

DRILL TEAM Policies

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 and Register My Coach** (See UHSAA Handbook) Certification includes eight components: Background Check, First Aid Training, CPR Training, yearly Concussion Training, yearly Child Sexual Abuse Prevention Training, yearly Bullying, Cyber-bullying, Hazing, Harassment, and Retaliation Training; the NFHS “Fundamentals of Coaching” course; and to meet a set of professional standards that are consistent with the Utah Educator Professional Standards as described in USBE Rule R277-515. The training must be completed through an approved or recognized program which complies with USBE requirements. First Aid and CPR components require current certification through an approved or recognized program which complies with USBE requirements. Yearly concussion training requires successful completion of the NFHS Concussion Course. Contact 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 or complete the online UHSAA Drill Team Rules Clinic 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 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 a region competition). Teams that participate in a region or divisional competition may only compete in three qualifying competitions. Teams that do NOT participate in a region or divisional competition may compete in a total of four qualifying competitions. Participation in the UHSAA Live Judging Practicum does not count towards the contest limitations. 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: show props, rental transportation, costumes, accessories, music fees (i.e. Mixing, and Thumb Drives, audio devices), 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. **Adhere to UHSAA Guidelines for Qualifying and Region Competitions**

Teams will be assigned to all qualifying competitions. 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. Teams will be notified as to which qualifying competitions they are assigned by September 1, 2021. Judges for each qualifying competition will be assigned by UHSAA and competitions not in compliance with UHSAA policies and guidelines may result in a loss of UHSAA sanctioning and/or other penalties. Qualifying competition venue/host will determine the competition director and tabulator. **Coaches and judges should submit, in writing, any allegations relating to violations not in compliance with the UHSAA rules, to the UHSAA.** Qualifying competitions must use the UHSAA score sheets posted on the Drill page (uhsaa.org). Qualifying competitions must use UHSAA-certified judges, competition directors and tabulators. For the UHSAA state categories, qualifying competitions will be assigned. (5) routine judges, one (1) difficulty/content 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. Judges for all competitions will be assigned by the UHSAA Arbiter. 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.

10. **Drill State Qualifying:**

- Each school will receive a rating at qualifying competitions (formerly known as Invitationals) based on how they finish in each category and overall finish. 20% Military, 20% Dance, 20% Show, and 40% Overall.
- Schools will receive ratings at region competitions.
- Schools will compete in 3 qualifying competitions and one region competition.
- Schools in a region that chooses not to hold a competition, can compete in 4 qualifying competitions.
- The top 12 ranked teams will have a bye into the semifinal round at the tournament site for the 5A and 6A classifications. The Quarter Finals will be held to advance the final four teams for 5A and 6A.
- 2A, 3A and 4A teams will be placed in PODS for the semifinal round based on their final rating.
- Teams will compete in their respective pod during the semifinal round of the state competition. The top two (2) teams from each 2A, 3A, 5A and 6A 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 pod sessions, per classification. The top two (2) teams from each 4A pod will move on to the final round. The next three (3) ranked teams will also move on to the final round.

Qualifying Competition Dates: December 4, 11, 18 & January 8, 15

Semifinal Round: 5A & 6A February 2nd. 3A & 4A February 3rd

Final Round: 2A 3A & 4A February 4th. 5A & 6A February 5th

SEMIFINAL POD PLACEMENT 3A, 5A, 6A

<u>POD 1</u>	<u>POD 2</u>	<u>POD 3</u>	<u>POD 4</u>
SEED 1	SEED 3	SEED 2	SEED 4
SEED 8	SEED 6	SEED 5	SEED 7
SEED 11	SEED 9	SEED 12	SEED 10
SEED 14	SEED 16	SEED 15	SEED 13

SEMIFINAL POD PLACEMENT 2A

<u>POD 1</u>	<u>POD 2</u>	<u>POD 3</u>	<u>POD 4</u>
SEED 1	SEED 3	SEED 2	SEED 4
SEED 8	SEED 6	SEED 5	SEED 7
SEED 11	SEED 9	SEED 12	SEED 10

