

DANCE DRILL COACHES  
ASSOCIATION OF OREGON

Technical  
Handbook

# Table of Contents

Introduction .....	3
Technical Program Structure .....	3
JA Commissioner.....	3
Technical Administrator .....	3
Technical Review Committee Chair.....	4
Technical Review Committee .....	4
JA Scheduling Director .....	4
Technical Judges .....	5
Judges’ Director/Tabulator .....	6
Competition Director.....	6
Technical for Coaches.....	6
DDCA Technical Program Rules	
Responsibilities .....	7
DDCA Timing Rules and Regulations	
Category Competitions .....	7
Traditional Competition .....	8
OSAA / NFHS Rules & Regulations	
Safety .....	8
Stunting.....	9
OSAA/DDCA Interpretations of NFHS Rulesbook.....	9
DDCA Quality Assurance .....	12
Choreography .....	12
Music .....	12
Costume .....	12
General Rules .....	13
Technical Penalty Process.....	13
Appeals Process .....	14

# Introduction to the Technical Program

## Purpose and Goal of Technical Program

The Technical Program exists to maintain a high level of safety and integrity in dance teams as a high school sport. It has been put in place to help train and advise the DDCA organization members on safety issues and appropriateness in costume, music, and choreography.

Teams that have infractions at a competition during the dance team season will be notified through the Technical Penalty sheet at local competitions. The Technical Administrator will contact any repeat offenders that may be at risk of losing their "Good Standing" within the DDCA and the OSAA.

Five (5) Technical Judges will make up the Technical Review Committee to review submissions from coaches for approvals of stunts, costume, choreography, and music. The Technical Review Committee Chair shall serve as chair and a voting member of the Technical Review Committee. Four additional members will be appointed to serve on the committee by the Technical Review Committee Chair from the pool of active Technical Judges. Members of the Technical Review Committee shall have had at least two years of experience as a Technical Judge and should not be serving on a coaching staff of a DDCA member school. Pre-approvals that are emailed to the Technical Administrator will be forwarded to a Technical Review Committee for consideration. A decision will be made based on a majority vote of the committee. Technical Judge assignments for local competitions are the responsibility of the Judges' Affiliation (JA).

Any changes to the rules in the Technical Handbook must be approved by the DDCA Board of Directors.

## Technical Program Structure

### DDCA Board Chair (Technical requirements)

- Completes the technical training and stays updated on any changes or additions
- Reviews teams that are repeat offenders and discusses action needed with Technical Administrator
- Evaluates Technical Administrator and the Technical Review Committee Chair's performance

### Technical Administrator

- DDCA Board Member
- Responsible for communication of all areas pertaining to the Technical Program, including changes, proposals, or technical issues to the DDCA membership
- Completes yearly training on updates to the NFHS Spirit Rules handbook (provided by OSAA)
- Maintains the Technical Summary Report, an ongoing record of all warnings and violations of any NFHS Rules and Regulations and DDCA Rules and Regulations as well as a pre-approval list, throughout the dance team season
  - Submits the Technical Review Summary to the DDCA Webmaster for posting on the DDCA website
- Receives all technical pre-approval and appeal submissions from the DDCA membership
  - Responsible for all communication to Technical Review Committee for approvals
  - Responsible for all communication to coach about submissions/appeals

- Responsible for all communication to the Technical Judges about approvals/declines
- Communicates and works with the Technical Review Committee and OSAA on rule interpretations
- Reports to the DDCA Board Chair any major issues
- Maintains certified technical judges list and provides to the JA Scheduling Director as appropriate
- Gives a final summary report of pre-approvals, warnings, and penalties to the DDCA Board of Directors after each season
- Compensation: \$300

### **Technical Review Committee Chair**

- Selected by the DDCA Board (with input from the Technical Review Committee), with preference shown to applicants with at least two (2) years of Spirit NFHS ruling experience
- Reviews pre-approvals and appeals with Technical Review Committee
- Works with Technical Review Committee for all changes and proposals to be presented to the DDCA Board of Directors
- Conducts all Technical Review Committee Meetings
- Responsible to recommend Technical Judges for the OSAA Dance/Drill State Championships to the OSAA State Judges Director
- Compensation: \$200

