2020-21 Arizona Interscholastic Association Spiritline
TOURNAMENT GUIDE

Spiritline Coordinator
Ashley Gronewold
agronewold@aiaonline.org

Assistant Spiritline Coordinator
Lindsey Larsen
llarsen@aiaonline.org

AIA Assistant Executive Director
Joe Paddock
jpaddock@aiaonline.org

AIA Executive Director
David Hines
dhines@aiaonline.org

Phone: 602-385-3823
Fax: 602-385-3779
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State Qualifiers

Saturday, January 16, 2021
Location TBD
Pom Divisions 1, 2, 3, and 4
Open Jazz
Open Hip Hop

Saturday, January 23, 2021
Location TBD
Show Cheer Divisions 1 and 2
Coed Cheer Division 1/2
All Girl Stunt Divisions 1 and 2
Partner Stunt Division 1/2

Saturday, January 30, 2021
Location TBD
Show Cheer Divisions 3 and 4
Coed Cheer Division 3/4
All Girl Stunt Divisions 3 and 4
Partner Stunt Division 3/4

Entry Fee - $250 per school

REGISTRATION OPENS OCTOBER 22, CLOSES NOVEMBER 12, 2020
Participant and Alternate numbers cannot be changed after this date.

Game Day Championship
Saturday, December 12, 2020
Location TBD

Entry Fee - $100 per school

REGISTRATION OPENS OCTOBER 3, CLOSES OCTOBER 8, 2020
Participant and Alternate numbers cannot be changed after this date.

State Championship
Saturday, March 6, 2021
Location TBD

Entry Fee - $350 per school

Teams that qualify for State must re-register after qualifiers. No category changes can be made.

All entry fees will be invoiced to your school athletics department. Please do not send purchase orders.

NO LATE REGISTRATIONS WILL BE ACCEPTED

All division and category details can be found on the Spiritline page of the AIA website at http://aia365.com/teams/spiritline.
The rules and regulations contained in this tournament guide were established to promote safety, equity, and consistency on a statewide basis. Beginning in August 2020, the AIA distributes two copies of the NFHS Spirit Rules Book to each member school. It is the responsibility of Spiritline coaches to understand and consistently enforce NFHS rules at any Cheerleading, Dance, and/or Spiritline practice, game, performance, or competition during the school year. Each Spiritline, Cheerleading, and/or Dance coach should have a personal copy of the rules book with them at all practices, events, performances, and competitions.

SPIRITLINE COMMITTEE

David Hines, AIA Executive Director, and Joe Paddock, AIA Assistant Executive Director, will serve on the Committee with the following individuals:

Ashley Gronewold  
AIA Spiritline Tournament Coordinator

Lindsey Larsen  
AIA Spiritline Assistant Tournament Coordinator

Dani Behrens  
Emily DesJardins  
Cassie Markham  
Chanelle Mariner  
Annie Valencia

Megan Besch  
Megan Nolen  
Ashley Parcell  
Norma Tiongson  
Kelsey Tomlinson

The responsibility of the Spiritline Committee is to serve as advisors related to this tournament and to provide expertise to the Tournament Director. This involves planning, preparation, implementation, and/or follow-up procedures for the tournament. The Spiritline Committee, upon the request of the Tournament Director, will consider and take appropriate action on any protest of the tournament operation. Decisions of the Tournament Director are final.

Section I
Introduction

- Only those schools whose Spiritline, Cheer, and Dance coaches are in compliance with the AIA Bylaws will be allowed to compete and only those coaches in compliance will be allowed to enter with their team at no charge.
  - Only fully credentialed CHEER coaches will be permitted to receive a cheer coach wristband and go through warm ups with their cheer team.
  - Only fully credentialed DANCE coaches will be permitted to receive a dance coach wristband and go through warm ups with their dance team.
- Categories will be split into small and large as long as there is a minimum of 8 teams in each category after the split.
- The top 40%, but no more than 10 teams, per category in all divisions will qualify to compete at the AIA State Spiritline Championship.

ELIGIBILITY

- Participation in this event is open to all eligible AIA member high schools.
- The AIA Spiritline State Qualifiers, State Championship, and Game Day Championship are limited to Varsity teams only.
- An Entry Fee is assessed to eligible AIA member high schools.
  - State Qualifiers - $250
  - State Championship - $350
  - Game Day Tournament - $100
- All student participants, including alternates, must satisfy all AIA and local campus eligibility requirements.
• Members of a Varsity team must be enrolled in grades nine through twelve at the same high school. (Please refer to AIA Bylaws related to home-schooled students.)
• Any school for which an ineligible participant performs will be disqualified from consideration for qualifying, placing, and/or awards.

ALTERNATES
Each squad may bring alternates to the tournament. Alternate numbers are limited to no more than half the number of participants (i.e. 12 participants, max of 6 alternates). Only those alternates listed on the original roster are eligible to substitute. Only alternates in full uniform are permitted in the warm-up area. Alternates must satisfy the same eligibility requirements as other participants.

