



WASHINGTON INTERSCHOLASTIC  
ACTIVITIES ASSOCIATION

WIAA/Gesa Credit Union

# 2022-23 Bound for State Regulations



State Championships – Yakima Valley SunDome  
March 24, 2023 2B/1A/2A/3A Championships  
March 25, 2023 4A Championships

**Changes from the 2021-22 Dance/Drill Regulations are indicated in bold type and shaded.**

**Facility Access** – Please enter through the participant pass gate. Participants and coach(es) must be listed on a squad roster on school letterhead provided by the athletic director of the school. The pass list will allow access to any tournament game.

- 1. Dance/Drill Participant Roster Limits** – Participants are admitted free through the pass gate. There is no limit on the number approved by the participating school.
- 2. Dance/Drill Coach Limits** – One coach may be admitted at no charge for every eight participants (one to eight participants, one coach admitted free; nine to 16 participants, two coaches) up to a maximum of three coaches.

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

**Check-in at Site** – The dance/drill coach 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.

**Warm-up Area** – A designated warm-up area may be provided.

**Stunts** – NFHS rules apply. Stunts may be practiced only in the designated warm-up area IF THE SQUAD BRINGS A MAT and performed ONLY on the competition floor. No coaches will be allowed onto the competition floor as spotters. Each squad is responsible to provide any matting required to meet NFHS safety rules.

**Half-time Music** – Squads are required to have their own music unless the band is playing. A representative of the squad must be present at the announcer’s table to cue the music.

**Half-time Entertainment** – Seven (7) minutes may 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.

- 1<sup>st</sup> – Home Dance/Drill Team (3 minutes maximum)
- 2<sup>nd</sup> – Visiting Dance/Drill Team (3 minutes maximum)
- 3<sup>rd</sup> – Home Cheerleaders (30 seconds)
- 4<sup>th</sup> – Visiting Cheerleaders (30 seconds)
- 5<sup>th</sup> – Home Band (if time permits)
- 6<sup>th</sup> – Visiting Band (if time permits)

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

## 1.0 QUALIFYING FOR POST SEASON EVENTS

- 1.1 Dance/drill is a team event. A team is defined as being two (2) or more participants.
- 1.2 The team must have performed in at least five (5) school events, such as school assemblies, half-time performances, pep rallies, etc.
- 1.3 The team must have participated in at least **one (1)** WIAA school sponsored competition in each of the categories in which they wish to compete at the district event and at the state event. The team must have scored at least 195 as a minimum qualifying score (whole numbers only; there will be no rounding of decimals) after all deductions (based upon the cumulative scores awarded by three (3) judges) in the category in which the team will compete at the state event.
  - 1.3.1 A school sponsored dance/drill competition is
    1. Staffed entirely by school personnel and/or affiliates (school administrators, teachers, coaches, booster clubs, etc)
    2. All registration/entry fees must be deposited into the school ASB account
    3. Maximum **\$100 per routine** registration/entry fee may be charged
    4. WOA/WSSJA judges are required
- 1.4 The team must have participated in its WIAA District qualifying tournament and must score at least a **213** or higher as a minimum qualifying score (whole numbers only; there will be no rounding of decimals) after all deductions (based upon the cumulative scores awarded by three (3) judges) in the category in which the team will compete at the state event.
- 1.5 **DRILL DOWN:** Drill Down is a category in which individual participants may compete.
  - 1.5.1 Drill Down participants competing in the WIAA District events must be on teams that qualified and compete at the WIAA District events.
  - 1.5.2 Drill down participants competing in the state championships must be on teams that qualify and compete at the state championships.

## 2.0 SCHEDULING OF QUALIFYING EVENTS

- 2.1 In order to guarantee the appropriate number of judges for the District qualifying events, and for all teams to have adequate preparation time, the deadline for determining district entries to the state dance/drill championships shall be midnight Saturday two (2) weeks prior to the week of the state championship event (editorial change of WIAA Handbook 25.2.1 specifically addressing dance/drill).
  - a. In the school years ending with an even number, Districts 2, 4 and 7/8 shall complete their qualifying event three (3) weeks prior to the state championship event; Districts 1, 3 and 5/6 shall complete their qualifying event two (2) weeks prior to the state championship event.
  - b. In the school years ending with an odd number, Districts 1, 3 and 5/6 shall complete their qualifying event three (3) weeks prior to the state championship event; Districts 2, 4 and 7/8 shall complete their qualifying event two (2) weeks prior to the state championship event.