### **Technical Review Committee**

- All Committee members must be active Technical Judges with at least two years of experience, or at the discretion of the Technical Chair, and not affiliated with any Oregon high school dance teams
- Receives reports of questionable material from DDCA membership/coaches
- Reports questionable material to Technical Chair for discussion/action
- Five (5) Technical Judges will make up the Technical Review Committee from which a majority of three (3) will be the deciding factor
- All Committee members complete the yearly training on updates to the NFHS Spirit Rules handbook (provided by OSAA).
- Plans and conducts training for all interns and returning Technical Judges
  - Determines technical training materials and supplies and communicates with Technical Administrator about equipment needed for training
- Serve as a Technical Judge at a minimum of one (1) category and one (1) traditional competition per year
- Evaluate all Technical Judges upon completion of the dance season and submits evaluations to JA Evaluation Director
- Appointed by the Technical Review Committee Chair
- Attend four meetings during the year to evaluate the season's warnings and penalties, evaluate procedures, and make suggestions and recommendations for the coming season. Other meetings may be scheduled as needed.
- Compensation: \$75 per member; plus \$10 per evaluation completed

## **JA Scheduling Director** (technical requirements)

- Maintains a list of current certified Technical Judges provided by the Technical Administrator
- Schedules and contracts Technical Judges for all DDCA sanctioned competitions at least two (2) weeks prior to each event
- Communicates with Technical Administrator any issues that arise in scheduling

## **Technical Judge**

- At least three (3) years out of high school
- Judges one (1) competition per year to maintain “current judge” status
- Current Judges: Successfully complete annual refresher session
- New Judges: Successfully complete Sessions I & II of judge training and INTERN at least one competition before being eligible to be certified by the Technical Review Committee
- Returning Judges: Those judges returning after an absence of one (1) year or more must successfully complete Sessions I & II of judge training to return to current status and receive judging assignments
- An intern will be assigned to the Lead Technical Judge at a competition. The Lead Technical Judge will complete an evaluation based on the intern’s observations, notes, professionalism, and comments during the competition. The Lead Technical Judge will send, electronically, the evaluation to the Technical Review Committee who will then determine intern’s eligibility for certification.
- Must follow, communicate, and make reference to all NFHS, DDCA, and OSAA rules
- May be dismissed if she/he does not show continued support of the Technical Program, Judges Affiliation, or DDCA
- Maintains a professional attitude/attire when judging
- Required to communicate and advise coaches on all aspects of the technical program
- Required to check in and out with the Judges Director at each event
- Attends the Coaches’ meetings at local competitions to field questions, discuss rules, changes, etc.
- Times each performance and records on Technical Timing Sheet
  - Must bring her/his own stopwatch, tape measure, Technical Handbook, NFHS Spirit Rules handbook, clipboard, pens/pencils, and other materials for judging an event
- Must remain 30 minutes after competition ends to offer explanation to the coach of the team earning any penalty or warning. Communicate violations to the Tabulator/Judges Director, and note all penalties, warnings, and comments on the event form
- The Lead Technical Judge must, electronically, send an Event Report and event evaluation to Technical Chair and JA Evaluation Director within two (2) days of serving as a competition judge. Paychecks will not be mailed until evaluation forms are received by the JA Evaluation Director. If a Lead Technical Judge is never in the second position, she/he must file one self-evaluation per year from a competition of her/his choice.
- The second Technical Judge must submit an event evaluation and self-evaluation to the Technical Chair and Evaluation Director within in two (2) days of serving as a competition judge. Paychecks will not be mailed until evaluation forms are received by the JA Evaluation Director.
- Required to sign a judging commitment contract for the competitions they are scheduled to judge; cancellation of any judging assignment must be done through the JA Scheduling Director ONLY

### **Judges' Director (JD)/Tabulator** (technical requirements)

- Recommended to attend technical training to be familiar with technical rules and the penalties process
- Collect Technical Penalty Sheets, record the infractions and timing information, and return sheets to Technical Judges
- If there is a penalty being assessed, deduct the issued TOTAL number of penalty points from the team's average score prior to awards being given. Category: Issue penalties only to the routine(s) in violation
- Any issues with penalties or warnings received by teams need to be referred to the Technical Judges
- Will communicate the total kicks in kick category to Lead Technical Judges for recording on the penalty sheet

### **Competition Directors** (technical requirements)

- Set up a seating area for the Technical Judges. Most ideal is a 5-6 ft long section two benches wide centered on the gym floor at the top of the FIRST grouping of bleachers. Both judges will be seated together with enough "elbow room" to allow for privacy. If the gymnasium has only one section of bleachers, section off this box about 10-20 rows above floor level. The main consideration is that the Technical Judges need to be low enough to see detail, but high enough to take in the whole team.
- Schedule a few minutes at the beginning of the coach's meeting for the Technical Judge to collect and share information with the coaches.
- Refer a coach who has any technical questions or issues to the attending Technical Judge.