SEMIFINAL POD PLACEMENT 4A

<u>POD 1</u>	<u>POD 2</u>	<u>POD 3</u>
SEED 1	SEED 3	SEED 2
SEED 4	SEED 6	SEED 5
SEED 9	SEED 8	SEED 7
	SEED 11	SEED 10

11. Hiring of Drill Team Judges and Payment of Officials

A. Payment of certified drill officials for region, qualifying and state competitions includes the following:

1. Region judges and tabulators will be paid \$89. One floor technical judge will be paid an additional \$10 for the extra judge time.
2. State judges will be paid as follows: Semi Finals \$15 per hour; Finals will be paid \$20 per hour.
3. Region Competition Directors' fee varies \$400 to \$600 and will be negotiated at the region level.
4. 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.
5. **QUALIFYING COMPETITIONS:** Judges must be paid a minimum \$20 per hour and compensated for mileage.
6. All judges pay will be submitted through Arbiter Pay.

B. The region should make any decision regarding payment of the certified competition director and the person who may call Drill Down.

C. The payment of all qualifying, region competition officials and personnel, including judges, is the responsibility of each region and competition director, not the UHSAA.

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 August. Payment of competition directors for qualifying and regional competitions may vary. Information found at www.uhsaa.org click on officials.

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 click on officials.

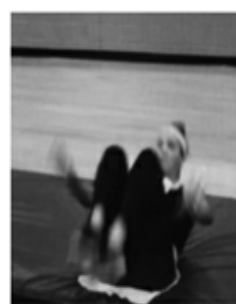
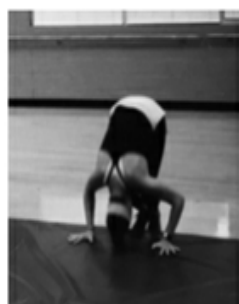
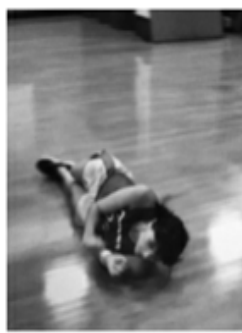
14. **Judges:** must register and certify with the UHSAA on an annual basis. For information on the registration process and the training required for certification, go to the Drill page at www.uhsaa.org. Judges will be required to attend the UHSAA Fall Drill Team Clinic and one (1) UHSAA Live Judging Practicum.
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. **State Drill Routines:** 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.
17. **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 quarterfinals 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. Following the announcement of the teams moving on to the Finals, there will be a draw for order of performance and seating for Saturday finals. Tickets for the 5A/6A seating will be distributed immediately following the semi-final round of competition. .
18. **State Competition Categories:** At the 2022 State Drill Competition, drill teams shall compete in the following three categories: **Military, Dance and Show.**

MILITARY:

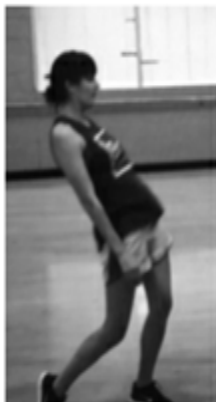
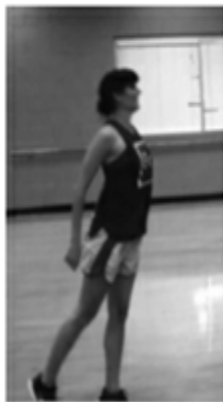
The emphasis of this category is on precision, clean and sharp movements, maneuvering and formations. Any basic military maneuvers or steps such as pinwheels, blocks, ranks and files, etc. may be used. Kicks and ripples may be used. No dance steps, no jazz hands, no head rolls, no body rolls, no hip 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 at shoulder level or below. Distracting Facials and Vocals are prohibited. See training roll clarifications

ILLEGAL BODY ROLLS IN MILITARY

1. **Rolls that make a complete rotation for example:** (Start flat in a prone position front make one complete rotation without stopping and end in the same prone position. Same rule applies if you start on your backs)
Head over heels rotation



2. Upright body rolls that isolate the torso for example: or head over shoulder rotation are also illegal in military.



3. Illegal rolls from a stunt in military:



LEGAL BODY ROLLS IN MILITARY

1. If there is a break/stop in the rotation for at least two counts it will not be considered an illegal roll, here is an example:



START



ROLL



min. 2 count stop



BACK TO START

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.

