and region competitions must use the UHSAA score sheets posted on the Drill page (uhsaa.org). Invitational and regional competitions must use UHSAA-certified judges, competition directors and tabulators. For the UHSAA state categories, invitational competitions must hire five (5) routine judges, one (1) difficulty category judge, and three (3) technical judges, per panel. For solo competitions and/or auxiliary routines, judges must also be UHSAA certified; a full panel of judges is NOT required but a technical judge shall be included. Solo competitions shall adhere to UHSAA and NFHS rules.

A region who fails to select a competition director will have one assigned by the UHSAA Arbiter. It is the responsibility of the competition director to arrange for a UHSAA certified tabulator who uses the current UHSAA tabulator's computer program for scoring. Invitational competition directors can hire judges ONLY AFTER state judges have been assigned (mid November). Judges for region and state competitions will be assigned by the UHSAA Arbiter. Region competitions are the qualifying meets for the state competition and must follow region, UHSAA, and NFHS rules. Administrators should remain neutral and supportive during the region competition. Any routine performed by a drill team or drill team member must follow the NFHS Spirit Safety Rules and UHSAA rules. Soloists are not exempt from these requirements and must adhere to these rules and be assessed penalties for violation(s) of said rules in UHSAA sanctioned competitions. Soloists must be eligible members of UHSAA high school drill team programs.

11. Hiring of Drill Team Judges and Payment of Officials

- A. It is the responsibility of the certified competition director to hire only UHSAA certified judges and tabulator for an invitational competition. The competition director must assign one (1) new UHSAA-certified judge per judging panel, for invitational competitions.
- B. UHSAA Certified judges must attend one (1) Live Judging Practicum each year.
- C. The UHSAA Arbiter assigns all judges for the region and state competitions.
- D. For region and state competitions, the arbiter will assign one of the five routine judges to serve as the head judge. Two technical judges will be seated with routine judges and one will be on the floor.
- E. Judges selected as routine judges for the state competition FINALS, shall NOT judge the same classification at invitationals or region competitions.
- F. Judges selected as technical judges for state competitions, are encouraged to judge the same classification at invitational and region competitions.
- G. Payment of certified drill officials for region and state competitions includes the following:
 - i. Region judges and tabulators will be paid \$89. One floor technical judge will be paid an additional \$10 for the extra judge time.
 - ii. State judges will be paid \$139; a floor/technical judge will be paid \$164.
 - iii. Competition Directors' fee varies based on the time commitment and responsibilities given.
 - iv. Drivers will also be paid .46 cents per mile for all miles over 50 miles round trip. Riders will be paid an additional .11 cents per mile for all miles traveled over 50 miles round trip. Since regions will not pay all judges to drive, drivers will be assigned by the UHSAA arbiter based on years of experience and availability of the driver. Judges will be asked to ride together.
- H. The region should make any decision regarding payment of the certified competition director and the person who may call Drill Down.
- I. The payment of all region competition officials and personnel, including judges, is the responsibility of each region and not the UHSAA.
- J. Payment of certified officials at invitational competitions varies from competition to competition based on a number of criteria (length, number of teams, etc).

12. Competition Directors: must register as a competition director and pay a \$50 registration fee through Arbiter Sports. Directors must attend the annual live training in September. Payment of competition directors for invitational and regional competitions may vary.

13. Tabulators: must register, certify and pay annual registration fee with the UHSAA on an annual basis. For information on the registration process and the training required for certification, go to the Drill page at www.uhsaa.org .

- 14. Judges:** must register and certify with the UHSAA on an annual basis. For information on the registration process and the training required for certification, go to the Drill page at www.uhsaa.org. Judges will be required to attend the UHSAA Fall Drill Team Clinic and one (1) UHSAA Live Judging Practicum each year. Judges should also attend UDJA training meetings to receive additional hands-on training and improve their ranking. For post-season consideration, judges must have attended at least one of the last two UDJA clinics. Unusual circumstances may be appealed to the UHSAA .
- 15. Drill Clinics:** Go to the UHSAA Drill page at www.uhsaa.org for information on the UHSAA Drill Clinics and clinics sponsored by the UDJA (Judges' Association) and the UDDA (Drill & Dance Coaches' Association).
- 16. Qualifying for State Tournament:** Listed below are the number of qualifiers that will advance from each region/division to the state competition. Teams qualify for the state competition through their region (3A, 4A, 5A, 6A) or division (2A, 1A) competition. **At a state qualifying region or division competition, drill teams are required to compete in all three state competition categories.**

