



1B and 2B

STATE BASKETBALL CHAMPIONSHIPS

March 1-4, 2023

SPOKANE  **ARENA**

The Spokane Arena logo features the word "SPOKANE" in green, a square icon with a blue and white stylized mountain and river, and the word "ARENA" in blue.

TOURNAMENT INFORMATION

and

WIAA REGULATIONS

STATE 1B and 2B
BOYS AND GIRLS BASKETBALL TOURNAMENT
March 1-4, 2023
Spokane Veterans Memorial Arena

TOURNAMENT MANAGERS:

Dave Tikker

E-mail: wssaaa1@gmail.com

Ken Lindgren

509-288-0315

krlindgren@gonighthawks.net

TOURNAMENT OFFICE:

TUESDAY, February 28, 2023 (Team Registration)

NOON (12:00) TO 4:30 P.M.

Phone number: 509-641-0061

Integra Telecom Meeting Room

Enter through NW VIP entrance

**8:00 a.m. – end of last game: WEDNESDAY, March 1 –
SATURDAY, MARCH 4, 2023**

Tournament Office – Lower Level, Spokane Arena

REGISTRATION

Team Rosters and Photos need to be entered through the WPA Roster Center and School Pass Gate needs to be entered into Final Forms by [Monday, February 27, 2023 at 12:00 p.m. For more information click \[HERE\]\(#\).](#)

- Teams need to pick up their Team Packets in the Pass Gate Office at the Spokane Arena (enter through the VIP/NW entrance) between **NOON AND 4:30 P.M On Tuesday, February 28.**
- **IF YOU ARE UNABLE TO PICK UP YOUR TEAM PACKET ON TUESDAY,** they may be picked up **WEDNESDAY, MARCH 1 OR THURSDAY, MARCH 2 beginning at 8:00 A.M. IN THE TOURNAMENT OFFICE (lower level of the Arena).**

TOURNAMENT PASSES AND PASS GATE

All team members including coaches, managers, statisticians, medical personnel, school superintendents, school board members, school supervisors, school press, school photographer and school video tape operator **WILL NOT BE ADMITTED UNLESS THEIR NAME APPEARS ON THE ABOVE MENTIONED PASS LIST, ID will be required.**

SPECIFICS OF ADMISSION

SOUTHEAST CORNER OF ARENA (corner of Mallon & Howard)

TEAMS: 12 players, 8 designated school personnel (coaches, manager, scorekeeper), 1 medical personnel if registered with WIAA. All participants will receive a hand stamp that will generate an image under a black light. Coaches and players must show their stamp to enter the locker room area for their games.

CHEERLEADERS: Must be in uniform. Coach/Advisors are asked to enter the Arena through the SE Entrance by the Grand Staircase. Cheerleaders and their coaches must get a hand stamp that will allow them access to the floor and warm up area.

BANDS: Members will enter by identification of the band director. **NOTE: Bands enter and exit through the southeast entrance of the Arena by the grand staircase.** We have limited space, but there will be space available at the Arena for band instrument storage. This storage area is manned by Arena Personnel. The band bus driver will be admitted through the upper pass gate and will be asked to sign in. Band bus will drop off and pick the band at the SE Entrance of the Arena.

UPPER PASS GATE: Located at the Northwest/Les Schwab Entrance of the Arena.

SUPERVISORS: Principal and Athletic Director plus one (total of 3). **Supervisors are to be listed on the district form at wiaa.com/mywiaa.** Supervisors on the list will be provided entry and must check in at the Upper Pass Gate. **Photo identification will be required. All supervisors are expected to wear a supervisor badge during the game.** Supervisor badge is to be returned to the Upper Pass Gate at the completion of their game.

SCHOOL DISTRICT PERSONNEL: SUPERINTENDENT AND SCHOOL BOARD: School Superintendents and School Board members are to be listed on the district form at wiaa.com/mywiaa. The superintendent and school board members on the list will be provided entry. **Photo identification will be required.**

SCHOOL PHOTOGRAPHER, SCHOOL PRESS, SCHOOL VIDEO TAPE OPERATOR: School Photographer, school press and school video taper must be listed on the district form at wiaa.com/mywiaa. ONLY the school photographer will be allowed access to the playing floor AND ONLY DURING THE GAME his/her school is playing. A "School Photographer" badge will be given at the upper pass gate. Pass Gate personnel will review areas the photographer is allowed in. The photographer will be asked to show ID and that ID will be kept until the badge is returned to the pass gate. **This pass cannot be shared.** The school photographer is to identify themselves with the Floor Manager. School Media does not have floor access.