### **Technical for Coaches**

- Each coach is responsible to review and understand all of the technical rules and regulations
- All coaches need to be familiar with the most current NFHS Spirit Rules handbook
- Coaches need to communicate technical rules to all coaching staff and choreographers
- Any questionable material should be submitted for approval prior to performance/competition. The pre-approval process can be found in detail on [www.ddca.org](http://www.ddca.org)
- Coach responsibilities at an event:
  - Communicate with the Technical Judges any concerns she/he may have about technical issues
  - Will be requested to sign the technical penalty sheet if given any warnings or penalties before picking up their packets at the end of the competition
  - To appeal an infraction, the coach must fill out the appeal form (available on the DDCA website) and send electronically to [jatechnicaldir@gmail.com](mailto:jatechnicaldir@gmail.com)
  - Appeals can be made if it is believed that the rules were incorrectly applied. Judgment calls made by the Technical Judges will not be overturned
- Coaches should communicate any technical questions or issues to the Technical Judge, Technical Chair. Any other communication coming from other coaches, parents, etc. is not valid.
- Technical Administrator, Technical Review Committee Chair, and Technical Review Committee members are listed on the DDCA website under Technical Program.

# **DDCA Technical Program Rules**

## **Responsibilities**

The coaching staff of each school is responsible for reviewing and upholding the Technical Program rules and regulations. If a coach has questionable materials, it is the responsibility of the coach to be proactive and contact the Technical Administrator to have the materials pre-approved, PRIOR to the first performance/competition. Please see the Technical Pre-Approval Submission Form at [www.ddca.org](http://www.ddca.org)

The Technical Review Committee will review the questionable material and contact the coach with its decision. Approved items will be placed on the pre-approval list for Technical Judges to refer. Pre-approval of a stunt, lift, or tumbling, etc. is based on the performer executing the approved item as reviewed by the Technical Review Committee. Safety violations may still be incurred if the move is not performed in a safe manner.

The Technical Judges will observe team performances during local competitions. If a team violates a rule, the Technical Judges will communicate the infraction in writing to the coach of that team. The Technical Judges will communicate the penalties to the Tabulator and Judges' Director prior to final tabulations. Event reports showing infractions will be sent to the Technical Administrator. The Technical Administrator will keep the DDCA Board of Directors and the Technical Review Committee advised and updated as the season progresses using a Technical Summary Report to be placed on the DDCA website ([www.ddca.org](http://www.ddca.org)). If a team receives numerous infractions during the dance team season, the Technical Administrator will contact them. Repeat offenders will be at risk of losing their "good standing" within the DDCA and OSAA. Violations are tracked for the entire season (November to March).

# **DDCA Timing Rules & Regulations**

## **Time Limits and Boundaries**

Definition: The "performance area" shall be defined by the inside edge of the boundary line of the basketball court on which the competition is held.

LEVEL F

## **Category Competitions**

- 5.1 Judging and timing shall begin with the first beat of the music or with the intent to start the show. Judging and timing will end with the last beat of the music or when the last member crosses the performance area boundary line at the end of the routine, whichever comes first.
- 5.2 Teams may start and stand within the basketball boundaries; however, teams should keep entrances and exits simple if they are not being timed or judged.
- 5.3 The timing rule for Category Competitions: "Judging and timing shall begin with the first beat of the music or with the intent to start the show. Judging and timing will end with the last beat of the music or when the last member crosses the performance area boundary line at the end of the routine, whichever comes first."