CATEGORY DESCRIPTIONS
• **Show Cheer** – Combines all the elements of cheerleading in a 2 minutes and 30 second routine, broken up into two elements – 1 minute of a crowd leading cheer, 1 minute and 30 seconds of music (also can be broken up into two sections). Teams should showcase stunts, tumbling, jumps, and a dance during music section(s). Crowd leading props such as signs, poms, megaphones, and flags are encouraged to be used during the cheer section.
• **Coed Cheer** – Combines all the elements of cheerleading in a 2 minutes and 30 second routine, broken up into two elements – 1 minute of a crowd leading cheer, 1 minute and 30 seconds of music (also can be broken up into two sections). Teams should perform stunts, tumbling, jumps, and a dance during music section(s) but also focus on showcasing their male athletes with a variety of coed skills, including coed partner stunting. Crowd leading props such as signs, poms, megaphones, and flags are encouraged to be used during the cheer section.
• **All Girl Stunt** – A 1 minute routine set to music that utilizes 4-5 female athletes and gives programs an opportunity to showcase their best stunt skills. Groups will display a variety of stunt with little transition time and a strong execution. A focus on stunt technique, creativity, and difficulty is encouraged.
• **Partner Stunt** – A 1 minute routine set to music that utilizes 1 male and 1 female athlete (+ 1 additional spotter, male or female) and gives programs an opportunity to showcase their best coed stunt skills. Partners will display a variety of coed stunts with little transition time and strong execution. A focus on stunt technique, creativity, and difficulty is encouraged.
• **Game Day** - Inspired by what teams do at their home football games and is a limited tumbling and building routine. Teams will perform 3 separate routines in the Qualifying Round – Band Chant, Crowd Leading, and Fight Song – each with a 1 minute time limit. For the Championship Round, teams will put those three elements together, plus a situational sideline that will be given during the performance, to execute a 3 minute routine.
• **Pom** - A pom routine incorporates dance based skills such as turns, leaps, and jumps but remains focused on strong and precise motions, team synchronization and visual effects. It may also include pom specific skills such as pom passes and kick lines. Poms must be used for a minimum of 80% of the 2 minute and 30 second (maximum) routine, however male dancers are not required to utilize poms.
• **Jazz** - A jazz routine is a 2 minute and 30 second (maximum) performance that encompasses a traditional, contemporary or lyrical style routine and can incorporate the following approaches to movement: organic, pedestrian, traditional modern, and/or traditional ballet. Movements should complement the lyric and/or rhythmic value of the music. Emphasis should be placed on expressive movement, control, contraction and release, use of breath, body placement, and uniformity. Skills should be technical, hard hitting, with a crisp and/or aggressive approach to movement, but can include moments of softness while complementing musicality. Execution should focus on body alignment, extension, control, uniformity and technique.
• **Hip Hop** - A hip hop routine is a 2 minute and 30 second (maximum) performance that incorporates street style movement and/or funk choreography. There is an emphasis within choreography on style, creativity, footwork, level changes, strong movements, clear isolations, and formation changes. Execution should focus on control, rhythm, uniformity, musicality, entertainment and technique.
Section II
Tournament Preparation

ROUTINE MATERIAL/CHOREOGRAPHY
Penalties will be given for vulgar or suggestive movements (i.e., hip thrusting, inappropriate touching, slapping, gesturing, inappropriate positioning towards one another, etc.). Routines must utilize age-appropriate movements and music must be appropriate for a family environment.

Please see category descriptions in Section I.

MUSIC GUIDELINES
Competition music must be properly licensed and a team will be required to provide proof of licensing at any event where the music is used. Detailed music guidelines can be found at https://www.varsity.com/music-guidelines/. Please take time to familiarize yourself with these prior to attending any competition. Failure to comply may lead to disqualification and forfeiture of all fees (registration, admission, or otherwise) associated with a team’s performance.

- Teams must perform to recorded music only. No live music will be allowed during the entrance, routine, or exit.
- Lyrics must be appropriate for a public high school performance.
- Coaches must be able to provide proof of licensing during registration at the event they are attending. This may include:
  - Proof of purchase from a preferred provider
  - If using a single song, receipt from purchase of single song.
  - If using an editor, the editor does not have to be a preferred provider; however, they must be able to provide you with proof of purchase from a preferred provider and proof of licensing for all sound effects and voices overs included in the mix.
  - If using a non-commercial music provider, documentation that assigns all applicable rights to the team. (Contact info@usacheer.org or dancemusic@varsity.com to request appropriate documentation.)
- Schools must use recorded marching band music for the Game Day Category.
  - If a high school marching band records their school’s original fight song, they will need to get the school’s permission to use the song and recording
  - If a team legally acquires a recording of a band playing a popular recording from an authorized provider (i.e. iTunes, Amazon, etc.), the song can be used as long as no edits are made to the music (other than for timing purposes).
  - A team cannot use a recording of their band playing a popular song (cover) or other music without the proper permissions or the band becoming a preferred provider.
- If a team cannot provide required paperwork, they will be given the option to count the routine verbally.
- If a team cannot provide required paperwork and chooses not to count the routine verbally, the team will be disqualified from the competition and not be allowed to perform.
- Music checks on the main sound system are not permitted.
- Speed control is not available. Music must be recorded and loaded onto a device at the correct tempo.
- A smartphone or smart device is required for playing music.
- If a smartphone is used for music, it must be in airplane mode and on full volume.
- If using an iPhone that doesn’t have an AUX port, you must provide the iPhone dongle. It is not guaranteed that one will not be provided.
- It is recommended that the smartphone or smart device playing music does not have a case on it so that a jack may be easily inserted into the device.
- A coach from the performing school must sit with the technician during their school’s performance and retrieve their music at the end of the performance.
- The coach playing the music is responsible for pressing play/pause and cueing the music.
- There will be no disputes allowed regarding any playing errors due to music cueing, music playing/pausing, or the device.
Section III- Day of the Competition