TEAM BUS DRIVERS: Team bus drivers are admitted free and will be asked to sign in.

PARKING PASSES: Two parking passes will be given to each team. Team buses/vans drop off all participants in turnout area at the southeast corner of the Arena. Buses/vans may park in the upper parking lot after they drop off participants. Buses/vans ARE NOT allowed in the service parking lot. All participants will enter and exit the Arena through the southeast entrance which is at the bottom of the Grand Staircase.

Teams traveling in school vans that may need another parking pass may request an additional parking pass at the Tournament Office. These parking passes are not for supervisors or coaches.

TEAM PHOTOGRAPHS

Team photographs will be taken by Northwest Sports Photography **BEFORE your team's first game on Wednesday or Thursday.** Please ALLOW AT LEAST 20 MINUTES PRIOR TO YOUR WARM UP time to have your team pictures taken. The price information for the pictures will be in your team packet.

Cheerleaders may also have their photo taken at this time.

TOURNAMENT PROGRAMS

Two (2) complimentary programs per team will be in your team packet. Team sponsors will provide 12 complimentary programs for your team.

STATISTICS

Half time and post game box scores will be distributed to coaches. Statistics will be provided for your game only. Statistics will be available for all games shortly after completion.

AWARD PRESENTATIONS

Sportsmanship medallions may be presented following each ballgame, Wednesday through Friday. The presentations will take place immediately after the game is completed. Recipients of the sportsmanship medallion are asked to go to center court to receive their award. School principals and school district superintendents are encouraged to be involved in the presentations. On Saturday trophies for places one through six will be presented.

ITEMS CONCERNING BALLGAMES

GAME BALL: Baden game balls (Baden Elite Pro) will be provided. Baden has provided additional official game balls to use for warm-ups. Each team will have six game balls to use for warm-up. Teams may also bring their own practice balls for use during warm-up time.

DRESSING ROOMS: Each team will be assigned a dressing room for each game played. A list of locker room assignment and fan cheering section will be in your team packet.

SECURE YOUR MONEY AND VALUABLES. Neither the Spokane Arena nor State 1B/2B Tournament Management will be responsible for items lost. Teams are expected to clean up their locker room (and bench area) after each ball game.

TIME BETWEEN GAMES: There will be 15-minute warm-up time for each game, except the first game of the day in which 20 minutes warm-up will be provided. GAMES WILL NEVER START BEFORE THE SCHEDULED TIME. Teams will be held off the court until instructed by floor managers that they can begin their warm-ups. Team introductions will immediately follow warm-up time.

GAME RULES:

- INTRODUCTION: Team huddle must take place at team end, not center circle.
- Games will not start BEFORE the scheduled time.
- **Teams must run directly to and warm-up on their own half court. There should be no running around or through the opponent's half of the court. Teams will be assessed a penalty for not following this rule.**
- Players must leave their JERSEYS ON AT ALL TIMES. A technical will be assessed for unsportsmanlike action.

HOME TEAM: The second or bottom team listed on the tournament bracket is designated as the home team. Home team shall wear white uniforms. **Both** white and a dark set of uniforms are required for the tournament. Teams are to use the basket opposite their team bench for the first half pre-game warm-up. Cheer sections will be placed behind their respective team's benches. Home teams are to the right of the announcers table in front of their own cheer section.

TOWELS: **TEAM TOWELS WILL NOT BE PROVIDED.**

RELATIONS WITH GAME OFFICIALS: Basketball coaches, their assistants and representatives of all participating schools ARE NOT allowed into the officials' dressing rooms at any time. If a coach wishes a rule interpretation after the completion of the game, he/she must first confer with the floor managers.

