

MD1 DRILL RULES 2023

Registration and Paperwork

1. Paperwork – Team/Staff Rosters – Organization and or Coaching Staff are required to add all players all Coaching Staff to the rosters in Sports Thread. (2) printed Drill Team Roster and Staff roster will be submitted to MD1 Executive Board on the designated day for certification. No participant can be added to the roster after it is turned in.
 - a. Itemized statements must include the following:
 - i. Total cost of props,
 - ii. Uniforms, material, trim, etc. of a single girl. (Do not include shipping & handling)
 - b. Rainy day and cheer uniform will not be included on the itemized statement. This is a separate uniform.
 - c. Receipts must have original date and date must be prior to the original deadline or they will not be accepted. This applies to ALL receipts. The last date to order/purchases items without penalty if they are not received in time for uniform/prop check is August 12th.
2. Itemized statement forms will be provided to each drill Director for the use in submitting costs. The form will be loaded on the website.
3. All items whether made or purchased from an individual must have a receipt and be itemized in the \$90 cost for each girl. Items purchased from an individual (max 4 handwritten receipts & **1 item per receipt**) must be purchased at a fair price.
 - a. Fair price for 12x12 box \$5, basic wood community props \$25.
 - b. Each Director must have their own receipts.
 - c. No organization group receipts will be allowed.
 - d. All Store and individual receipts must be submitted when itemized statements are due or the items will not be allowed.
 - e. All community props are divided by the number of girls on the team.
4. Seamstress receipt must be signed by the seamstress.
 - a. Seamstress fee will be a \$60 maximum per person for drill uniforms. This amount will be shown with receipts attached to the itemized statements.
 - b. If the uniform is purchased or pre – made you will have an additional \$60 for uniform and props per girl.
5. Itemized Statements with the original receipts attached, **plus 1 hard copy must be TYPED**, will be turned in at time designated by the League, in a sealed envelope, labeled with Director's name, team name and cell phone number.
6. A picture of the team uniform (front and back) with prop(s) (if used) will be taken at uniform inspection by the Executive Board.

Coaching Staff, Background check and Badge Polices and Procedures

All volunteers who have interactions with the children associated with MD1 Football and Drill are required to submit and pass a criminal background check to MD1. MD1 Football and Drill Team reserves the right to prohibit a volunteer from participating in MD1 League activities based off criminal background information. MD1 Football and Drill Team also reserves the right to remove Volunteers who engage in conduct considered to be detrimental to the League.

- Background check policies and procedures
 - Volunteers must submit a background check through Protect Youth Sports. A link can be found on the MD1 Website.
 - Cost is \$13 and is the responsibility of the volunteer to pay and \$7 for the badge.

- Volunteers under the age of 18 are not required to complete a background check.
- If an individual does not pass the background check, they are permitted to get a league badge, be on a Staff Roster or on the sidelines.
- If an individual does not submit a background check, they will not be able to get a badge, be on a Staff Roster or be on the sidelines.
- Badge policies and procedures
 - MD1 will set up dates for volunteers to get their badge.
 - All volunteers must have a MD1 badge to be on the sideline at the games.
 - Badges must be visible while on the field or sidelines.
 - The cost is \$7 for a badge. This will be the responsibility of the volunteer to pay.
 - All volunteers under the age of 18 are required to have a badge.
 - xAll Staff under the age of 18 are required to be on the Staff Roster
 - If someone is on the sidelines without having a MD1 badge, they will be removed.
 - If the badge is lost the volunteer must contact the MD1 Board to get a replacement. Cost is \$10
- Failure to comply with the policies and procedures.
 - Can result in but are not limited to; game penalties, team penalties, Organization penalties, Team, or Organization suspensions/fines. Should the need arise for any of these courses of action, it will be reviewed and resolved by the MD1 Member/Executive Board