| <u>6A Schools</u> | <u>5A Schools</u> | <u>4A Schools</u> | <u>3A Schools</u> |
|----------------------|----------------------|----------------------|----------------------|
| Top 4 in each region | Top 4 in each region | Top 4 in each region | All 16 teams qualify |

| <u>2A Schools</u> | <u>1A Schools</u> |
|----------------------|---------------------|
| 4 From each division | All 7 teams qualify |

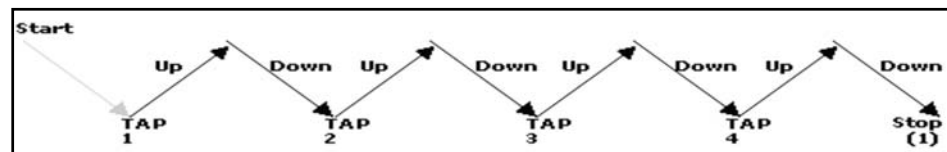
- 17. Seeding for State:** Seeding for the order of performance at the State Drill Competition is based on the **overall** finish at the Region Drill Competitions for 3A, 4A, 5A and 6A schools; the Division Competitions for the 2A schools, and the designated state qualifying competition for the 1A schools (1A seeding is based on individual routine, not overall placing). Once the region and division results are received by the UHSAA, any placements not filled with a team will bump all other qualifiers either up or down in the seeding. Regions and divisions shall list the teams in the order they finished in each of the three competition categories, and the overall finishing places. Based on the **overall** results of the region, teams will be placed in a pod with four (4) teams. The pod placement is determined using the winter sports policies and pairings for that particular year. Teams will compete in their respective pod during the preliminary round of the State competition. The top two (2) teams from each pod will move on to the final round. A next qualifying team will be determined using the ranking system. This team will be determined at the conclusion of both pods, per classification.

State Drill Routines: All music, props and costumes that were used to qualify a routine at the region competition must remain the same for the state competition (semifinals and finals). No alterations are allowed to music, except for pitch changes. Choreography changes due to injury, eligibility, judges' recommendations, NFHS/UHSAA safety violations, etc., can be made up to 16 total counts (Formation changes and vocals are not included in these change restrictions). A DVD from each region drill competition shall be received by the UHSAA office the Wednesday prior to the state competition. The DVDs will provide the UHSAA with a digital record of all routines performed at region, if necessary, for reference at the state competition. At the state competition, all coaches will be required to complete a "Declaration Change Form" to verify the total counts of choreography changes made to each qualifying routine since the region competition (formations and vocals are not included in these changes and do not need to be declared).

Protests, alleging a violation of this rule must be made and submitted, in writing, using the protest form, by a coach **and** an appropriate school official (i.e athletic director, school administrator), to the UHSAA Tournament Director within the time frame of the current competition (semifinals/finals). Time frame of the competition is defined as beginning with the first performance, and the protest must be filed, and received,

BEFORE the announcement of teams moving on to the finals (Semifinals) and/or final placement announcements are made (Finals). If it is confirmed by the UHSAA Tournament Committee that the rule was violated, the team in question will be disqualified from the entire competition, receiving no score and no ranking points. To be eligible for an overall team ranking at the state competition, a team must earn a qualifying score and ranking score in each of the three categories. There shall be NO changes in choreography, music, costuming, props, etc. from the semifinals to the finals, except for NFHS/UHSAA safety violation changes (Formation changes and vocals are not included in these change restrictions).

Definition of a count: One count is given for every down beat in the music, regardless of the tempo (i.e. 2/4, 3/4, 4/4). This would be considered real time. To change the counting to: one and, two and, three and – it MUST still result in one count per down beat. To count and tap beats on your knee, you would begin with your hand in the air. The beat begins when you tap your knee. The diagram below is an example of four complete counts.