SPORTS MEDICINE/ATHLETIC TRAINING SERVICES: It will be possible for you to have minor injuries treated at the tournament. There will be a functional Sports Medicine Clinic available to you for treatment of injured athletes through Whitworth University Athletic Trainers. Teams must provide their own tape and supplies for regular taping of their athletes.

BANDS: Bands are asked to cooperate with tournament officials. There may be times when you will be asked to NOT PLAY. Before the first game each day, bands may be asked to play the National Anthem.

CHEERLEADERS: Cheerleaders are encouraged to be energetic and excited about their team(s).

- **BE POSITIVE** and work to keep your fans positive.
- **Stunts are allowed only on the playing floor. Mats must be used for stunts and must be provided by the individual cheer squads. Absolutely NO stunts are allowed on the sidelines.**

FANS: WIAA TOURNAMENT POLICIES

- The Spokane Arena and WIAA have sole rights to the sale of clothing, food items, etc. in the Arena. Fan and booster groups who may be selling items for a school must do it outside the Arena.
- **NOT ALLOWED IN THE ARENA:** Balloons, silly string and artificial noisemakers of any sort are not allowed in the Arena. Zip ties are to be used to attach banner and signs. Tape of any kind is not allowed.
- Face Painting may be allowed depending upon local school district policies.
- ONLY cheerleaders may use megaphones.
- #1 foam fingers with no lettering other than name of school or mascot, hand held pom-poms and small towels with team name/logos are allowed.
- Official school banners and hand held signs that are positive, directed only toward the schools team and do not block the view of the spectators are allowed. Run through signs are not permitted.
- Cheerleaders, participants, coaches or fans **MAY NOT THROW ITEMS INTO THE CROWD.**
- **PARAPHERNALIA:** Fans may be allowed to wear paraphernalia during the WIAA State Tournament games **ONLY IF WORN OR CARRIED IN THE HAND OF THE SPECTATOR** into the Arena. Boxes/cases, or large quantities of paraphernalia carried in any manner, will not be allowed into the Arena. Students will be responsible for properly disposing of such paraphernalia at the end of each contest. If additional personnel are required to clean up any mess resulting from the paraphernalia, the school may be billed for the cleanup.

JUST PLAY FAIR! All participants as well as spectators are expected to demonstrate sportsmanship and respect toward opponents and tournament officials at all times. Sportsmanship medals may be awarded after each game. Spectators who demonstrate inappropriate conduct or actions may be removed from the facility.

EXAMPLES OF INAPPROPRIATE BEHAVIOR THAT WILL NOT BE ALLOWED:

- **TURNING BACKS AS OPPONENTS ARE INTRODUCED.**
- **HOLDING NEWSPAPERS IN FRONT OF YOUR FACE OR BODY WHILE OPPONENTS ARE BEING INTRODUCED.**
- **JEERING AT CHEERLEADERS DURING OPPOSING TEAM INTRODUCTIONS**
- **DISRESPECTING PLAYERS BY NAME**
- **NEGATIVE CHEERS OR CHANTS**
- **THROWING THINGS ON THE FLOOR**

TROPHY ROUND EXPECTATIONS

- **SHOW RESPECT FOR YOUR OPPONENT.**
- **REMAIN ON THE COURT** for presentation of both loser's and winner's trophy.
- Team pictures **WILL NOT** be taken on the court.
- **NO FANS, PARENTS OR SPECTATORS ARE ALLOWED ON THE FLOOR FOLLOWING THE CONCLUSION OF THE GAMES.**
- There will be a **designated area for celebration** for teams and fans **off the court**, at the bottom of the Grand Staircase.

PREGAME TIMING SHEET

GAME CLOCK	ACTIVITY
20:00	Countdown clock begins for first game of the day
15:00	Countdown clock begins (following previous game)
10:00	PA Read Block #1 (<i>PA Script</i>)
5:00	PA Read Block #2 (<i>PA Script</i>)
0:00	Horn signals teams to benches
0:00	Team Introductions
0:00	Introduce Officials
0:00	National Anthem
0:00	Tip-off

HEAD COACH'S RESPONSIBILITY - The head coacs of the participating teams are expected to instruct their players in the following procedures:

TEAM WARM-UPS - The teams participating in the first game of each day will begin their warm-up at 20 minutes prior to the scheduled game time. For all other games, warm-ups will begin once the pre-game clock has been reset to 15 minutes.