Drill Rules

1. Drill Meetings – only Head Directors or their designee are allowed in full body Drill Meetings
2. Rules will remain in effect until new rules are given final approval.
3. Final Rule changes must be submitted to the Drill Executive Board on or before **April 15th**
4. Routines taught to Directors or staff members before July 1st at a private for professional dance school, drill camp or seminar cannot be used as part of the competition performance.
 - a. Violation of the rule will result in punishment set by the Executive Board by fine or point deduction.
5. Stretch Clinic (Split/High Kick Clinic) - ALL Directors will be required to attend one class teaching the proper exercises and stretches prior to the first game of the season. Failure to attend said team will not be permitted to have the splits or high kicks in the drill routines or cheerleading for the current season.
6. Drill Exceptions will only apply to drill participants only. Exceptions will cover the “Pull-Up” for the age and grade rule. Any request for a drill exception must be noted on the Drill Roster for Executive Board approval.
 - a. Example if the child’s birthday is Aug 3, after the cutoff date of July 31st, this child may move up to stay with her peers and classmates.
7. Practice – Drill team will **not teach choreography** prior to July 1st. Drill Directors cannot mandate team members to attend drill team camp, cheerleader camp or any professional or private school.
8. Scheduled field practice will be rotated by all Organizations for a day at a time, except the last 2 weeks before competition and everyone should get a turn at that time. Schedules will be rotated clockwise.
 - a. Example – if your organization had a field on Monday in 2019, you have the field on Tuesday in 2020
 - b. Field replacement is not guaranteed due to weather or any other issue not in our ability to control.
 - c. No drill team will be allowed to practice or perform on a professionally marked football field or parking lot except for days scheduled by the Executive Board.

Uniforms

Colors

1. Any color may be used.
2. Nude colored material cannot be inappropriately worn across the areas of the body such as the buttocks, breast areas etc. Nude colored material can be used in the stomach area, but the material cannot be seen through.
3. Shoes may be ANY color.
4. No backless uniforms permitted. If you cannot turn the back of the uniform around and wear it in the front, then it is backless.
5. Sheer material may be used if a solid material covers the bust, midriff, and buttocks.
6. Suggestive uniforms will not be tolerated.
 - a. White leotards/trunks must be lined
 - b. French cut uniforms (anything similar), leotards or trunks will not be allowed
7. You may take away from your uniform up until Zone Competition with notification of the Executive Board, but you cannot add after you have turned in your itemized statement. Once an item is removed, you may not add it back to your uniform or prop.

COST

1. Costumes prices are as follows: uniform/props/makeup not to exceed \$90 and seamstress fee not to exceed \$60.
2. Costumes and props are not to exceed \$90 for ALL levels of drill
 - a. This includes thread, buttons, elastic, zipper, bias tape, snaps, hooks, and hairpieces/wig
 - b. Hairpiece/wig is strictly worn when they are performing and if more than 25% of the team is wearing them, it must be added to the itemized statement
 - c. Hairpiece/wig can be any color. (prop rule)
 - d. All props used must be included in the \$90 fee
3. Costumes and props not to exceed \$90 for all levels of drill **EXCEPT** if the uniform is purchased from a professional uniform company pre-made. If the uniform is bought and pre-made the \$60 seamstress fee can be added to the uniform fee to make a total itemize amount of \$150 per girl.
4. Feather boas are permissible: however, MISD has the final say on if they will allow boas on a MISD field. (use at your own risk)
5. Exclusions from the cost of uniforms & props are as follows
 - a. Seamstress fee
 - b. Pattern fees
 - c. Shoes up to \$25. Anything over the \$25 cost must be added to the itemized statement
 - i. Example: cost of shoe is \$30; you must add the \$5 dollars to the cost of the uniform on the itemized statement. Receipts must be furnished with the paperwork.
 - d. Makeup...i.e. eye shadow, blush, lipstick, eyeliner (no receipt needed)
 - e. Glue...i.e. hot glue, E6000 or eyelash glue (no receipt needed)
 - f. Rhinestones are permissible, if used on the face (no receipt needed), if used on the uniform must be itemized (receipt required)

Replacements

1. Replacement items must be equal to OR less than the original item. Replacement only applies to the actual damaged article.
2. If the team uniform needs to be repaired before competition, the Director may choose not to have uniforms on the field for the last Zone game. The Executive Board must be notified before game day if your team will not have its uniform that day.