ARRIVAL AT THE EVENT
- Doors will not be unlocked for athletes and coaches until the designated time listed on the final timeline in order to ensure that all staff is placed and ready.
- Teams should plan to arrive at the State Qualifier sites and State Championship site in sufficient time to permit compliance with the timeline (including warm-up/practice times), as adjustments will only be considered for emergent situations.
- Teams should arrive together, in uniform, and only enter the site at the designated door for participants.
- Upon arrival at the site, coaches must check in at the Registration Table (located just inside the participant entrance) in order for their teams to be eligible to compete. Participants must remain together and may not enter until their coaches have completed registration.
- Only compliant coaches will receive wristbands that must be worn throughout the entire competition.
- Registered participants will receive a stamp that must be shown to enter warm-ups throughout the day.
- At sign-in, coaches will be provided with all necessary materials, including an up-to-date timeline, warm up information, and venue reminders.

WITHDRAWAL & CANCELLATION PROCEDURE
We implement Article 11.2.9 of the AIA Bylaws for withdrawals.

If the AIA office receives a registration for the Spiritline State Qualifier from a school and that school chooses to officially withdrawal their participation, they must do so prior to 2 weeks before the event. Any school that chooses to withdrawal within 2 weeks of the event will be in violation of Article 11.2.9 of the AIA Bylaws and the school's Athletic Director will need to submit a Violation Form to the AIA office. No refunds will be given.

If the AIA office receives a registration for the Game Day Championship from a school and that school chooses to officially withdrawal their participation at any time, they will be in violation of Article 11.2.9 of the AIA Bylaws and the school's Athletic Director will need to submit a Violation Form to the AIA office. No refunds will be given.

If a school qualifies for the Spiritline State Championship and that school chooses to officially withdrawal at any time after qualifying, they will be in violation of Article 11.2.9 of the AIA Bylaws and the school's Athletic Director will need to submit a Violation Form to the AIA office. No refunds will be given.

DRESSING FACILITIES & RESTROOMS
- The AIA, State Qualifier sites, Game Day and State Championship sites cannot be responsible for lost or stolen items. To keep lost items to a minimum, participants and coaches should limit the number of non-essential items they bring with them.
- It is recommended that participants dress in their uniforms, hair is done, and makeup applied prior to arriving in order to keep bathrooms free and holding area clean.
- In the interest of safety, warm-up times are not to be used for dressing.
- Participants are not permitted to change clothes in any area other than the designated restrooms and/or locker rooms.
- Participants are expected to dress appropriately, with appropriate footwear, at all times (i.e., no pajamas, sports bras, bare midriffs, etc.).

FOOD AND BEVERAGE FOR PARTICIPANTS & COACHES
With the exception of water in sealed containers (and/or medically-required glucose or juice drinks), food and beverages may not be brought into the competition sites by coaches or participants. Concession stands will be open throughout the events and all food should be consumed in the designated area(s) per site.
AIA SPOTTERS
The AIA will provide additional spotters for all cheer and stunt divisions.

DEFINITION OF ADDITIONAL SPOTTER: Individuals on the floor provided as a safety precaution to spot specific elements of a routine. To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

- Guidelines for Additional Spotters
  - Will be used during the stunt and/or pyramid sections only.
    - Will stand at the back of the floor when not spotting those sections.
  - Will not touch, assist, or save skills being performed.
    - Will only be used to prevent a fall to the floor.
  - Will be dressed so that they are presentable, professional, and distinguishable from the performing athletes.
  - Will be identified by experience and be familiar with spotting cheerleading skills.

PERFORMANCE AREA, SURFACE, ETC.
- Cheer, Stunt and Game Day performances will take place on 54’ x 42’ floor made up of nine cheer mats. Appropriate sized matting will also be provided in the warm-up area.
- Dance performances will take place on a wooden performing floor such as a basketball court or strips of marley flooring. Appropriate sized space, on a similar floor, will also be provided in the warm-up area.

PERFORMANCE SCHEDULE & TIMELINES
- The order of performance will be first determined by date of registration (first to register, last to perform), then by any conflicting performances (i.e. cheer and stunt, pom and hip-hop, etc.).
- Due to the nature of the schedule, and to keep the event moving in a timely manner, teams will only be guaranteed a 10 minute break between finishing a routine and reporting to warm-ups if they are in more than one category.
- Starting time for the events will not be determined until registration has closed. Timelines will be posted on the Spiritline page of the AIA website within the following timeframes:
  - Block Format will be out 4 weeks before the competition
  - Performance Timeline will be out 2 weeks before the competition
  - Final Timeline will be out 1 week before the competition

An up-to-date timeline will be provided to the coaches at registration on the day of the event.