- 18. State Competition:** Drill teams are NOT allowed to practice or compete at the state tournament site within two (2) weeks of the state competition. The first day of the semifinals is considered the start of the State Tournament. There is no outside food or drink allowed inside the UVU arena with the exception that each team will be allowed to bring in one cooler. Only team members on state qualifying teams are eligible to compete in the Drill Down at the State Competition. State Drill Info at www.uhsaa.org.
- 19. State Competition Categories:** Drill teams are required to compete in all three (3) of the competition categories at their state qualifying competition (i.e. region, division). At the 2018 State Drill Competition, drill teams shall compete in the following three categories: **Military, Dance and Character**.

MILITARY: The emphasis of this category is on precision, clean and sharp movements, maneuvering and formations. Any basic military maneuvers or steps such as pinwheels, blocks, ranks and files, etc. may be used. Kicks and ripples may be used. No dance steps, no jazz hands, no head rolls, no body rolls, no hip movements, no jazz runs, no pyramids, (exception: Pyramids at prep level or below are allowed) no arch backs, no toe touches (Russian or Straddle), no tumbling (exception; handstand) may be used. School uniforms or military style costumes shall be worn. Props/backdrops/sets are prohibited. Prep level, in this category, is defined as shoulder level or below.

DANCE: The emphasis of this category is technique, style and interpretation. The overall focus of this routine should be on DANCE. Any stylized dance movement is accepted. Kicks, leaps, turns and any dance steps may be used. Tumbling and lifts, which adhere to UHSAA and NFHS rules and safety guidelines, may be included. The movement, music and uniform may be stylized but cannot carry a storyline or portray a character. School uniforms or modest dance attire which adheres to NFHS rules shall be worn. Props/backdrops/sets are prohibited.

KICK : The focus of this category is KICK and the emphasis is on technique, style, variety of kicks and presentation. The choreography shall include a variety of kicks that may include, but is not limited to, high kicks, low kicks, diagonal kicks, fan kicks, jump kicks, flat kicks, walk kicks, etc. Precision, timing, control,

technique, and uniformity of height are to be emphasized. The movement, music, and uniform may be thematic (i.e. Latin music, Latin costumes), but cannot carry a storyline. Props/backdrop/sets are prohibited.

CHARACTER : The emphasis and focus of this thematic routine shall be the development and portrayal of a character (real or fictional) through creative choreography and movement. Music and costuming should complement and enhance the portrayal of the character. The routine may include theme development, musical interpretation and use of props-provided they serve as an accent to the character and do NOT become the focus. Backdrops/sets, stages, and scenery are prohibited.

Character Prop Guidelines:

- If props are used, they must be manipulated during the routine. Multiple props may be used.
- Manipulation is the skillful handling, controlling, and using of prop(s) throughout the routine.
- Props shall not be combined to create scenery, backdrops, or larger props. Combined is defined as stacked, affixed, hooked, or fastened.
- Must be carried on and off the floor without any assistance by an individual drill team member who is performing in the routine (See number 26 for more specific guidelines).

20. The UHSAA does not allow all skills included in the NFHS Spirit Rules Book to be performed by UHSAA Drill Team. UHSAA Drill Teams are PROHBITED from practicing, performing or including the following skills from the NFHS Spirit Rules Book:

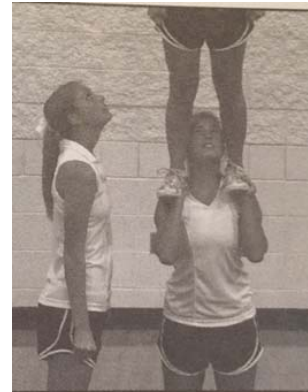
- A. Headstands (weight on the head and feet off the ground; assisted or unassisted) including elbow-based headstands. This also includes any headsprings.
- B. Shoulder Stands are illegal in Utah. Exception: Top person has hands-to-hands contact with the base/posts, and steps on the shoulders of a seated base (see picture).