Rainy Day Uniform

1. Rainy day cost will not be included in the \$90 cost of the uniform.
2. Rainy days must be in team colors; however, caricatures, symbols, props, writing can be any color.
3. If the rainy-day uniform is not ready by the first regular season game, the team must wear clothing that is in team colors, or the team cannot perform.
4. Rainy day clothing is subject to the same criteria as the field uniform. No exposure of body parts.

Props

1. Props must be approved at prop inspection at the given designated time and date. Failure to do so will result in not being able to use said props. \$25 fine.
2. No wheels, nails, or hazardous items can be sticking off the prop. If MISD deems the prop unsafe for turf the director will be told that the prop cannot be used.
3. A community prop is defined by two or more girls that use it.
4. Standing area for a community prop is as follows
 - a. Flag – 2 levels or 24” total height
 - b. E, D and C – 3 levels or 28” total height
5. Props cannot be stood on more than the following
 - a. Flag – 2 Levels or 24 inches
 - b. E, D and C – 3 levels or 28 inches
6. The Standing area of an individual box cannot exceed the following
 - a. Flag – 12 inches high
 - b. E, D, and C – 14 inches high
7. Props used can be any color including wristlets
 - a. Prop worn – (1a) cannot be worn for more than 50% of said routine (2a) once prop is taken off cannot be worn again
8. Any prop can be used consecutively with no restrictions.
9. Staff can carry props on the field; however, a member of the drill team must carry props off the field. Props cannot be left on the field. **NO EXCEPTIONS.**
10. Detachable props and hidden props are permissible and can be any color.
11. Hairpiece/wig can be any color
12. Sunglasses including frame can be any color

Penalties/Fines/Protest/Complaints/Disciplinary

1. Itemized statement turned in set date - \$25 fine
2. Itemized statement (24) hours late will be assessed an additional \$25 fine
3. Itemized statements turned in (48) or (72) hours late will be brought up before the Executive board for disciplinary action
4. Complaints against another team’s music must be turned in by the first zone game. Any complaints after the first zone game, the Director will be allowed to keep the same music, unless the music has just been added/used on the field.
5. Directors who fail to comply with music changes about suggestive lyrics or profanity will result in the Director suspension for the following week, games or competition until music is modified to the Executive Board ‘s satisfaction.
6. Any fines assessed must be paid in full prior to the next game or the Director will be suspended until the fine is paid.
7. Any disciplinary action on a Drill Director, Assistant Drill Director, Instructor or participants, will be a decision voted on by the Executive Board.
 - a. The disciplinary process must be addressed when becoming aware of a violation and special meeting(s) with the parties involved may be held.
8. Protest – Competition rules will be the only grounds for protest.
 - a. Protest must be in writing and given to the Executive Board with a \$100 fee WITHIN 24 HOURS OF COMPETITION after the window, no protest will be accepted.
 - b. If a protest is filed with the League, all parties will be notified of procedures. All other rules

suspected of being broken will be defined as a complaint and handled by the Executive Board for disciplinary action and fine if necessary.

c. If protest is won \$100 fee will be refunded.

9. Anything not itemized & worn at any games/competition will result in a \$25 fine, one game suspension and or point deduction.
10. All teams must have complete uniform and props on the field by the 2nd week of September and every game thereafter, weather permitting. Failure to have uniforms ready for inspection will result in a \$75 fine and every week after.
11. Director must pay the fine at the time of uniform inspection and every week after for the uniforms not being ready before the team is able to perform.
12. Weekly halftime performances are required by all drill teams unless it is a bye week for the organization. Failure to perform will result in a 1 game suspension, loss of field night, or fine of \$75.
13. If illegal splits are put on the performing field at competition, a 25-point deduction will be imposed on the team.
14. During competition, any LARGE prop left on the field will result in a 25-point deduction.