CHANGES ON DAY OF TOURNAMENT
- Category changes on the day of the tournament will not be permitted.
- Requests to change performance times, for any reason, will only be considered and approved by the Tournament Director(s).
- In case of illness or injury on the day of competition, a coach may choose to enter an alternate athlete from the roster or may compete with less than the number of participants declared on the team’s registration form.
- Should an alternate be used, the ill or injured competitor may not return for any subsequent performance during the tournament that day.
TIMING REGULATIONS

- Any team in violation of the following may receive a “sportsmanship” timing penalty of 1 point:
  - All team breaks, rituals, and traditions need to take place prior to the team being called to the performance floor.
  - Teams should take the floor immediately with spirit and enthusiasm, but without excessive gestures. Example: chest bumps, hugs, hand-shakes, etc.
  - All teams should refrain from any type of excessive celebration following the team’s performance.
- The official timing of the routine will begin with the first note of the music or voice command by a team. Timing will end with the last beat of the music, or when the final position is hit if music has already stopped.
- A crowd-leading chant initiated and/or carried out by the team, prior to the music starting, will be considered the start of the routine.
- There should not be any organized exits or other activities after the official ending of the routine.
- Timing penalties will not be assessed if teams are in violation due to circumstances beyond their control (exception: variations in speed of music systems).

TIME-OUTS AND PERFORMANCE INTERRUPTIONS

- A coach, a Tech Judge, or the Tournament Coordinator(s) may call a time-out by walking onto the performance floor or stopping the music for any of the following reasons:
  - An unsafe situation detected by the coach or team member(s)
  - An injured athlete
- Procedures followed when dealing with a time-out will be determined by the situation at hand.
- Time-Out Due to Injury
  - Non-Blood Related: In the event a team’s routine is interrupted by a non-blood related injury, the team will be given the option of continuing or stopping the routine. Depending on the severity of the injury, the coach may remove the team from the performance area so the next team can begin their performance. The Certified Athletic Trainer and coach will determine if the injured member can perform at a later time. Should the routine be stopped, the team will be given the option of performing their routine at a later time. If a team chooses to perform their routine at a later time, the Tournament Coordinator(s) will determine the new performance time and judging will resume at the time of injury in routine.
  - Blood Related: Should an injury involving blood occur during the performance, the performance must stop immediately. NFHS procedures pertaining to blood related clean-up will be followed. The team will be given the option of performing their routine at a later time. If a team chooses to perform their routine at a later time, the Tournament Coordinator(s) will determine the new performance time and judging will resume at the time of injury in routine.
- If, in the opinion of the Tournament Coordinator, a team’s routine is interrupted because of failure of the tournament equipment, facilities, or other factors attributable to the tournament rather than the team, the affected team will be instructed to stop their routine. The team will have an opportunity to perform their routine, from the affected point, at a time determined by the Tournament Coordinator.
- Should a situation occur which requires interruption of a performance (for example, a ball is thrown onto the performing floor), or a decision involving any aspect of the competition not clearly specified in these rules and regulations must be made, the Tournament Coordinator will render an appropriate judgment. This judgment will be made in an effort to ensure that the competition continues in as equitable a manner as possible for all teams and is consistent with the general spirit of the rules and goals of the competition.

*Any and all decisions made by the Tournament Coordinator are final.*
WARM UP PROCEDURE
Teams should plan to arrive at the TEAM CHECK-IN area 10 minutes prior to their scheduled WARM UP CHECK-IN time. (See timeline). This will allow teams to be ready to check-in when called upon.

- Warm up times will not be adjusted should a team arrive late.
- Eating, drinking, chewing gum, applying make-up, spraying hair products or perfume, etc. are not permitted in the warm-up area.
- Appropriate matting will be provided in the practice area for all cheer and stunt teams.
- Teams will stretch on their own, prior to checking in for warm up, and not during their warm up time.
- Each team should plan to utilize their entire allocated time. Coaches whose teams do not adequately warm up assume all responsibility for any injuries occurring to athletes due to inadequate warm up.
- No stunting, tumbling, or skill work will be permitted outside of the warm up room.
- After checking in with the staff member, teams will go through the following process:
  - Athletes will be checked for nails, jewelry, and other safety aspects.
  - Teams will then proceed to the designated warm up station and check in with staff prior to taking any cheer mat or dance floor.
    - CHEER will be given 15 minutes on a set of mats to warm up any and all necessary elements of the routine.
    - STUNT (both All Girl and Partner) will be given 10 minutes on a set of mats to warm up any and all necessary elements of the routine.
    - DANCE will be given 15 minutes on a non-matted surface to warm up any and all necessary elements of the routine.
    - GAME DAY will be given between 4 and 10 minutes for Qualifying and Championship Rounds on a set of mats to warm up any and all necessary elements of the routine.
  - Teams will then proceed to the on deck area before taking the competition floor.

Section IV - Safety

NATIONAL FEDERATION RULES
Official rules followed at the State Qualifiers and the State Championships will be those delineated in the current National Federation Spirit Rules Book, the AIA Constitution and Bylaws, and tournament instructions specified in this tournament guide.