Teams must go directly to their designated half court for warming up and are restricted to warming up only on their designated half court before the game and at half time. If a team runs around the court or on the opposing team's baseline (whether the opposing team is on the court or not) or through the opposing team's warm-up drills, an indirect technical for unsportsmanlike conduct will be issued to the head coach and the coach will lose the ability to stand and coach during the game.

When the warm-up clock expires, players and coaches will go to their respective benches.

TEAM INTRODUCTIONS

- The five starting players will discard their warm-up suits and/or shooting shirts and stand in front of their bench with their coach and assistant coaches.
- Starting with the visiting team followed by the home team, non-starters from each team are introduced.
- The starters are announced next with the PA Announcer alternating between the visiting team and home team. Starting with the visiting team, as a player's name is read, the player will proceed to center court. A player from the home team will then be announced and proceed to center court to shake hands with the opposing player, then both players will return to their respective free throw lines.
- When all starters have been announced, non-starters from each team will join their respective starters at their free throw lines.
- The head coaches and assistant coaches of each team will be introduced after both team's players have been introduced. Head coaches will meet at center court for a handshake before joining their respective teams and coaches at their free throw lines.
- Gatherings intended to motivate a team after the warm-up period, during or following player introductions and post-game celebrations should be performed in the area directly in front of the team bench and cannot delay the start of the game.

OFFICIALS INTRODUCTION - The game officials will be introduced last and will step onto the court two paces in front of the scorers' table.

NATIONAL ANTHEM - Players and coaches will line up at their respective free throw lines and wait for the playing of The National Anthem.

Medical Services and Athletic Training Facilities

Whitworth University Athletic Trainers will be available throughout the tournament to provide medical services for teams.

1. Taping and first aid. Teams must provide your own taping supplies.
2. Ice and flexi wrap for all acute and chronic injuries.
3. Concussion evaluation and management.
4. Support your team and team athletic trainer.
5. A physician will be on call.
6. The athletic training staff will be documenting all injuries and treatments for the WIAA. Please support them by providing any information they need to gather.
7. The athletic training staff will coordinate emergency medical services and hospital transportation if appropriate.
8. Additional specialty health care services are available in the community.

You are welcome to use the taping area or ask us to tape for you. If you have special needs please check with us in an appropriate time frame so that we may properly assist you. Please have your ATCs and/or medical providers introduce themselves to our medical team prior to your games.

AUTHORITY OF DESIGNATED TOURNAMENT PHYSICIANS - The tournament physicians shall have final responsibility for medical decisions at the tournament, consulting with assistant tournament physicians and team physicians or other designated medical authority as appropriate. The tournament physician (and assistant tournament physician or designated medical authority when they are on the scene in the absence of the tournament physician) shall have the following authority in addition to that normally associated with the practice of medicine and surgery:

1. To determine whether an injured participant may continue in the contest. The decision against further participation may not be overturned by a coach, official, parent, another physician, or any other person. If an injured participant has a team physician present, consultation between the tournament manager and team physicians is expected when time permits, prior to the decision.
2. To provide medical coverage/services to tournament participants as requested.
3. To interrupt a contest if, in the opinion of the tournament physician, continuation would pose a significant threat to the safety, health, or life of a competitor, due to an injury to said competitor.
4. To enter the field of competition as necessary to fulfill his/her duties.
5. To supervise the activities of paramedical personnel who may be involved in the conduct of the tournament.
6. To serve as advisor to the tournament director on medical, health, and safety matters related to the tournament.

WIAA/GESA Credit Union
1B, 2B STATE BASKETBALL
March 1-4, 2023

SCHOOL ATHLETIC TRAINER/PHYSICAL FORM
RETURN TO TOURNAMENT MANAGER

This information confirms the responsible individual(s) in the event of an injury to a participant.
EACH TEAM MAY BE ALLOWED ONE (1) TRAINER OR DOCTOR.