- 3.0 **STATE EVENT FORMAT:** The State Championship will be formatted based upon school classifications, with 4A schools competing against other 4A schools, and the B/1A/2A/3A schools competing against other B/1A/2A/3A schools within each category. Practice times, competition, drill down and the awards ceremony for each classification will be completed in a single day.
- 3.1 The classifications will rotate competition days every other year. The 4A schools will compete on Friday during the school years ending with an even number; the B/1A/2A/3A schools will compete on Friday during the school years ending with an odd number.
- 3.2 **The categories may be divided at the state championships by classification if four (4) or more teams compete in a given category at state.**
- 3.3 If less than four (4) teams compete in a given category, a first place trophy will be awarded if a team scores at least an 85 (based upon the average of the three (3) judges in that panel.)
- 3.4 **If less than four (4) teams compete in a given category at state over a three-year period, that category may be combined with the smallest (meaning the fewest number of competing teams) category the following year. If the numbers in the category increase, the category may be separated in future years.**
- 3.5 **COMPETITION SCHEDULE:** The competition director will create the schedule balancing the needs of teams, judges, event staff, and audience. When possible, the director will rotate the order of categories, with the exception of the show category, from year to year so that no category will perform immediately following the show category or last in consecutive years. All teams in the same category will be judged consecutively by the panel assigned to that category whenever possible.
- 4.0 **PRACTICE SCHEDULE:** Practices will be scheduled on the same day as the competition for that school. Available practice time will be divided equally among the teams with a minimum of three (3) minutes and a maximum of five (5) minutes per performance. Show routines would be guaranteed a minimum of four (4) minutes. The practices will be closed to other teams.
- 5.0 **ENTRY:** Entry will be provided for the participants, coaches, and team support personnel as approved by the WIAA.
- Participants will have their hands stamped upon initial entry.
  - **Coaches and chaperones wrist bands: One (1) wrist band for each eight (8) students, with a maximum of three (3) per team. Additional passes may be purchased for additional coaches and/or chaperones at the all-tournament adult ticket price.**
- 6.0 **CATEGORIES:** NFHS Spirit rules and WIAA casebook applications will be strictly enforced in all categories.
- 6.1 All categories are subject to the criteria of the linear scale score sheet.
- 6.2 Themes may be used in any category.

- 6.3 Backdrops, sets, portable dance floors, and props are only allowed in the Show category.
- 6.4 Poms are only allowed in the Pom category and Show category (if related to theme).
- 6.5 Categories consist of:
  - 6.5.1 Dance: A Dance routine is an artistic form of primarily nonverbal communication. A routine may be of any style, or combination of styles (e.g. jazz, lyrical, modern, contemporary) that is not defined by another WIAA category definition (i.e. Kick, Hip Hop, etc.).
  - 6.5.2 Hip Hop: A Hip Hop routine is funk or street style dance based on isolations and rhythms (e.g. free style, popping, locking, breaking, etc.). Timing and articulation of the body are major elements of the technique with movements and gestures being mostly percussive. Group synchronization, uniformity, and team style must be apparent.
  - 6.5.3 Kick: A Kick routine highlights a variety of kick series. Kicks should be the focal point and must be used for at least fifty percent (50%) of the routine. All other choreography is secondary and should not detract from the focus on kicks. A kick is defined as movement performed as an extension of the leg from the hip or knee.
  - 6.5.4 Pom: A Pom routine is designed to emphasize the visual impact of the poms. The focus on poms is primary in choreography. All other movement and choreography is secondary and should not detract from the visual impact of pom patterning.
  - 6.5.5 Military: A Military routine is a precision routine with an emphasis on sharpness through the dancer's entire body. Routine may include, but is not limited to, sharp angular arm-hand sequences, military maneuvers, pattern formations, visual effects, and a variety of marching styles. Kickline sequence is allowed. All difficulty and technical elements must be in keeping with military style/quality.
  - 6.5.6 Show: A Show routine focuses on story/characterization and/or theme. Props (including flags, manuals, poms, etc.), costumes, and the creative use and interpretation of music should be used to develop the story/theme. The choreography expresses a story line and/or theme that do not rely on any prior knowledge of the story/theme's origin (on part of the audience/judges). Backdrops, sets, and portable dance floors may be used to enhance the program.
- 6.6 A school may enter only one team in each category. Each school may enter in a maximum of three (3) categories.