- The National Federation Spirit Rules Book regulates Cheer and Dance activities. All routines must be planned in accordance with NFHS safety rules.
- ALL NFHS rules, including those related to jewelry, nails, hair, glitter, etc., will be enforced. An AIA staff member will check every athlete of each team related to these rules before entering warm ups and again before performing. A penalty will be assessed to teams for each violation of these rules. There will be no exceptions. Both coaches and athletes are responsible for ensuring that these avoidable penalties are not incurred.
- Coaches are responsible for reviewing and enforcing all National Federation safety rules at all times and should pay particular attention to new or revised rules.

ADDITIONAL TOURNAMENT SAFETY RULES
- Should a coach or participant have a medical condition that could result in the need for glucose drinks, juice, candy, etc., coaches must make certain that these items are brought to the tournament and kept close at hand; however, NFHS rules prohibit eating candy or chewing gum during practices or performances.
- Inappropriate Substance Use: Any coach or competitor using tobacco, alcoholic beverages, or illegal drugs while participating in AIA Spiritline State Qualifiers or the State Championships will be disqualified from the competition.
- Possible security checks of personal belongings upon entering the sites: expect that camera cases, large purses, etc., may be opened and inspected prior to entering the building.
Section V- Coaches

SEATING FOR PARTICIPANTS & COACHES
- Teams will be permitted to sit in the performance gym/arena as long as space is available. If space is needed for spectators, participants will be asked to return to the holding area. Teams will still be permitted to watch their team perform in another category.
- During a school's performance, only that school's Spiritline members will be allowed at the front of the floor. Only coaches that are in compliance and wearing a wristband will be allowed in the designated coaches' area at the music table.
- At the conclusion of the performance, coaches may enter the performance floor to assist in picking up any props or debris (such as pom pieces) that may have fallen to the floor. This should be done as quickly as possible so as not to delay the next performance.
- At the conclusion of each team’s performance, the coach(es) are to exit the performance floor with their team as quickly as possible.

COACHES RESPONSIBILITIES
- For safety reasons and to ensure adequate supervision, a team’s coach (that is in compliance) or a member of the school administration willing to assume responsibility for the team must arrive at the sites with the team. The coach and/or administrator must accompany participants through the warm up process and to the performing floor. It is recommended that a coach and/or administrator be with and supervise participants throughout the day as well.
- No one other than the school coach(es) or school administrator (i.e., a friend, a parent, a team member, a teacher, etc.) may be put in charge of members of the team, as these individuals may not be designated as legally responsible for the safety of students and would not be in compliance of the AIA Bylaw 39.10.5 and 39.10.6.
- A team will not be permitted to warm up or perform unless a compliant coach is present.
- For safety reasons and in accordance with National Federation rules, no individual that is not in compliance or AIA staff are permitted in the designated participant areas or on the performing floor. This includes children who are accompanying coaches or teams.
- Coaches MAY NOT approach any judges at any time before, during, or after the competition. If you have an emergent question, please ask a staff member to locate the Tournament Director. If your question is not emergent, please email the Tournament Director.
- Should a safety-related technical violation be missed prior to the performance (i.e., jewelry, nails, etc.) and discovered during the performance, penalties will be assessed.
- The coach is responsible to ensure that all rules and regulations contained in this tournament guide are followed at all times.

COACHES WRISTBANDS
Coaches who are in compliance of the AIA Bylaws, a school Certified Athletic Trainer, and one bus driver (paid or unpaid) who have been formally approved by the school principal and/or governing board (i.e., have been issued a stipend or zero contract, or other written documentation) will be admitted free of charge to the event. Bus drivers must show school or district ID and will then receive a spectator stamp at the Participant Entrance.

All wristbands are NOT TRANSFERABLE to another individual.
Section VI - Judges and Scoring

JUDGE SELECTION & QUALIFICATIONS
- Judges for this event will be appointed at the sole discretion of the AIA. They will be qualified, experienced individuals with a thorough knowledge and background in cheer, dance, and/or National Federation rules/regulations.
- Judges must be at least 21 years of age and must be unaffiliated with any team participating in the category they are judging.
- Qualified judges from both in-state and out-of-state will be used for all competitions.

JUDGES’ SEATING AREA
To ensure that the concentration of judges is not interrupted during performances, the seating area directly behind and/or in front of the judges’ table will be cordoned off. Seating in this area will not be permitted.

PENALTIES
- Any penalties issued are final; decisions will not be reversed.
- It is suggested that you bring your copy of the NFHS Spirit Rules Book with you to the competition for reference as necessary.
- Any violation of a National Federation rule occurring during the performance will result in a penalty.
- Timers will maintain records related to timing of routines and music and penalties will be given for routines that go 2 or more seconds over the allotted time.
  - If a routine is timed as being 11 or more seconds over the allotted time, the Tournament Director will review before the penalty is given.