Name of High School _____

Name of Head Coach _____

Name of Athletic Trainer _____

Is Athletic Trainer NATA Certified? Yes No

Name of Student Medical Support _____

Name of Team Physician _____

Will this physician be on your bench? Yes No

In the event than an athlete needs, medical attention on the court/field or in the locker room, the WIAA Tournament Medical Personnel will make the initial assessment and then will turn the athlete over to the designated school trainer/or physician. However; the decision determining whether an injured participant may "return to play" shall be made by the WIAA Tournament Medical Personnel and may not be overturned by a coach, official, parent, another physician or any other person.

If an injured participant has a team physician present, consultation between the tournament manger and team physician is expected when time permits, prior to the decision.

Please list any special needs or concerns regarding your student-athletes which may be helpful or pertinent in any emergency situation (i.e., diabetic, epileptic, etc.)

Principal or Designee Name _____ Date _____

Principal or Designee Signature _____

Know Before you Go

Ticketing

- **Event Tickets may be purchased at the door.**
- **Event Tickets may be purchased online at [TicketsWest.com](https://www.ticketswest.com)**
- **Please ensure you have your digital ticket downloaded to your Apple Wallet or Google Pay app prior to arrival – Do NOT PRINT THE TICKETS. This will ensure a timely entrance.**
- **If you use an Android device, verify NFC (near-field communication) is enabled on your phone. NFC is automatically on for Apple devices.**
- **Once at the venue:**
 1. **Open Google Pay or Apple Wallet and select your ticket**
 2. **At the scanner, hold your phone close to the NFC symbol**
 3. **If you purchased multiple tickets, swipe left or right to view each ticket and repeat the process – be sure to have members of your party proceed through the turnstile after scanning each ticket.**

Cashless Concessions

- **Purchases are now cashless and will be processed using a contactless point of sale system. Mobile ordering will be available for Bone Street, so look for QR codes along the concourse. Plexi-glass guards have been installed at all counters and individual containers will be used for the safety of our guests and employees.**

Clear Bags Only

- **Guests may carry one clear plastic or vinyl bag no larger than 14" x 14" x 6". One gallon clear plastic Zip-top bags or small clutch bags no larger than 4.5" x 6.5" are also permitted**
- **Backpacks and purses larger than 4.5" x 6.5" are not permitted. Exceptions will be made for medically necessary items or single compartment diaper bags (child must be present).**

WIAA/GESA CREDIT UNION

2022-23 Bound for State Regulations



STATE BASKETBALL CHAMPIONSHIPS

March 1-4, 2023

1B, 2B	Spokane Veteran's Memorial Arena	Spokane
1A, 2A	Yakima Valley SunDome	Yakima
3A, 4A	Tacoma Dome	Tacoma

Changes from the 2021-22 Basketball Regulations are indicated in bold type and shaded.

State Basketball Championships

Opening Rounds at local sites:

February 24 or 25, 2023

Final twelve in each gender and each classification:

March 1-4, 2023

1B and 2B **Spokane Veterans Memorial Arena**

1A and 2A **Yakima Valley SunDome**

3A and 4A **Tacoma Dome**

State Schedule – The boys championship game will be scheduled first during the school years ending with an even number (e.g. 2023-24, 2025-26, 2027-28), and the girls championship game will be scheduled first during the school years ending with an odd number (e.g. 2022-23, 2024-25, 2026-27).

Allocations - Allocations in basketball are made to the WIAA Districts.

Squad Sizes -

12 Players

8 designated school personnel (coaches, managers, statisticians, etc)

1 medical personnel

Roster and photo must be entered in the school's WPA Network/VNN account.

Team Information and Roster/Bench limit

12 players

All team/school personnel for the pass gate must be entered into the school's Final Forms account.

8 designated school personnel (coaches, managers, statisticians, etc.)

1 medical (must be a licensed health care provider)

22.5.0 RESCHEDULING OF STATE EVENTS DUE TO OBSERVANCE OF THE SABBATH - Should a team that recognizes the Saturday Sabbath be involved in a WIAA state basketball tournament, and should the team, due to bracketing, play during the time that the Saturday Sabbath is observed, a semifinal game would be moved from Friday evening to Friday afternoon. Any Saturday consolation games would be moved to a later time that evening, and the championship game would be played during the later game time. Individuals who observe the Sabbath on teams will not be accommodated at team events.