**Clarification:**

1. Dance routines during the Category season are allowed to start on the floor, inside of the performance area boundaries, and end on the floor. Timing for these routines shall start with the first beat of the music. Should a team choose to not use music, they must notify the Technical judges of this intent prior to the start of the competition. The Technical judges will then start timing that routine at the point the team’s coaches have indicated is their “intent to start”.
  2. For all routines that use music, entrances and exits from the floor, without music, will not be timed.
- 5.4 **TIMING PENALTY:** Three (3) penalty points will be deducted from the average score for routines going OVER or UNDER the time limit required.
- 5.5 Time requirements for each category:
- |  |                 |
|--|-----------------|
| a. Jazz, Hip Hop, Modern, Lyrical, Novelty and Pom | 2-3 minutes     |
| b. Kick  | 1.5-2.5 minutes |

**Traditional Competitions**

- 7.1 Judging and timing shall begin with the first step across the boundary line on to the performance area or the first note of music, whichever occurs first. Judging and timing shall end when the last member crosses the performance area boundary line at the end of the routine. LEVEL F
- 7.2 Time Limits for local traditional competitions:
- |                    |             |
|--------------------|-------------|
| A. Dance Divisions | 3-5 minutes |
| B. Show Divisions  | 4-7 minutes |
- 7.3 **TIMING PENALTY:** Three (3) penalty points will be deducted from the average score for routines going OVER the time limit at local competitions.

**No violations will be issued to teams dancing UNDER the time restrictions at DDCA traditional local competitions. At the OSAA State Dance/Drill Championships, under the time limit and over the time limit will be penalized.**

**OSAA / NFHS Safety Rules & Regulations**

**Safety Rules and Regulations**

Per OSAA, all NFHS Rules and Regulations regarding Dance/Drill will be applied to all performances, with the exception of those noted on the OSAA/DDCA Interpretations of the NFHS Rulesbook.

**Safety in Costuming**

- A. A performer’s costume/apparel must meet the NFHS Safety rules
- B. A performer’s costume/apparel must not create or become safety risk for performers

**Examples of unsafe costuming/apparel would include, but is NOT limited to:**

- Pant legs that are long enough for the performer to step on
- Hairpieces that fall off
- An item “revealed” that becomes unattached
- Body piercing

**Safety in Props**

- A. Props must meet NFHS Safety rules.
- B. If a prop (stationary or handheld) fails to “perform” in the manner it was created for, the failure of said prop would be considered a safety risk.

**Examples of prop failure would include, but is NOT limited to:**

- A handheld prop that breaks or is dropped
- Pieces of a stationary prop falling off or breaking

## **Stunting Rules and Regulations**

Per OSAA, all NFHS Rules and Regulations regarding Dance/Drill will be applied to all performances. Refer to the current NFHS Spirit Rules handbook Rule 3 and stunting and prop safety limitations in Rule 2.

**Illegal Stunts:** Stunts must meet the rules and regulations as set in the NFHS Spirit Rules handbook.

**Examples of illegal stunts include, but are NOT limited to:**

- Chorus line flips
- Jump splits
- Basket tosses done without proper mats

**Technical Infraction:** Stunts must be performed properly as set in the NFHS Spirit Rules handbook.

**Examples of Technical Infractions include, but are NOT limited to:**

- Spotter in the wrong spot when stunt is performed
- Improper number of participants required for stunt

**Props in Stunting:** All props used in performance must meet the NFHS specifications for safety.

**Examples of Prop issues would include, but are NOT limited to:**

- The weight-bearing surface of a prop performed on is taller than five (5) feet
- Tumbling onto, over or under a prop
- Unassisted dismounts to the performing surface from props higher than three (3) feet

# **OSAA/DDCA Interpretations of the NFHS Rulesbook 2011-2012**

## **Definitions**

- **Stunt/Lift:** An action is considered to be a stunt or lift ONLY if both feet of the partner/ top person are lifted off the ground.