Performance

1. Uniforms and props must be on the field by the second game weather permitting. Wigs, accessories and makeup are optional during weekly performances.
2. If it is raining or has rained within the past twenty-four (24) hours. Each Drill Director will have the option to wear or not to wear their uniforms and props.
3. Half time performances will consist of drill team performance and introductions.
4. During the regular season games, staff members should be allowed to assist/give directions to the team on the field.
5. Mascots will be allowed to perform during regular season halftime games with a waiver form completed. Performance of mascots will be at the discretion of the Head Drill Director.
6. Mascots and parents will be allowed to perform with the drill team at the Homecoming game only, not to exceed the 10-minute allowance of time.
7. Homecoming ceremonies will be allowed during the allotted time of 10 mins during halftime. This will only be limited to announcing Homecoming King and Queen.
8. All uniforms will be checked on Thursday or Friday during the week of the second game at designated time and location.
 - a. All girls must be present and in full uniform. If not all girls are present, they will be checked at the following game.
 - b. At least one girl must be field ready with hair and makeup applied.
9. A Director or a Assistant must be present with her team for uniform check. The Director of each team not passing inspection will have until the following Saturday to get uniform in compliance.
10. If the reason for not having the uniform ready is that you as the Director did not order early, you will not be approved for waiver of fines. All uniforms, props, material or anything used for your costume must be ordered by August 12th to be considered as ordering on time.
11. Girls that start after August 18 you will have one week to order their uniform and prop. You must have proof when the order was placed. To be exempt from the fine. The following is not an excuse, "seamstress sewing for more than one team".
12. Prior to Performance – the drill team waiting to perform will not go past the 20-yard line until the other team has left the field nor will they be allowed in front of the bleacher until the other team has left the field.
13. Performance Sequence – the home team will perform last unless an agreement is made between the drill team Directors prior to half time.
14. Half Time Performance – Each drill team will be given a maximum of 10 minutes during half time intermission to make announcements, march on the field to complete their performance and clear the field. This will be enforced starting at Zone Games. Failure to comply is subject to a fine.
15. Weekly halftime performances are required by all drill teams unless it is an organization bye week or approved by the Executive Board. Any Director choosing not to perform will be subject to a fine and/or

suspension.

Splits/High kicks

1. Splits will be allowed except the following
 - a. Jump Splits
 - b. Air Splits
 - c. Air and/or Jump splits off prop boxes
2. Low pop splits are allowed – As long as hands are on the ground.
 - a. Low pop splits are defined as the child's hands can be NO MORE THAN 12 INCHES from the ground when doing the splits. Any higher is considered a jump or air splits. Hands must touch the ground prior to the split, otherwise it will be considered a jump split.
3. If illegal splits are put on the performing field at competition, a 25-point deduction will be imposed on the team.
4. In splits, feet and hands must stay in contact with the ground.
5. High kicks are allowed.

Stunts

1. Stunts must be limited to two body heights (ground being the first level). Stunts such as full press, liberty and basket toss will not be allowed.
2. Gymnastic stunts will not be allowed if at any time the entire body leaves the ground. (This does not include lifts or toe touches.)
 - a. Allowed – lifts, toe touches, somersaults, cartwheels and handstands
 - b. Not allowed – flip flops, round offs, handsprings, back flips