Supervisory Passes - The supervisory passes are intended for faculty members and school administrators serving as supervisors of student rooting sections.

Supervisory passes may be issued as follows:

1B, 2B, 1A and 2A schools: In addition to the principal and athletic director, one (1) supervisory pass may be issued by the WIAA for each participating team.

3A and 4A schools: In addition to the principal and athletic director, three (3) supervisory passes may be issued by the WIAA for each participating team.

Chaperones other than school personnel are not eligible for supervisory passes. Supervisors assigned by the school principal are to be in or near the school's cheering sections and must be identified with the supervisory credential provided.

A team's school bus driver will be admitted at no charge through the pass gate.

Tournament Souvenir Program Information - Each participating school will receive two (2) complimentary copies of the program.

Qualifying Tournaments

1. Each WIAA District is responsible for any qualifying tournaments leading to the State tournaments. In the event of a direct entry from a league, it is the leagues' responsibility to determine entries. If the District or league has more than one entry to the State tournament, the teams must be designated as #1, #2, #3, etc.
2. The deadline for determining District entries to the State tournaments shall be midnight of the Saturday prior to the tournament. Any exceptions must be cleared through the WIAA office.

Team Parking - Parking may be provided for team buses, cars, or vans in an area located near the facilities.

Dressing Rooms - Team dressing rooms will be assigned by the tournament manager. WIAA is not responsible for lost articles.

Taping - Tape and taping of players is the responsibility of the school.

Practice Sessions - There will be no practice sessions at any of the **opening round or state** tournament sites.

Pre-Game Warm-up -

1. The tournament manager will determine warm-up time between games.
2. Teams are guaranteed 15 minutes prior to the pre-game introductions.
3. Team must go directly to their designated half court for warming up and are restricted to warming up only on their designated half court before the game and at half time. If a team runs around the court or on the opposing team's baseline (whether the opposing team is on the court or not) or through the opposing team's warm-up drills, an indirect technical for unsportsmanlike conduct will be issued to the head coach and the coach will lose the ability to stand and coach during the game.

Team Introductions - The head coaches of the participating teams are asked to assume responsibility for carefully instructing their players in the following procedures:

1. The teams may begin their warm-up no later than twenty (20) minutes prior to the scheduled game time.
2. Five (5) minutes before game time the players and coaches of the two participating schools will go to their respective benches where members of the squad who are not starting will take seats on the bench. The five starting players will discard their warm-up suits and/or shooting shirts and stand in front of their bench with their coach and assistant coach. As each starting players' name is called, that player will come forward to center court. The P.A. announcer will introduce one player from each squad in an alternating manner. Players will meet at center court, shake hands and go to their respective free throw line. The head coach and assistant coach(es) will be introduced following the starting players and will step onto the court to be recognized.
3. The game officials will be introduced last and will step onto the court two paces in front of the scorers' table.
4. Players and coaches will then return to their benches to wait for the playing of The National Anthem.
5. The same procedure will be followed for the start of the each succeeding game. The National Anthem may not be played at the beginning of each game.

Home Teams - The second or bottom teams listed on the state tournament bracket will be the home teams.

1. **Uniforms** - Each team is instructed to bring a set of white and a set of dark uniforms. The home team will wear the white uniforms. All uniforms must have numbers.
2. **Team Benches** - The tournament manager will designate the home team bench. Teams are to use the basket opposite to their team bench for the first half pre-game warm-up. Student bodies of participating schools will be placed behind their respective team's benches whenever possible.

Bench Decorum Rule: NFHS Rule 1-13-2 – The twenty-eight (28) foot COACHES BOX has been adopted for all levels of play.

Game Ball – Baden Perfection Elite (29.5" for boys and 28.5" for girls) will be provided for all State tournament games.

Games Committee – Refer to the General Bound for State Regulations for Games Committee Guidelines.