- **Cheerleading Style Lift:** For the purposes of these rule interpretations, a lift is considered to be a "Cheerleading Style Lift" if the lift involves hand to foot contact and both feet leave the ground.
- **Dance Style Lift:** For the purposes of these rule interpretations, a lift is considered to be a "Dance Style Lift" if the lift is from a dance origin where a single base or multiple bases lift a top person/dancer and both feet of the top person leave the ground, there is no hand to foot contact, and the shoulder of the partner/top person does NOT drop below his/her own waist level.
- **Inverted Position:** One in which a participant's **shoulders** are below his/her waist. (R1/ Sec 8/ Art 1)  
(Ex: chorus line flip, back handspring, needle scale, arch back).
- **Tumbling Levels**
  - Level 1: Basic rolls, bridges, handstands, cartwheels, round-off handstand forward rolls, back walkovers, front walkovers
  - Level 2: Standing back handsprings, round-off back handsprings, standing back handspring series, aerial cartwheels
  - Level 3: Round-off back handspring series, standing back tucks, round-off back tucks, round-off back handspring back tucks, layouts from round-off back handsprings, whip backs, half twists, full twists. **Note: Airborne twisting tumbling skills only permitted on a mat with the exception of roundoffs and aerial cartwheels. R2/Sec9/Art5**
- **Knee Drops: Rule 3/Sec 5/Art 1 and Rule 2/Sec 11/Art 1**  
REMINDER/Clarification: "Knee, thigh and split drops from a jump, stand, or inverted position are illegal unless most of the weight is first borne on the hand(s) or foot/feet or is controlled, to absorb the impact of the drop" (emphasis added). When the knee(s) come into contact with the floor, the movement must be controlled in such a way that another part of the body is assisting in absorbing the impact to the performance surface.
- **Metal on Costumes: Rule 3/Sec 1/Art 1 & 4**  
REMINDER: All are "legal" if securely affixed to costume and will not interfere with the safe execution of a dance move or stunt. Teams wearing costumes with metal zippers, snaps, belt buckles, etc. that comes in contact with the floor will not receive a safety technical penalty. However, if damage to the floor occurs, that team's school shall be responsible for the repair of the damaged floor.
- **Jewelry or Jewels: Rule 2/Sec 3/Art 1 and Rule 3/ Sec 1/ Art 1**  
Hard Jewelry is "legal "if securely affixed to costume/hair, NOT to the ears, and will not interfere with the safe execution of a dance move or stunt. Team's school shall be responsible for the repair of a damaged floor. Religious medals may be taped to body under apparel without a chain. Medical medals may be taped to body and may be visible. Glued jewels to hair or face are legal if no risk is involved and the dancer is not stunting or performing level 2 or 3 tumbling.
- **Dance shoes: Rule 3/Sec 1/Art 5**  
Generally, any dancers who are performing "Cheerleading Style Lifts", stunts or Level 2 or 3 tumbling must wear shoes that cover the toes and entire sole of the foot.  
  
Exception A: Dance division team members who are not performing "Cheerleading Style Lifts", stunts or Level 2 or 3 tumbling must wear some type of dance shoe, but lyrical sandal-style shoes or "paws" are acceptable.  
  
Exception B: Exception B: Show division team members who are not performing "Cheerleading Style Lifts", stunts or level 2 or 3 tumbling, may dance without shoes so long as a floor is being used.

NOTE: See definitions of "Cheerleading Style Lift" and Dance Style Lift" at the beginning of these Interpretations.

▪ **Safety in Costuming: Rule 2/Sec 3/Art 3-4 and Rule 3/Sec 1/Art 3-4**

A performers' costume/apparel must meet NFHS safety rules. Costume must not create or become a safety risk for the performers. **Costume Risks:** Pant legs long enough to step on, hairpieces that fall off, masks that slip over eyes or fall off, "revealed" items become unattached, body piercing, safety pins outside of costume, tumbling in gloves without non-slip material.

▪ **Dropped Item: Rule 2/Sec 1/Art 5**

If a dancer or dancers are dancing on or over a dropped item and/or a dropped item becomes an immediate safety risk to the dancers, a safety penalty will be assessed. Performance surfaces and areas must be suitable, reasonably free from objects. This includes dropped items that become a risk due to an amount/location/circumstance and are not recovered at an appropriate time.

**If the dropped item is recovered at an appropriate time before it becomes a safety hazard, no penalty will be assessed.** (Revised 9/2008)

▪ **Spotters: Rule 2/Sec 4/Art 1-10 and Rule 3/Sec 3/Art 1-5**

Spotters are not required for "Dance Style Lifts" UNLESS the lift is extended above prep level. For "Cheerleading Style Lifts" and stunt spotter requirements, please refer to NFHS Spirit Rules handbook for rules and exceptions. (See definitions of "Cheerleading Style Lift" and Dance Style Lift" at the beginning of these Interpretations.)

▪ **Additional Spotters: Rule 3/Sec 3/Art 1 & Rule 2/Sec 4/Art 5**

Additional spotters are required until a stunt is mastered, with or without the use of a prop.

▪ **Glitter: Rule 3/Sec 1/Art 6**

Loose glitter may be made legal through mixing it in gel or some sort of solution prior to application. For props/signs, "glitter paint" or laminated glitter must be used.