LEGAL SHOULDER



ILLEGAL SHOULDER STAND



ILLEGAL SHOULDER STAND

C. Pyramids, Hanging Pyramids, Totem Poles, Roll Down T Lifts, Backward Leap Frog and Leap Frogs, (found in Rule 4 section 4 NFHS rule book.)

Exception A: *Flatback Extended Connected Stunt will be allowed with a limit of two stunts connected. (two top persons connected)*

Rationale: With the changes in the NFHS rule book concerning connected extended stunts, a flatback is a safe alternative to a full pyramid and will allow teams to create a safe level change.



Exception B: Pyramids at Prep level or below will be allowed.

Rationale: Prep level and below level pyramids have a minimal risk of injury used in Drill Routines as a safe skill to create shapes and depth.



D. Release Stunts/Tosses (NFHS Rule 4, Section 5, Release Stunts)

E. Swinging Stunts (NFHS Rule 4, Section 6 Art. 5)

F. Cradle Dismounts (NFHS Rule 1, pg. 9 Definitions)

Exception A: Cradle Positions/Sits (NFHS Rule 1, pg. 9 Definitions)

G. Front or Back Load-ins.

21. A LEGAL stunt that stops at prep level or above (NFHS Rule 4, Section 4, Non-Release Stunts) are prohibited unless, the top person begins from the performing floor or from a thigh(s) of another performer. *Transitioning is allowed, for example, from a flatback to a triple base straddle sit or an extended split to a triple base straddle sit etc. but they must return to the performing surface ONCE A STUNT/TRANSITIONING IS COMPLETE.*

A. **EXCEPTION:** A flatback may begin from a **cradle position and end in a cradle position.**

B. **NOTE:** When doing the exception (going from a cradle position to a flatback or flatback to a cradle position) contact must be continuous with all three of the bases and the top person. Any release from a base will result in an illegal skill.

22. Dance Skills that will be allowed and offer a great alternative for Front and Back Load ins. The step up is a dance move that has minimal risk of injury but allows for creative dance lifts.

- a. **Front Step Up:** Must begin from the performing surface, the top person steps one foot either the side or front into a base who has interlocking hands at or below waist level. A base and back spot is required. Skills allowed, are one leg Ronde Jambe or grande battement. Top person must end on the performing surface once the skill is completed.
- b. **Back Step Up:** Must begin from the performing surface, the top person steps from the back of the base who has interlocking hands with one foot at or below waist. A base and back spot is required. Skills allowed, stepping straight up and a grande' battement. Must end on the performing surface one the skill is completed.
- c. **Double Base Step Up:** Begins from the performing surface, the top person steps up one foot at a time, to each base who has interlocking hands at or below waist level. Two bases and spotter are required. Choreographed arms are allowed, top person must dismount down one foot at a time.
- d. **No building beyond waist.** Moving the top person forward or backward is allowed by the two original bases. Top person must end on the performing surface once the skill is completed.

23. Definitions:

- a. **Props:** items that are manipulated during a routine for the purpose of enhancing the routine or the development of the character. (i.e cane, suitcase, hat)
- b. **Backdrops/Sets/Stage Props:** stationary objects used for visual enhancement only.
- c. **Storyline:** conveying a specific message, idea, or event with choreography. The routine progresses through various stages within the story.
- d. **Prep Level:** A top person's base of support is at approximately shoulder height.

24. Costumes: Any costume must have been worn on the school's home floor before wearing it at the region competition. Uniforms and dress for a performance is at the discretion of the team or coach as long as they comply with the category and NFHS rules. Appropriate attire must be approved by the school's administration. School and UHSAA administrators are concerned with the continued suggestiveness of some uniforms and advise discretion in choosing uniforms for all competitions.