PERFORMANCE GROUPS

BAND, CHEER, DANCE/DRILL | 2023 STATE BASKETBALL TOURNAMENT RULES

Facility Access – Please enter through the participant pass gate. Cheerleaders and coach(es) must be listed on the team registration form. The pass list will allow access to any tournament game. Dance/Drill squads with coach and band members with band director will be admitted upon identification of the coach and band director for their respective games only.

- 1. Cheerleader Roster limits** - Cheerleaders in uniform are admitted free through the pass gate. There is no limit on the number of cheerleaders approved by the participating school. Due to the restricted area for crowd movement in front of each student rooting section, only twelve (12) cheerleaders may be cheerleading in front of their crowd at any given time. Any number of cheerleaders may participate in performances on the basketball court during approved dead ball periods.
- 2. Cheerleader Coaches** - One coach may be admitted at no charge for every eight cheerleaders (one to eight cheerleaders, one coach admitted free; nine to sixteen cheerleaders, two coaches) up to a maximum of three coaches.

Dressing Room – A room will be available for changing clothes and preparing for games. Please do not use the public restrooms for this purpose.

Check-in at Site - The cheerleader coach, dance/drill coach and band director must report to the Tournament Manager one-half to one hour prior to each of their game times to verify supervisory responsibilities and to determine performance schedules.

On-Court Performance Schedule – One (1) minute is allocated for the following:

Between 1st and 2nd quarter

Between 3rd and 4th quarter

Between any subsequent overtime periods

During a full time out (cheerleaders are not allowed onto the court during a 30-second timeout)

Half-time Entertainment – Seven (7) minutes will be allocated for half-time entertainment. Since the clock is running, the time allotted for performing groups begins when the group enters the court and end when the group exits the court (NOT when the music begins and ends.) All half-time entertainment must be cleared with the Tournament Manager prior to the contest. The recommended performance order is listed below. This schedule can be changed upon mutual agreement of all performance groups and/or the tournament manager depending upon half-time presentations or special promotions.

1st - Home Drill Team (3 minutes maximum)

2nd - Visiting Drill Team (3 minutes maximum)

3rd – Home Cheerleaders (30 seconds)

4th – Visiting Cheerleaders (30 seconds)

5th – Home Band (if time permits)

6th – Visiting Band (if time permits)

Half-time Music – Performers are required to have their own cassette tape and their own tape player unless the band is playing. A representative of the performing group must be present at the announcer's table to cue the music.

Length of Routines – Squads are recommended to be prepared with both short and long routines, depending upon the number of squads on site and time available.

DANCE/DRILL ONLY:

Props – All props or sets used must have rubber or carpet tips in order to prevent scarring of the floor.

BANDS ONLY:

Designated area – Band members must remain seated during the time the ball is in play and must remain at least 12 feet away from the edge of the playing area.

Noisemakers – Noisemakers are prohibited and will be confiscated by the management. Band instruments are to be used for playing music under the direction of the conductor and not as noisemakers.

National Anthem – The National Anthem will be played at the beginning of each session either by the designated home team or by a soloist selected by the tournament management. Note: Tournament management will determine a boy/girl game rotation order of the home team band.

Music during player introductions

- a. Bands may play a fanfare after each individual player is introduced for their team ONLY.
- b. This fanfare must be no more than five (5) seconds in length.
- c. No music may be played during or after each opposing team member is introduced.
- d. The floor manager or announcer must be informed during the team warm-ups if the band will play a fanfare during the introductions.

Playing - Both bands should not play at the same time. It is unacceptable for any band member(s) to play an instrument, either formally or informally, while another performance is taking place. It is the responsibility of the directors to mutually agree on a fair system of alternating during dead ball situations. If a band is performing during a time out or quarter break and the play resumes, every reasonable effort should be made to cease playing as soon as possible. Please do not play until after the sportsmanship medallion is presented following the game.

CHEERLEADERS ONLY:

Cheerleader Warm-up Area – A designated warm-up area will be provided. Cheer squads MUST bring their own mats and MUST be supervised while in the warm-up area.

Props - Cheer crowd involvement cue cards may be used as props (not to exceed 3' x 3') during tournaments. The cue cards are to be used by cheerleaders in the cheerleader area only and

the words must be supportive of their team and not degrading to opponents. Megaphones may be used only by the cheerleaders.