## 7.0 **PERFORMANCE AREA**

- 7.1 The entire raised basketball court represents the performance boundary area.

- 7.2 Entrances and exits from the performance area will not be judged by the performance judges. Teams are encouraged to enter and exit the court using the ramps provided.

## 8.0 LENGTH OF ROUTINE

- 8.1 The length of Dance, Hip Hop, Military, Kick and Pom routines will be 1:45-3 minutes. A team is also allowed an additional one (1) minute to enter and one (1) minute to exit the performance area.
- 8.2 The length of Show routines will be 1:45-4 minutes, with up to an additional three (3) minutes to set and three (3) minutes to remove props.

## 9.0 SCORING/JUDGING

- 9.1 Uniforms and dress for performance must be approved by the local school district. Precautions should be taken so that the performing area is not marred. Any shoes that will scuff floors must be taped with non-marking tape. A safety/technical judge may check shoes prior to the performance.
- 9.2 Each judging unit will consist three (3) sets of judges with three (3) judges plus two (2) safety/technical judges in each set.
- 9.3 Routines will be scored on an average of:  
90-100% (270-300 points) will receive a Superior rating  
80-89.9% (240-269.9 points) will receive an Exceptional rating  
70-79.9% (210-239.9 points) will receive an Excellent rating  
50-69.9% (150-209.9 points) will receive a Good rating  
0-49.9% (0-149.9 points) will receive a Developing rating
- 9.4 Judges will be positioned on one (1) side of the facility.
- 9.5 The points from each judge will be totaled to create a team's overall score. The team with the highest overall total score will be declared the winner in that category. The team with the second highest scores will be declared the consolation winner (second place) and so forth.
- 9.6 Safety/Technical judging and timing
- 9.6.1 Starts when the first participant crosses the performance area boundary and
- 9.6.2 Ends when the last participant crosses the performance area boundary.
- NOTE: Show teams will be allowed to move their sets/props anywhere around the court (on the concrete) during the 3 minutes prior to their performance.
- 9.7 Judging and timing of the performance
- 9.7.1 Starts after the final announcement with:
- 9.7.1.1 The first note of music, or
- 9.7.1.2 The first movement, whichever comes first.
- 9.7.2 Ends when
- 9.7.2.1 The last team member crosses the performance boundary area, or
- 9.7.2.2 The obvious ending of the routine, or
- 9.7.2.3 At the four (4) minute time limit, whichever comes first.

## 10.0 ENTRANCE PROCEDURES

- 10.1 All teams must be ready to take the floor one team ahead. Remain in the on-deck area and move into your entrance position upon hearing the official announcement to do so. The announcement procedure will be:
- 10.2 The announcer will say, "\_\_\_\_\_ High School take your positions." Team members will get into beginning position.
- 10.3 The final announcement will be "Ladies and gentlemen, performing their \_\_\_\_\_ (category) routine, \_\_\_\_\_ (title of routine), \_\_\_\_\_ High School \_\_\_\_\_ (dance/drill team name.) \_\_\_\_\_ High School, your music is on." The routine then begins.

11.0 **MUSIC:** All music must initially be approved by the local school district administration. Music must also meet the guidelines listed in 11.2. Failure to meet these guidelines will result in a penalty. Penalties for inappropriate music will be assessed by safety/technical judges at events.

11.1 **The process to submit music is yet to be determined. Complete details will be included in the coaches packet for the state championships.**

11.2 Music may have words, but all must be appropriate. It is the coach's responsibility to screen all music to ensure that it is appropriate for the students, audience, and community.