▪ **Height of Props: Rule 3/Sec 2/Art 2**

Reminder: "The weight-bearing surface of props used as bases must not exceed five feet in height." This means that participants should not be on top of any prop over five feet high.

**Stunting on Prop: Rule 3/Sec 2/Art 6 - 14 Stunting on prop is illegal.**

Exceptions: There are a few exceptions to the rule if dancer is not lifted above the base/dancer's waist.

▪ **Basket Tosses**

Reminder: Since all dance/drill competitions/performances take place on a gymnasium floor, basket tosses should not occur unless a proper soft-yielding surface is used.

▪ **Tumbling in Costume: Rule 2/Sec 3/Art 4-5**

Tumbling is illegal when done in a dress or costume that causes the tumbling to be unsafe for the dancer or dancers around them. All dance/drill and show team dancers are required to wear shoes that cover the entire foot from toe to heel if performing level 2 tumbling as determined by the NFHS rulebook. Level 1 tumbling is permitted without shoes that cover entire foot, but some type of dance shoe needs to be worn. Exception: show teams using a synthetic floor.

▪ **Prop Moving with Dancer on it: Rule 3/Sec 2/Art 10**

Clarification: Dancer may stand on a moving prop, but must be holding onto a stable piece on that moving prop. Without the stable piece for the dancer to hold, then a spotter that is not touching the prop is required to make it legal.

- **Comments/Suggestions vs. Violations:** Teams are not entitled to a warning before they receive a violation in safety, stunting and timing. Suggestions/comments are given when the Technical Judges think they might have seen a violation, but are not 100% sure or both judges do not agree on the violation. Technical Judges are trained to give a warning when unclear or unsure of a particular ruling. *Coaches should take suggestions seriously. It could mean preventing the team from receiving a violation in the future.*

## **Quality Assurance Rules & Regulations**

Warnings will be given for first time offenses in the Choreography, Music or Costume area. There is only ONE (1) warning per area per season. Category Competitions are considered one season and Traditional competitions are considered one season. Warnings are NOT issued during the OSAA State Dance/Drill Championships.

### **Choreography Rules**

- 1.1 No drug or alcohol references through dance or prop.
- 1.2 No sexual references or motions being acted out through dance movement or prop.
- 1.3 No violent references or movement through dance or prop
- 1.4 Movement that depicts bodily harm/abuse is prohibited

#### **Examples of inappropriate choreography are but NOT limited to:**

- Inappropriate use of tongue sticking out
- Front & back pelvic thrusts in a sexual manner
- Grinding of any sort
- Body to body sliding in sexual manner
- Crotch grabbing or buttock grabbing
- Abusive re-enactment of any sort
- Choreography that includes dancers acting like they are smoking or drinking
- Examples include movements that depict: slitting throat, stabbing, shooting, hitting, or bodily harm in any way shape or form

### **Music Rules**

- 2.1 No drug or alcohol references, including well-known slang terms, through music
- 2.2 No sexual references, including well-known slang terms, through music
- 2.3 No violent references through music
- 2.4 No swearing in music lyrics
- 2.5 No inappropriate language or suggestive material that has been bleeped from music but reference is still clear

#### **Examples of inappropriate music selections are but NOT limited to:**

- Music that references alcohol, drugs, or tobacco with the intent of promoting these activities
- Music that references any kind of drug, including slang terms
- Music about addiction to drugs or alcohol
- Music that uses more casual slang for swearing, (ass, bitch, etc.)
- Music that talks about killing or physically hurting someone

## **Costume Rules**

- 3.1 No bare midriffs. This includes nude leotards. If the costume is two-piece (separate top and bottom), a colored leotard must be worn under the costume.
- 3.2 No exposed bare skin on the front and side of the dancer's torso from the crotch to the armpits. No sheer or flesh colored cutouts.
- 3.3 Exposed skin or nude cutouts to middle of back are acceptable as long as done in good taste and age appropriate.
- 3.4 Costumes must be modest. Give consideration to all body types with special attention paid to necklines and bottom lines.
- 3.5 Low-cut tops and high-cut leotards are NOT acceptable. No revealing/obvious cleavage or cheeks of the gluteus maximus should show outside of costume. At least one third of team MUST be in violation for penalty to be assessed.
- 3.6 Performers must wear effective support-undergarments. Costumes must allow for and cover proper foundation garments. Clear or nude bra straps showing are acceptable if age appropriate.