25. Footwear: According to NFHS Spirit Rule 3 Section 1 Article 5: *"Dance, drill and pom teams must wear footwear that is appropriate for the activity involved. At a minimum footwear must cover the ball of the foot." For example, teams including connecting tumbling or hard landing skills in their choreography, such as but not limited to: series of back handsprings, standing back tucks, etc, should wear appropriate shoes for those activities (i.e. jazz shoe, athletic shoes).*

Drill team participants shall wear footwear that is in compliance with NFHS and UHSAA rules and interpretations. As stated in the NFHS Rule 4.1.5b, footwear must cover the ball of the foot. Footwear that covers the entire foot/feet and have non-slip soles must be worn for: 1. Stunts/lifts at prep level or above in which the top person's foot/feet are in the hand(s) of the base(s). 2. Airborne tumbling with the exception of front and side aerials. **UHSAA REQUIRES:** The footwear shall be appropriate for the routine performed and support the spirit, intent and category definition. The footwear worn shall not increase the risk of injury to the dancers nor hinder the ability of the judges to evaluate the technical skills performed. If traditional footwear is not selected, the school/coach shall request a ruling from the UHSAA prior to the performance/competition. If necessary, the UHSAA may seek input from the NFHS prior to communicating the final determination to the school.

Precaution should be taken so the performing area is not marred. In general, good quality leather, crepe or soft-soled shoes may be worn. Any shoes that will scuff floors must be taped with non-marking tape. The coach is responsible for having shoes checked at the specified time. A floor judge will check shoes prior to performance, and any **shoe not in compliance must be corrected before the performance or the shoes cannot be used**. Shoes will also be checked as you leave the floor. Any violations will result in a two (2) point penalty per routine judge to be assessed by the floor technical judge. Teams shall not remove protective coverings on their shoes after the initial shoe check.

- 26. Props:** used during a competition routine, must be carried (even if the prop is on wheels) on and off from the competition floor, without any assistance, by an individual drill team member who is participating in that particular routine (including auxiliary routines). This means that they are an active dancing participant in the routine. Do not put a uniform on an alternate member to have them help bring anything out to the floor and not be an active drill team participant in the routine (penalty is two (2) points per routine judge). When props are allowed, they must be used in such a way as to not mark or damage the floor. This includes during entrance and exit. They must have rubber, carpet, foam or padding that will protect the floor (this includes any section which is touching the floor in the choreography of the routine). Consideration must be given to the weight and use of the prop and surface coverings.

A floor judge will check these items prior to performance. Coaches are responsible for having all items checked at the specified time. Any props not in compliance must be corrected or the items cannot be used. Judges may also check all items and the performing surface after the performance. If a prop damages the floor, a fine will be assessed to the school. Specific prop guidelines for the Character category are included in the category definition. The above prop guidelines apply to auxiliary routines as well. Violations of prop guidelines will result in a two (2) point penalty per routine judge.

- 27. Injury of a Drill Athlete on the performance surface, during a routine:** Coaches and competition directors should take every precaution to ensure the safety of participants. Should an injury occur during a routine, the following protocol should take place:
- Stop the music and attend to the injured participant
 - Determine the care the injured participant may need (first aide, athletic trainer, EMT services).
 - ALL NFHS page 13 Rule 1 Art 13, 14, 15 must be strictly adhered to.
 - Competition director/administrators at the site will determine when/if the team will be allowed to continue/finish the routine.
 - An injured participant, that wishes to perform, may not return to the competition unless the competition officials receive clearance from the onsite medical personnel.

28. Music:

- No musicians may be used as musical accompaniment, not including musical props used by team members. No drums used on entrance or exit.
- All music must be recorded on a good quality CD or an acceptable storage device (i.e., iPod). Performing music should be recorded on the beginning of the CD or storage device with no other music preceding or following the music being used for the performance.
- A representative of each team must be present at the announcer's table when their team is performing to cue the music. No responsibility is taken by sound crew if no one is there (penalty is 2 points per routine judge for disrupting flow of competition).

- D. If the DJ and Competition Director agree that any problems associated with the music are NOT the fault of the coach or team and are in fact technical difficulties, the team will be given the opportunity to exit the floor and re-enter to begin the performance from the start without penalty (before the next team in that classification and category performs). Order of performance will not be disrupted.
- E. Schools should follow all copyright laws. It is up to each school to ensure that any music used is done so in accordance with the level of permission obtained to make changes to any music. Should a school be found in violation, the school bears total responsibility should any legal action be taken.