DEDUCTIONS
- Deductions will be given for each occurrence in the routine.
- Any deductions issued are final; decisions will not be reversed.
- **Cheer/Stunt Deductions:**
  - Minor Athlete Fall (0.5) – Hands/Knees down during tumbling or transition.
  - Major Athlete Fall (1.0) – Landing on head/shoulders/back/backside during tumbling or transition.
  - Building Bobble (0.5) – Include but not limited to stunts, tosses, and pyramids that almost drop but are saved, an excessive movement of bases to save a stunt, dropping from extended to prep level, dropping a body position, and/or a small balance check.
  - Minor Stunt Fall (1.0) – Include but not limited to a drop from individual stunt to load in, cradle, prone, flat back, or one member of the group landing on the ground.
  - Major Stunt Fall (2.0) – Include but not limited to a drop from an individual stunt to a compromising position (not mentioned in minor fall) or more than one member of the group landing on the ground.
  - Pyramid Fall (3.0) – Two or more connected stunts falling. If multiple pyramids are built at the same time, each pyramid will be treated separately. If multiple tops fall in the same pyramid but not in direct connection, this deduction still applies.
- **Pom Deductions:**
  - Minor Athlete Fall (1.0) – Hands/Knees down during a transition or skill*.
  - Major Athlete Fall (2.0) – Landing on head/shoulders/back during a transition or skill*.
*Skills include but are not limited to jumps, leaps, turns, tumbling and tricks.
DISQUALIFICATION
It is understood that any team that does not adhere to the AIA Spiritline State Qualifiers and State Championship rules and regulations will be disqualified from the competition. This includes, but is not limited to any skill work (i.e. stunting, tumbling, turns, leaps, etc.) being done outside of the warm-up area, inappropriate conduct towards event staff by any participant and/or coach, a non-compliant person going into the warm-up areas, or lack of proof of music licensing.

FINALITY OF TOURNAMENT DECISIONS
By participating in this tournament, each coach and participant agrees that decisions by the judges will be final and will not be subject for review. Each coach and participant acknowledges the necessity for the judges to make prompt and fair decisions in this competition to the best of their abilities. Each coach and participant, therefore, waives any legal, equitable, administrative, or procedural review of judges’ decisions.

SCORES AND OVERALL RESULTS
All scores will be computer-tabulated. Overall standings will be posted within 7 days of the competition. Copies of individual team score sheets from each judge will be available at the conclusion of the competition.

Section VII- Qualifying for the State Championships
The criteria for an AIA member school to qualify for the Cheer & Dance State Championship is:
- Teams will qualify BEFORE penalties (but after deductions) are assessed.
- The top 40% of teams per category will qualify.
- No more than 10 teams per category will qualify.
- A team may compete only in the categories they qualified for at the State Qualifier.
- Teams will be expected to re-register for State Championship after qualifying.
- All teams who qualify at the State Qualifying level are expected to compete at the AIA State Championship. (Withdrawal Violation will be in effect with no refunds given.)

The criteria for an AIA member school to qualify for the Game Day Championship is:
- The number of teams competing in the Qualifying Rounds will be capped as follows:
  - Division 1 – 28 teams
  - Division 2 – 24 teams
  - Division 3 – 22 teams
  - Division 4 – 22 teams
- If a division does not reach its cap, those available spots will be utilized for other divisions if needed.
- Teams will qualify AFTER penalties are assessed.
- The number of teams competing in the Championship Round will be as follows:
  - Division 1 – 7 teams
  - Division 2 – 6 teams
  - Division 3 – 5 teams
  - Division 4 – 5 teams

Section VIII - Awards

AWARD STRUCTURE
The AIA Spiritline State Qualifiers, State Championship and Game Day Championship award structure has been designed to encourage maximum participation in as many events as possible. As is true in other AIA events, such as swimming, track, etc., the AIA Spiritline State Qualifiers and the AIA Spiritline State Championship will name individual event winners and runners-up.
SCORING

Final scores and qualifying will be determined for each category as follows:

- **Show Cheer** – Scores from the MUSIC judges will be averaged. Scores from the CHEER judges will be averaged. Those two averages will be added together for a score out of **100**. From that average, deductions will be taken to determine qualifying, then penalties to determine placing.
- **Coed Cheer** – Scores from the MUSIC judges will be averaged. Scores from the CHEER judges will be averaged. Those two averages will be added together for a score out of **110**. From that average, deductions will be taken to determine qualifying, then penalties to determine placing.
- **Dance** – Scores from the CHOREOGRAPHY judges will be averaged. Scores from the EXECUTION judges will be averaged. Those two averages will be added together for a score out of **100**. From that average, deductions will be taken to determine qualifying, then penalties to determine placing.
- **Stunt** – Scores from the two BASE judges will be averaged. Scores from the two TOP judges will be averaged. Those two averages will be added together for a score out of **145**. From that average, deductions will be taken to determine qualifying, then penalties to determine placing.
- **Game Day Qualifying** – Scores from category judges will be averaged to name a champion within each category (Band Chant, Crowd Leading, Fight Song). To determine who moves onto the Championship round, the average from each category will be added together for a score out of **230**. From that average, penalties will be taken to determine qualifying.
- **Game Day Championship** – Scores from the CROWDLEADING judges will be averaged. Scores from the FIGHT SONG & BAND CHANT judges will be averaged. Those two averages will be added together for a score out of **100**. From that average, penalties will be taken to determine placing.