SHOW:

Show routines will include the following performance (dance) styles: Hip Hop, Character and Prop. This category is meant to spotlight your team's strengths and to allow teams to put the most entertaining and creative material on the floor. All three genres need to be clearly demonstrated and developed. **PROP GUIDELINES:** No scenery or backdrops can be used. Props may be combined to create a larger prop. Multiple props may be used. Props must be carried on and off the floor easily with the assistance of one individual drill team members who is performing in the routine. (see drill guidelines)

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.

HIP HOP:

Hip Hop is a high energy routine with contracted dance movements to a bass beat with tempo variations. Pop and lock techniques, break dancing and other high energy dance styles can be choreographed into the routine.

POM:

Pom routines should contain the following important characteristics: synchronization, visual effects, clear and precise motions, strong pom technical skills (pass, toss, levels etc.), and the incorporation of dance technical elements. Poms should be the focal point during this segment of the show choreography.

PROP:

Prop is a routine with emphasis on the utilization and/or movement of the prop(s) throughout the majority of the prop segment. The prop must be the focal point during this segment in the show routine. Your costume could be considered your prop if being maneuvered by the performer's hands, arms, legs, or feet. Routine should be visual and entertaining.

CHARACTER:

The emphasis and focus of this thematic routine shall be the portrayal of a character (real or fictional) through creative choreography and movement. **Technical dance skills must be included.** Music and costuming should complement and enhance the portrayal of the character. The routine may include theme development and musical interpretation. **Backdrops/sets, stages, and scenery are prohibited.**

COSTUME GUIDELINES FOR NON PROP CATEGORIES:

The costume shall be appropriate for the routine performed and support the spirit, intent and category definition. The costume worn shall not increase the risk of injury to the dancers nor hinder the ability of the judges to evaluate the technical skills performed. The costume should not turn into a prop that is manipulated in a way that will change the focus of the category rules. A costume change such as, a pinned up piece of material on chest is pulled down to reveal a different color on the chest, or a short skirt is pulled down to make a longer skirt with minimal manipulation, would not be considered a prop. Minimal Stylized manipulation of the costume would be acceptable. You may get clarification from the UHSAA office.

SHOW PROP GUIDELINES:

- When props are used in the Show category, they must be manipulated during the routine. Examples of prop manipulation: spinning, lifting, tossing, rotating, pushing, creating imagery, etc. Standing or dancing on a prop is allowed but would not be considered manipulation. The Floor Technical Judge would assess this deduction.
 - Multiple props may be used.
 - Moving backdrop: A team member in a costume, that acts as scenery and does not do any choreography with the team is not allowed. Example: A person dressed up as a tree, moves side to side etc. and never does any team choreography. The Floor Technical Judge will assess this deduction.
 - No backdrops or scenery may be used. The Floor Judge will assess this deduction.
 - Props may be combined to create a larger prop.
 - Props 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 25 for more specific guidelines). When the MC says “drill team please take the floor” the restriction of only one person easily carrying the prop on will begin. The safety of our student athletes needs to be priority. If a performer needs to stop during the exit or entrance and set a prop down for any reason, one person must continue to carry the prop(s) off within the exit time limit.
 - When you are building a stunt the top person may not have a prop in their hand/hands. Once lifted a prop may be handed to a top person, make sure that the prop size and material does not increase the safety risk of the top person or the base/bases. To discard the props NFHS rule 2-1-7 page 13 the top person must hand it down to a person not involved in the stunt/lift with feet on the floor.
19. 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 and head spins.
 - 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 STAND

ILLEGAL SHOULDER STAND
UTAHILLEGAL SHOULDER STAND
UTAH

- 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 (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. Any Load-ins.
- H. Foot to foot feet to feet position
- I. Non Release transitions that begin from below prep level that include a Pop or Pitch type movement that is initiated by a base/post (this would include their feet) that increases the height of the top person and is not a suspended roll from the floor. (See Training video for examples)
- J. Using a Pop or Pitch type movement that is initiated by a another drill team member (this would include their feet) that excessively increases the height of the top person at any level.