29. Special Effects: No provisions will be made for special effects. The use of fire, fog, dry ice, water, smoke, or compressed air device WILL NOT be allowed. A violation of this will result in two (2) points per routine judge penalty.

30. Outside Control of Effects: Any control over a permitted effect (such as lights on a costume or prop) must be controlled by a participating member of that routine, and cannot be controlled by a coach, parent, a dancer not participating in the routine, etc. A violation of this will result in two (2) points per routine judge penalty.

31. Ballet Turn Boards: Turn boards, training aids, and products designed to give dancers an advantage are illegal. A two (2) point penalty will be assessed for a violation of this rule.

32. Sportsmanship: A participant, coach, substitute, trainer or other team attendant must not commit an unsporting act. This includes, but is not limited to, acts or conduct such as:

- a. **Disrespectfully** addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profane or inappropriate language, music or gestures.
- c. Baiting or taunting an opponent (NFHS Section 2 Art. 1)

Unsportsmanlike conduct by a participant, coach, substitute, trainer or other team attendant immediately prior to, during, or at the conclusion of the competition will result in a two (2) point penalty per routine judge for each violation. Protests or complaints alleging a violation of this rule must be made and submitted in writing, using the protest form, by a coach **and** an appropriate school official (i.e. athletic director, school administrator), to the UHSAA Tournament Director within the time frame of the current competition (semifinals/finals). The time frame of the competition is defined as beginning with the first performance, and the protest must be filed, and received, BEFORE the announcement of teams moving on to the finals (semifinals) and/or final placement announcements are made (Finals). At the state competition, the UHSAA Tournament Committee may assess these points. The points would be deducted before the ranking scores are given and would be assessed to the routine category being performed nearest the infraction.

- d. A sportsmanship penalty may be assessed to any team who changes costumes inside the performance arena.

33. PENALTIES: All NFHS safety violations or UHSAA prohibited skills violations are two (2) point penalties per routine judge, except where noted. Examples include: safety, disrupting the flow of competition, footwear violation, prop guideline violations, and timing violations.

A. Minor Safety Violations: .5 pt penalty per routine judge

- a. During the three (3) minute routine, teams and all props or sets must stay within the inside edge of the boundary lines of the competition floor. The lines are considered out-of-bounds.
 - b. All team members must not step out-of-bounds, meaning team members must have weight bearing contact within the boundaries of the competition floor. The boundary lines are the four inside edges of the basketball court on the floor where the competition is being held, regardless of its size. Penalty will be assessed by the floor technical judge.
 - c. Stepping on discarded props/poms/signs.
- B. For teams that disrupt the flow of the competition, such as: not being ready to enter the floor; entering the floor out of schedule order; entering and exiting from the wrong side of the floor; marching all the way across the back of the floor and performing an about-face to enter the actual floor from the opposite end; problems associated with music or removing props or sets, etc. a two (2) point penalty per routine judge will be assessed. A penalty of this nature will be assessed by the floor technical judge.
- C. If a safety penalty of two (2) or more points per judge is given, the offending school will be notified by the competition director after that category has been completed.
- D. A floor judge will check shoes prior to performance, and any **shoe not in compliance must be corrected before the performance or the shoes cannot be used**. Shoes will also be checked as you leave the floor. Any violations will result in a two (2) point penalty per routine judge to be assessed by the floor technical judge. See additional information on shoes in #25.
- E. Not following the prop guidelines in any category will result in a two (2) point penalty per routine judge to be assessed by the floor technical judge.
- F. At the State Competition, any coach stepping outside of the designated coaches' area will result in a (2) point penalty per judge and will be deducted from the routine being performed at that time.