- In the event of a tie, judges’ scores in the primary sections of the score sheets listed below will be used to determine placing. In the event that a tie still exists, judges’ scores in the secondary sections of the score sheets listed below will be used to determine placing. Finally, if there is still a tie, judges’ scores in the tertiary sections of the score sheets listed below will be used to determine placing.

TIE BREAKING PROCEDURES

- **CHEER**
  - Primary Section= Music Scoresheet (55/65 points)
  - Secondary Section= Cheer Scoresheet (45 points)
  - Tertiary Section= Total Difficulty (15 points)

- **DANCE**
  - Primary Section= Execution Scoresheet (55 points)
  - Secondary Section= Choreography Scoresheet (45 points)
  - Tertiary Section= Total Difficulty (15 points)

- **STUNT**
  - Primary Section= Difficulty (45 points)
  - Secondary Section= Execution (50 points)
  - Tertiary Section= Routine Effect (50 points)

- **GAME DAY**
  - (Qualifying) Primary Section= Crowd Leading (90 points)
  - Secondary Section= Fight Song (80 points)
  - Tertiary Section= Band Chant (60 points)

- **GAME DAY**
  - (Championship) Primary Section= Crowd Leading Scoresheet (50 points)
  - Secondary Section= Fight Song & Band Chant Scoresheet (50 points)
  - Tertiary Section= Overall Impression (15 points)
Section IX-Sportsmanship

Please be assured that the AIA will take all reasonable action to promote the safety and well-being of participants, coaches, spectators and staff. Law enforcement officers, in addition to security guards, will be on site during the entire competition.

All participants are expected to conduct themselves in a manner displaying good sportsmanship throughout the tournament. The coaches of each team are responsible for seeing that athletes, coaches, parents, and any other persons affiliated with the team conduct themselves accordingly.

CODE OF CONDUCT

- The AIA expects that all teams, coaches, and spectators will represent themselves, their schools, and their communities in a positive way.
- Unsportsmanlike behavior by coaches, participants, or spectators may result in removal from the event. Severe demonstrations of unsportsmanlike conduct on the part of a participating team will result in the team’s disqualification.
- Appropriate attire is expected by coaches, participants, and spectators who attend the State Qualifiers and the State Championship (for example: school shirts, business casual attire, no vulgar shirts, etc.). Coaches, participants, or spectators who are found wearing inappropriate attire may be removed from the event.

TAUNTING

- Taunting will not be tolerated and includes any actions or comments by coaches, participants, or spectators which are intended to bait, anger, embarrass, ridicule, or demean others, whether or not the deeds or words are vulgar, sexist, or racist.
- Included is conduct that berates, needles, intimidates or threatens based on race, gender, ethnic origin or background, and conduct that attacks religious beliefs, size, economic status, speech, family, special needs, or personal matters.
- Examples of taunting that could lead to disqualification include but are not limited to “trash talk,” physical intimidation outside the spirit of the game, reference to sexual orientation, and/or “in-the-face” confrontation by a participant.
- Security staff may eject spectators who taunt others.

Section X - Medical

CERTIFIED ATHLETIC TRAINERS & MEDICAL CARE

The AIA will provide a Certified Athletic Trainer throughout the competition to respond in case of injuries or emergencies. At registration, coaches will be told where the official Certified Athletic Trainer is located. Please keep in mind that while the Certified Athletic Trainer is available to respond to emergencies, teams should provide their own Certified Athletic Trainers if they anticipate the need for precautionary taping, wrapping, etc.

MEDICAL RECORDS

The AIA recommends that each school have in their possession their team’s medical emergency plan, physical and other medical-related information specific to each athlete, names and telephone numbers of parents, doctors, etc.
Section XI- Admission Information

2020-2021 ADMISSION PRICES

State Qualifiers and State Championships:
http://www.azpreps365.com/championships/spiritline

NON-COMPETING GROUPS
All non-competing groups will be charged admission as spectators.

SPECTATOR ENTRANCES
Spectators may enter at the designated entrance at the competition sites. Hand stamps will be given upon admission and will be required to re-entry (if venue permits re-entry).

SPECTATOR BEHAVIOR
The National Federation of High School Associations disapproves of any form of taunting which is intended to embarrass, ridicule or demean others under any circumstances. AIA Bylaw; Article 16.3.4 stipulates that student spectators, parents, or other non-school personnel that initiate or use profanity in cheers or cheers having the intent of sounding profane, single out opposing players personally and/or heckle them by directing derogatory or profane statements or chants at them, use racist remarks or direct offensive cheers /chants at opposing individuals, teams or fans are in violation of the AIA sportsmanship rules. At all contests, including region and state tournament contests, participating school’s administrators have the responsibility to control their fan behaviors, either student or adult. Any spectator conduct that becomes unruly or interferes with the orderly progress of the tournament will result in the suspension of the tournament until offending spectator(s) are removed from the game site.

PASS GATE
Individuals to whom AIA passes have been issued and VIP’s must enter through this gate; otherwise, a ticket must be purchased. Please be prepared to show a picture I.D. in addition to your AIA pass.