Exception A: Legal suspended roll, at prep level, with the base on floor (skill is demonstrated as assisting on the safety video)



Exception B: Legal suspended rolls

20. A LEGAL stunt that stops at prep level or above (NFHS Rule 4, Section 4, Non-Release Stunts) are prohibited unless, the top person is transitioned to a legal stunt/skill from a legal position and returns to a legal position. 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. Transitioning from any position to a vertical stationary inversion prep level or above is illegal**.

****Illegal positions: all load ins, all step ups, cradle, cradle position, foot to foot, feet to feet**

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

1. **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.
21. **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 once 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.
22. **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.
 - e. **Character:** Portraying a persona, a person, a role, an era etc.
23. **Costumes:** Any costume must have been worn on the school's home floor before wearing it at the region or qualifying 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.
24. **Footwear:** According to NFHS Spirit Rule 4 Section 1 Article 3b: "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, round off 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 4.1.3b, 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 rule interpreter 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 softsoled 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.

25. **Props:** All 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 routine (including auxiliary routines). If you have to stop as you exit and set prop down for any reason, a performer must continue to carry it off within the exit time limit. 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. Once props are carried onto the floor in the starting position, they can be moved slightly for alignment adjustments. 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.

26. **Injury of a Drill Athlete on the performance surface, during a routine:** A Certified Athletic Trainer should be present at all competitions. 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 14 Rule 1 Art 17, 18, 19 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.

27. **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 should be sent in a digital file format to the competition director or designee by the deadline determined by the competition director. Issues with wrong files sent will result in a penalty assessed by the floor judge.
- 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).
- 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. **State Music:** Competition music for the state competition must be sent in a digital file format prior to January 25th. More details will sent to qualifying teams.
 - F. **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 bares total responsibility should any legal action be taken.
28. **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 results in two (2) points per routine judge penalty.
29. **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 results in two (2) points per routine judge penalty.
30. **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.
31. **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 Rule 2 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.
32. **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. NFHS Rule 2-1-7a page 13, 4-4-1 page 39 Performing surfaces and areas must be reasonably free from objects and/or impediments. The top person receives primary support from a base(s) who is /in direct, weight bearing contact with the performing surface (NFHS has interpreted this rule as: if you are stunting or dancing on the prop it is a safety violation.)
- 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 via text, 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.

33. 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 Safety Technical Judges (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. Teams must enter and exit the floor without choreography. EXAMPLE: No arm movements, must move directly to the routine starting position. Penalty will be assessed by the Safety Technical Judges.
- 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 Show 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.

34. **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. 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 may pick up their score sheets and tabulation sheet at the conclusion of each day of competition.

Tie Breaker

In the event of a category tie, (Step 1) 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. If a tie still exists, (Step 2) the same process will be used comparing Execution Scores from each of the five judges. The team with the higher score by a majority of the judges will be declared the winner. If the tie still exists, (Step 3) the Choreography Score and then (Step 4) the Execution Score will be used in the same manner as previous step to determine 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 (high or low). The process should start over from Step 1 with the remaining teams until one winner remains.

In the event of an overall tie, (Step 1) the tie will be broken using the head-to-head placement of the two tied teams for each of the five judges for all three categories. The team with the better placement by a majority of the judges will be declared the winner. If a tie still exists, (Step 2) the Net Rankings from all three categories will be added together. The team with the lower total will be declared the winner. If the Net Rankings are tied, (Step 3) the Total Rank from all 3 categories will be added together. The team with the lower total will be declared the winner. If a tie still exists, (Step 4) the tie will be broken using the head-to-head Execution Scores of the two tied teams for each of the five judges. The team with the higher score by a majority of the judges will be declared the winner. If the tie still exists, (Step 5) the Choreography Score and then (Step 6) the Execution Score will be used in the same manner as previous step to determine 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 (high or low). The process should start over from Step 1 with the remaining teams until one winner remains.

35. **Video Review:** Video review is allowed for penalties given at the state quarter-final, semi-final and final events only. Officials/judges are prohibited from using electronic devices to review their decisions prior to the final rounds at the state competition. Coaches must have the section of choreography in question cued on their mobile device to be reviewed immediately following the category in question.
36. **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).
37. **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.
38. **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 mailed to the recipients. 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.