11.2.1 Inappropriate words/phrases/sounds/syllables, in any language, must be completely edited out; they cannot be disguised with a sound effect. It should not be obvious to listeners that there was an inappropriate word. When editing, it is advisable to edit out the entire 8-count or section.

11.2.2 Words/phrases that promote activities that are illegal for minors must be completely edited out. Metaphors, innuendos, and slang terms that refer to these activities must also be edited out.

11.2.3 Words/phrases that contain references to guns or other weapons being used to harm others must be edited out.

11.2.4 Coaches should be very cautious of music that has sexual references, metaphors, etc. Choreography should deemphasize these lyrics.

11.2.5 Penalties for inappropriate music will be assessed by safety/technical judges at events based on NFHS rules.

11.3 A representative of each team must be present at the announcer's table to cue the music when his/her team is performing. No responsibility is taken by the sound crew if no one is there.

## 12.0 PROPS AND PREPARATION

12.1 Props or sets may be used; however, all props or sets used must have rubber or carpet tips in order to protect them from scarring the floor. Up to three (3) minutes will be allowed for placement and the removal of props.

- 12.2 No provisions will be made for special effects. The use of fire, smoke, and helium balloons WILL NOT be allowed in competition. Any violation of these safety rules will result in disqualification.
- 12.3 Props imitating or implying any sort of weapon will not be allowed except for the use in traditional color guard performances. Violating this rule will be considered a technical violation for unsportsmanlike actions.
- 13.0 **FLASH PHOTOGRAPHY:** Flash photography is prohibited. After appropriate warning announcements have been made, violators may be asked to leave the facility by the Event Manager and/or the Safety/Technical Judge.
- 14.0 **PENALTIES**
- 14.1 Any damage to the floor resulting from a team's performance will be that school's responsibility. Rosin is not allowed on shoes or on the competition floor.
- 14.2 There will be a 5 point penalty assessed if the routine is over or under the established time limits. Penalties will be assessed in 10-second increments, 5 points for every 10-second increment.
- 14.3 No points will be deducted if hands cross outside the court to drop or pick up poms or props.
- 14.4 A one (1) point penalty will be assessed for each performer who exits the designated performance floor and then re-enters during the performance.
- 14.5 A five (5) point penalty will be assessed if props are not set up/cleared off the floor within the three (3) minute time limit.
- 14.6 There will be a **5 point penalty for safety/technical infractions** and choreographed drops and a 1 point penalty for accidental drops.
- 14.7 There will be a **.5 penalty for logo infractions on costumes**, for accidentally stepping on items and for accidental costume malfunctions that DO NOT become a safety concern.
- 14.8 There will be a **5 point** penalty assessed for inappropriate music.
- 14.9 A five (5) point penalty will be assessed if teams do not enter or exit the performance area within the one (1) minute time limit for all categories except show which has a three (3) minute time limit.
- 15.0 **GAMES COMMITTEE** - For the purpose of ruling on appeals, the Games Committee shall consist of the event manager, the head judge, a safety/technical judge not involved in the original decision and two participating coaches, athletic directors or school administrators not involved in the dispute in question (either competing in a different category or in a different classification.) If the Games Committee cannot agree to support the appeal, then the original decision will remain in effect.
- 16.0 **AWARDS:** **Awards will be presented in each category with a minimum of four (4) schools competing in that category or if the conditions in 3.1, 3.2, 3.3 and 3.4 are met.**



- 16.1 One (1) trophy will be awarded in each category with a minimum of four (4) schools competing in that category or if the conditions in 3.1, 3.2, **3.3 and 3.4** are met.
  - 16.2 A second place **certificate** will be awarded when five (5) to eight (8) schools compete in a category.
  - 16.3 A third place **certificate** will be awarded when nine (9) to twelve (12) schools compete in a category.
  - 16.4 A fourth place **certificate** will be awarded when thirteen (13) to sixteen (16) schools compete in a category.
  - 16.5 A fifth place **certificate** will be awarded when seventeen (17) or more schools compete in a category.
- 17.0 **ALL STATE COMPETITIONS:** The WIAA does not select nor announce the selection of an all-state or all conference team. If one is selected, it is done by outside groups, other than conference management, and is announced or publicized by outside organizations.