

REGION V DANCE TEAM

Tournament Information for Coaches

During the tournament, the Region V and National Federation of State High School Associations rules will be strictly enforced.

TOURNAMENT INFORMATION

- Teams will be assigned 45 minutes of practice on the tournament floor; other facilities can be signed up for at the coaches meeting.
- Order of exhibition performances will be determined at the coaches meeting.
- Strict time limit of five and a half minutes will be placed on all exhibition performances – teams are to enter immediately after basketball teams leave the floor.
- Music must be on a mobile device with a headphone jack.
- There will be a technique clinic for all dance/drill teams at the beginning of the tournament
- Coaches will select individuals to the All Star Team by the size of the dance team. Selections must be submitted at the coaches meeting and have administrative approval.
 - 1 – 10 dancers 1 dancer can be selected
 - 11 – 20 dancers 2 dancers can be selected
 - 20 + dancers 3 dancers can be selected
- A coach may remove a candidate at anytime during the tournament due to unacceptable behavior, attitude, and unsportsmanlike conduct.

DANCE TEAM ADJUDICATION RULES

- A team is not required to be adjudicated in order to perform, but must at least do an exhibition in order to have priority for performances during games. A team is not required to perform during games in order to perform at the adjudication.
- A team may perform with up to 24 members. All performers must be eligible students.
- Performances must be a minimum of three minutes.
- Only eligible team members may be on the performance floor when the performance begins.
- Backdrops may be used as follows:
 - Maximum 8 ft high starting at gym floor.
 - An additional piece of no more than 2 ft may be added to the height of a backdrop, making the backdrop 10 ft high, for a span of no longer than 6 ft.
 - Maximum length of the backdrop, including all panels, whether connected together or separate, may not span more than 20 ft from end to end when set up. (Overlapping sections of panels will not be counted, items placed in front of the panel that do not further obstruct the view will not be counted)
 - Props may be used, but if props resemble or substitute as a backdrop, they must comply with the above requirements

- If there is no backdrop or prop setting (this does not include small “hand held” props and is only meant to include props that will need to be laid out in advance, whether or not they are within the gym boundaries), performances may not exceed five minutes. There will be a 5 second grace period, and thereafter a penalty of two points per five seconds for overtime. Time and judging starts when the first team member crosses the inside boundary line of the basketball court or when the music begins, whichever is first and stops when the last dance team member crosses the inside boundary line of the basketball court.
- If there is a backdrop or prop setting (this does not include small “hand held” props and is only meant to include props that will need to be laid out in advance, whether or not they are within the gym boundaries), performances may not exceed six and a half minutes. There will be a 5 second grace period, and thereafter a penalty of two points per five seconds for overtime. Any team that exceeds this time limit by 30 seconds or more will forfeit their opportunity to perform at Saturday night games. Timing begins when the announcer tells the team they may begin, and includes all backdrop or prop setting, and does not end until the last performer or any backdrop, props, or people removing them cross the inside of the gym boundary line. All streamers, confetti or props must be removed from the inside boundaries of the gym surface in order for timing to be complete.
- The backdrop/props may be staged inside the entrance to the gym, up to the corner of the gym boundary but not over the boundary, just prior to that team’s entrance for adjudication. Each host school will inform coaches what entrance they may stage from (if they have a backdrop or significant props) and teams must enter from that assigned area. If a team is not using any backdrops or props as described above, they may enter from any available gym entrance.
- Music must be on a mobile device with a headphone jack. Should a failure occur with the sound system (mechanical) the routine will be started over with no penalty points assessed against that particular school.
- Teams will be judged on appearance, originality and difficulty of routine, execution, and showmanship (See Dance Team Score Sheet)
- Awards will be handed out in the order of performance at the end of the event. Teams may choose not to have their rating announced. The rating system is:

Superior	90-100
Excellent	80-89
Good	70-79