SEATING (NON-TEAM)
Certified Athletic Trainers may sit in the spectator seating or with their schools in the team holding area. Bus Drivers may sit in the spectator seating only. All other spectators including students, parents, family and friends may sit in any section that is not closed or designated for another group. Students, parents, family and friends may not sit in the team holding area with participating members. However, participating members may sit in the spectator seating areas so long as there is room and the athlete’s coach has given approval.
Section XII- Media/Programs/Misc.

MEDIA CREDENTIAL POLICY
AIA has a media policy that needs to be followed to protect the proprietary rights of the Association and to protect the student-athletes and coaches at postseason events. The following link (http://aiaonline.org/news/press-center) is to the AIA Media Center which houses the AIA online media credential form and the AIA approved “Press Master Media List” (those that have requested and been granted AIA media credentials). The editor/manager of an outlet already granted access to AIA media credentials must go online and order credentials for a member of the media not on the master list. Please note that some members of the media might show up with freelance credentials. These have no headshot pictures on them, but do allow for access to the event per the designated media outlet on the AIA media credential. Additionally, all member schools are allotted a number of school-based credentials. These will allow admittance equal to a media credential.

- For postseason contests and activities (events), the host school/site should cooperate with news media representatives in providing access to a work area following the event to aid in filing reports.
- Schools/host sites are required to allow entry to any properly credentialed media entity for a postseason event.
- It will be the determination of the site director for placement of media individuals at a postseason event, provided media individuals do not interfere with the competition, officiating or the administration of the event.
- The AIA operates under a closed locker room policy at all events. At no time will media representatives be granted this access. Team boxes, team benches, team huddles, dugouts and warmup areas (et al.) are considered extensions of locker/dressing rooms.

VIDEO CAMERAS
**COACHES WILL NOT BE ALLOWED TO VIDEOTAPE IN THE WARM-UP AREA, NO EXCEPTIONS.** Video cameras will be allowed at the competition sites. However, videotaping must be done from the seats. You may not go onto the floor, in the warm-up areas, or stand in areas that will block traffic or obstruct view. Tripods will not be allowed. Electrical outlets will not be available for charging video camera batteries. Therefore, it is important that this be done before arrival to the competition.

ANY VIDEO, PHOTOGRAPHS, OR VISUAL DEPICTION STORED IN ANY FORM, TAKEN DURING THIS EVENT, ARE SUBJECT TO REVIEW AND/OR CONFISCATION BY LAW ENFORCEMENT OFFICIALS WHEN THERE IS REASONABLE SUSPICION THAT THEY MAY CONSTITUTE SEXUAL EXPLOITATION OF A CHILD (ARIZONA REVISED STATUTES §13-3553).

CONCESSIONS
Concession stands will be open during the events. Except for water in sealed, plastic containers and/or medical-related juice, glucose drinks, etc., the sites do not permit teams and/or coaches to bring food or beverages into the building.

SIGNS & BANNERS
Spectator signs and banners are NOT PERMITTED at the State Qualifier and the State Championship per the AIA Bylaws, Article 12.1.4. This includes homemade signs and banners, crowdleading signs and banners, and enlarged pictures.
NOISEMAKERS AND OTHER DEVICES
- Noisemakers, including sirens, horns, bells, buzzers, or any other type of artificial or mechanical noisemakers are not permitted.
- Megaphones are not permitted--this does not apply to megaphones used by a performing team during a performance.
- Balloons and confetti are not permitted.
- Due to the severe safety hazard caused by laser light devices if aimed at an eye, laser light devices are STRICTLY prohibited. Individuals who use one of these devices will be removed from the building and subject to possible prosecution.

LOST AND FOUND
- Neither the AIA, nor the sites, are responsible for lost or stolen articles. Team members and coaches are urged to leave valuables at home and to take special care of their possessions while at the tournaments.
- Should an item be lost, please check at the registration table to see if it has been turned in.

PROGRAMS, T-SHIRTS & SOUVENIRS
- PepWear is the official merchandise partner of the AIA. Sale or distribution of AIA State Tournament merchandise by any individual or company other than PepWear at any AIA State Tournament or Championship event is prohibited.
- Programs can be viewed for free on the AZPreps365 Live Mobile App, available on the Apple App Store and Google Play Store.
- The NFHS Network is the exclusive broadcast partner of the AIA for State Tournament and Championship events. Video recording for live streaming of the event or for purpose of resale by any individual or company other than the NFHS Network is strictly prohibited.
- Flowers purchased outside the venue will not be allowed in.

ADA COMPLIANCE
SECTION 26
ADA COMPLIANCE NOTICE

26.1 ADA NOTICE

It is the policy of the Arizona Interscholastic Association not to discriminate on the basis of disability in admission to, access to, or operation of its programs, services and activities, or in its hiring and employment practices.

Persons with a disability may request a reasonable accommodation, such as sign language interpreter, by making a request to the office staff. Requests should be made as early as possible to allow time to arrange the accommodation.

26.2 AIA ADA COMPLIANCE OFFICER

Questions, concerns, complaints, or requests for additional information may be forwarded to the AIA ADA Compliance officer:

David Hines – Executive Director
Arizona Interscholastic Association, Inc.
7007 North 18th Street
Phoenix, Arizona, 85020