Stunts - Stunts may be practiced only in the designated warm-up area IF THE SQUAD BRINGS AN APPROPRIATE MAT. No coaches will be allowed onto the competition floor as spotters.

54.2.1 NFHS Spirit Rule 2-2-3 Addition: Members of a cheer squad involved in stunting, including bases, fliers and spotters, shall wear their hair away from the face and off the shoulders.

54.2.2 NFHS Spirit Rule 2-10-2 Addition: A nonskid surface mat(s) of at least 6' x 8' is required for performing basket tosses and other similar multi-base tosses on a hard surface. (Folding panel mats and yoga mats are neither acceptable nor appropriate.)

Introduction of Starting Line-up – Cheerleaders may be on the competition floor but must remain within the designated half court area during the pre-game introduction of starters. Cheerleaders may be introduced prior to the team's first game.

Responsibility of the Cheerleaders - Only school district accepted cheers should be used at the appropriate times. Cheers or yells with degrading opponent implications and profanity must be avoided. Cheerleaders actions, responsibility, acceptance, and control of student sections will be evaluated and scored as contributing to sportsmanship awards.

UNDERAGE WORKER FORM: RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK,
AND INDEMNITY AGREEMENT ("AGREEMENT")

Sport: _____ Role: _____ Date of
Event: _____

School Representing (if applicable): _____ Athletic
Director: _____

In consideration of participating in the **2022-23 Washington Interscholastic Activities Association (WIAA)** _____ **(NAME OF EVENT)**, I represent that I understand the nature of this Activity and that I am qualified, in good health, and in proper physical condition to participate in such Activity. I acknowledge that if I believe event conditions are unsafe, I will immediately discontinue participation in the Activity.

I fully understand that this Activity involves risks of serious bodily injury, including permanent disability, paralysis and death, which may be caused by my own actions, or inactions, those of others participating in the event, the conditions in which the event takes place, or the negligence of the "Releasees" named below; and that there may be other risks either not known to me or not readily foreseeable at this time; and I fully accept and assume all such risks and all responsibility for losses, costs, and damages I incur as a result of my participation in the Activity.

I hereby release, discharge, and covenant not to sue **Washington Interscholastic Activities Association**, its respective WIAA Districts, administrators, directors, agents, officers, volunteers, and employees, other participants, any sponsors, advertisers, and, if applicable, owners and lessors of premises on which the Activity takes place, (each considered one of the "Releasees" herein) from all liability, claims, demands, losses, or damages on my account caused or alleged to be caused in whole or in part by the negligence of the Releasees or otherwise, including negligent rescue operations; and I further agree that if, despite this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT, I, or anyone on my behalf, makes a claim against any of the Releasees, I will indemnify, save, and hold harmless each of the Releasees from any loss, liability, damage, or cost which any may incur as the result of such claim.

I have read this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT, understand that I have given up substantial rights by signing it, and have signed it freely and without any inducement or assurance of any nature, and intend it be a complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be invalid, the balance, notwithstanding, shall continue in full force and effect.

I HAVE READ THIS RELEASE

Signature of Participant

Printed Name of Student Participant

Date

PARENTAL CONSENT

AND I, the minor's parent and/or legal guardian, understand the nature of the above referenced activities and the minor's experience and capabilities and believe the minor to be qualified to participate in such activity. I hereby release, discharge, covenant not to sue and AGREE TO INDEMNIFY AND SAVE AND HOLD HARMLESS each of the Releasees from all liability, claims, demands, losses, or damages on the minor's account caused or alleged to have been caused in whole or in part by the negligence of the Releasees or otherwise, including negligent rescue operations, and further agree that if, despite this release, I, the minor, or anyone on the minor's behalf makes a claim against any of the above Releasees, I WILL INDEMNIFY, SAVE AND HOLD HARMLESS each of the Releasees from any litigation expenses, attorney fees, loss liability, damage, or cost any Releasee may incur as the result of any such claim.

I HAVE READ THIS RELEASE

Signature of Parent/Guardian

Printed Name of Parent/Guardian

I HAVE READ THIS RELEASE

Signature of Parent/Guardian

Printed Name of Parent/Guardian

Date

Date