### **Examples of inappropriate costume selections are but NOT limited to:**

- Clothing that references alcohol, drugs, or tobacco with the intent of promoting these activities
- Bra tops or crop tops, or costumes that show midriff
- Pants that show panties/thongs or male support undergarments
- Low cut tops that display cleavage

## **General Rules**

- OSAA 1.1.2: All student participants must meet OSAA eligibility rules. PENALTY: DQ
- OSAA 1.3.1(1): A costume may not be manipulated by the wearer or other participant with the intent to be a backdrop, set or floor (in the Dance/Drill division). PENALTY: 10 pts.
- OSAA 1.3.1(2): Manipulation of costume to change overall appearance of costume must be pre-approved by Technical Review Committee.
- OSAA 1.3.2: Number of performers above or below stated division (State only). PENALTY: DQ
  - 3A/2A1A Dance: minimum: 6, maximum: 34
  - 4A Dance: minimum: 8, maximum: 34
  - 5A Dance: minimum: 10, maximum: 50
  - 6A Dance: minimum: 10, maximum: 50
  - Show: minimum: same as school classification, maximum: 50
- OSAA 2.3: The same routine, music, and costume (including hair) must be used for both rounds, except when change is mandated by OSAA for safety reasons. PENALTY: 10 pts for each change in routine, music or costume.
- OSAA 2.5.5: Live music may be provided by a maximum of 10 musicians who must be outside of performance boundary. They must be used throughout the performance and must meet OSAA student eligibility rules. PENALTY: DQ
- OSAA 2.5.6: A team member may be a dancer or a musician but not perform as both. PENALTY: 10 pts.

- OSAA 2.6: Special Effects must be cleared through the OSAA. No special lighting effects.  
PENALTY: DQ
- DDCA: Number of kicks fall below 50. PENALTY: DQ

## **Technical Penalty Process**

A routine has the possibility of receiving penalties in each of the following areas: Costuming, Choreography, Music, Stunts, Safety, and Timing.

Penalty: Infractions of the Rules and Regulations will cause the deduction of penalty points from the team's average score for that performance.

- Infractions of the Safety Rules and Regulations are one (1) Penalty Point
- Infractions of the Stunting Rules and Regulations are ten (10) Penalty Points
- Timing infractions are three (3) Penalty Points
- Infractions of the Music Rules are five (5) Penalty Points
- Infractions of the Choreography Rules are one (1) Penalty Point
- Infractions of the Costume Rules are one (1) Penalty Point
- Infractions of the Prop Rules are ten (10) Penalty Points

The Technical Judges' Event Report will be filed with the JA Technical Administrator. A team with infractions will receive written notice of the infraction the day of competition. Repeat offenders will be at risk of losing their "good standing" within the DDCA and OSAA.

**Penalty points will be deducted PRIOR to the awards/trophies presentation.**

### **First Violation**

The first violation will result in the coach receiving written notice of the infraction(s) in addition to the penalty point(s) given at the competition.

### **Second Violation of the Same Infraction**

The second violation will result in written notice to the coach, the addition of penalty point(s) at the competition, and the Technical Administrator will also inform that school's Athletic or Activities Director of the infraction. A copy of the notice will be sent to OSAA.

### **Third Violation**

The third violation will have the same course of action as the previous violations. The team will now be in "poor standing" with DDCA and this will be communicated to OSAA.

No matter the number of penalties issued at the same competition for a single team, it still counts as ONE violation.

## **Appeals Process**

Note: The Appeals Process applies to local competitions; appeals are NOT allowed at the OSAA State Dance/Drill Championships.

A coach can only appeal if the rules have been inappropriately applied to their routine/performance. No appeal will be heard on judgment calls made by the Technical Judges. Appeals must be submitted on the Technical Violation Appeal Form ([www.ddca.org](http://www.ddca.org)) along with the questionable material, to the Technical Administrator for review by the Technical Review Committee. The Technical Review Committee will review

the appeal and rule on it. If an appeal is granted the warning/violation will be removed from the Technical violation list but will not change the outcome of the prior competition. If the team would have pre-qualified for State if not for the infraction, the team will be considered pre-qualified once the infraction is overturned.

- 1.) Appeals are the responsibility of the coaching staff.
- 2.) A coach must provide a written statement as to what and why they disagree with ruling.
- 3.) In order for the appeal to be upheld, it must be established that the error made by a Technical Judge was the *determining factor in penalty points being assessed*.