34. Timing Penalties:

- A. Length of the routine will be 2-3 minutes. There will be a two (2) point penalty per routine judge for every ten seconds over three minutes or under two minutes to be assessed by the technical judge (i.e. 3:01= 2 points/routine judge, 3:11 = 4 points/routine judge).
- B. All teams are to be ready one team ahead. Teams must stay out of view. Teams must not get into an entrance position until the announcer specifically says, "Team, take your position." All team members and props will **enter and exit from the north end of the gym at the state competition**. Only drill members who are participating in that particular routine will be allowed onto the floor.
- C. Judging and timing will start with the first note of music. The entrance and exit must be concise and direct. Entrances and exits are not to be judged by the routine judges.
- D. Judging and timing will stop with the last note of music. An entrance and exit shall not exceed 30 seconds each for any competition routine. Additional time is not allowed for the Character routine. The technical judge will deduct two (2) points per routine judge for every 10 seconds over the entrance or exit time. Timing of the entrance will start when the team and/or props or break the plane of the floor boundary.

35. Scoring: The “true” ranking scoring system will be used at all invitationals, region, and state competitions for the overall winners. Ranking points are assessed in the tabulating room. It is important that judges keep a running total so they do not give ties. Dropping of the high and low placement ranking (1, 2, 3, 4, etc.) will take place. In the event of a category and/or an overall tie, the tie will be broken using the head to head placement of the two tied teams for each of the five judges. The team with the better placement by a majority of the judges will be declared the winner. In the event of a tie between more than two teams, the same process will be used to eliminate one team at a time until one winner remains. If a tie still exists after the tie-breaking steps, the winner will be decided on the total “Execution” points from all three routines from all judges (if the tie still exists, go to the total “Showmanship” points). For an individual routine judge who may have a tie between teams as a result of penalty point(s), the ranking points for that individual judge will be split for the teams tied. All other teams will stay in the ranked order and will receive the appropriate ranking points for that position. Note: Judges must use whole and .5 scores when judging routines. For example, a routine score of 95 or 95.5 is acceptable.

The scores from the state preliminary competition will NOT be used to determine seeding for the State Finals. The military category will be randomly drawn, by the state competition director at the conclusion of the semi-finals, and from there a schedule will be made giving each team an opportunity to perform at the beginning, middle and end of a category. Schools that did not qualify for the finals may pick up their score sheets, however a final tabulation sheet will not be included. Final tabulation results will be available at the conclusion of the entire state competition. Teams moving on to the finals will not receive any score sheets until the conclusion of the Finals.

Wildcard selection process

The overall ranking will be the first determining number. If that is tied, then the net rankings from all 3 categories will be added together. If the net rankings are tied, then the Total Rank will be added together. If the Total Rankings are tied, the tie will be broken using the head to head placement of the two tied teams for each of the five judges. The team with the better placement by a majority of the judges will be declared the winner. In the event of a tie between more than two teams, the same process will be used to eliminate one team at a time until one winner remains. If a tie still exists after the tie-breaking steps, the winner will be decided on the total “Execution” points from all three routines from all judges (if the tie still exists, go to the total “Showmanship” points).

- 36. Video Review is Not Allowed:** Officials/judges are prohibited from using electronic devices to review their decisions.
- 37. End of Competition Protocol and Procedures:** At the end of each category, routine judges shall turn in their judging sheets for that category and all scores shall be final. Technical judges shall turn in their penalty sheets when decisions are final, but prior to the start of the next category. Judges shall adhere to the UHSAA drill competition protocols and procedures as outlined on the UHSAA Drill Page (under competition materials).
- 38. Tabulation Protest:** A team has 24 hours after the conclusion of the competition to PROTEST TABULATION ERRORS. That protest must be received by the UHSAA office, in writing, to be valid for the State Competition. Protests for Invitational competitions shall be sent to the competition director. Protests for Region Competitions shall be sent to the competition director and region chairperson. Only tabulation errors may be protested after the competition. Tabulators are required to email the final spreadsheet results to the UHSAA and Head Tabulator by 7 a.m. the morning following a competition.

39. Awards: Dates for Academic All-State nominations can be found on the UHSAA calendar at uhsaa.org. The UHSAA will present first and second place trophies to the overall winners and first and second place plaques in each category and classification will be awarded at the UHSAA State Drill Competition. The UHSAA will also award medals (first, second and third place) in each classification to the winners in the Drill Down competition. The academic all-state award will be presented on the final day of the State Tournament. The drill down competition will be held on the final day of the State Tournament. Only individuals whose team has participated in the finals are qualified to participate in the drill down.