Competition Rules/Times

1. Props cannot be left on the field **NO EXCEPTIONS**. If props are intentionally left on the field, a point penalty will be assessed by the Executive Board with 25-point deduction.
2. Drill teams will be required to line up on the sideline of the opposite side of the judges. There will be an eight-minute maximum and a five-minute minimum on the field. Each team is allowed up to 1-minute additional performance time that can be divided or completed on either side of the side lines. Any team going over the 8-minute time or under the 5-minutes will be penalized **25** points deduction at competition.
3. Time will start when the first performer touches the green turf and will stop when the last girl steps off the green turf. Performers cannot re-enter the field once the last performer has stepped off the field and time has been stopped.
4. Competition Day – the Executive Board will decide the competition dates. All Directors will be notified within 48 hours of any changes to the competition date.
5. Zone winners and wild card teams will be able to practice at City Parks prior to competition.
6. A schedule will be made up showing practice time and location.
7. Any disciplinary actions taken against a girl that might result in a non-performance at competition must be documented by the Director in writing and submitted to the Executive Board, stating the disciplinary actions at the time of occurrence. (see Rule 11)
8. All girls on roster will perform on competition day on the lines as a drill team in uniform unless they are
 - sick or have any type of cast on any parts of the body,
 - have resigned or have been suspended for disciplinary reasons by the Director, **must have board approval (see rule 10)**
 - The Director must notify the Executive Board if a girl does not perform.
9. The Executive Board will attend all competitions to make final decisions concerning judges/performances and handle problems.
10. No one other than the tally committee or the Executive Board will be allowed in the press box.
11. No one will be allowed on the field nor will they be allowed to do the routine to prompt girls **50 point deduction**.

12. Awards will be given in the same manner.
13. The drill director will not be allowed to stop or interrupt the music during a performance. If the music is interrupted due to technical difficulties the team will be allowed to leave the field, come back at the end of their division and compete for scores after the first set of score sheets are immediately destroyed.
14. There shall be two board members who will report the time of the team's performance on the field on the official form provided by the Executive Board. The time will be sent to the tally committee in the press box.
15. There will be one set of judges for the age division "F" and "E" and another set of judges for "D" and "C". All judges' scores will be used and calculated to determine the winners for Zone and City Competition.
16. TIE – in the event of a tie, the team with the highest low score will finish ahead of the other team(s). If the teams are still tied, the tied teams will be announced for the corresponding finishing position (1st-3rd).

Music

1. Music with suggestive lyrics or profanity will not be allowed, including bowl games.
2. Music will be emailed to a designated person for Competition and provide a USB as backup.
3. All music must be emailed to designated email by a set scheduled date.
4. All directors must submit a CD as a backup on competition day.
5. Directors will pick up their music (CD) at Zone

Scoring

1. There shall be two board members who will report the time of the team's performance on the field on the official form provided by the Executive Board. The time will be sent to the tally committee in the press box.
2. There will be one set of judges for the age division "F" and "E" and another set of judges for "D" and "C". All judges' scores will be used and calculated to determine the winners for Zone and City Competition. In the event of a tie see (13)
3. Judges will be 21 years of age and older. All must be professional judges from drill team schools and academies.
4. The tally committee will distribute score sheets in each division with time on sheets.
5. A master tally score sheet will be provided to the Executive Board President and all directors requesting a copy.
6. Drill team schools and academy judges Drill shall not be used if there are commercial ties or other ties with MD1 League.
7. The Executive Board will go over the list with judges prior to competition starting.
8. The judges' area must be kept clear with absolutely no one admitted to this area other than the emcee, tally committee, timekeepers, and Executive Boards. Score sheets remain in this area until each division has completed their competition.
9. All judges' decisions are final.
10. Score sheets will be taken from the judges at the end of each performance and given to a tally committee consisting of (4) people. Two members will add the score sheets and the other two will double check the addition. The score sheet will be given to the drill directors at the end of their division competition along with the comment sheet. The score sheet will list the score placement (1st, 2nd, and 3rd) and time, and team name on performance and costumes.
 - a. Best costume award (10): uniform style, grooming. This is a separate category (not added to the total score).
 - b. Choreography (25) points: variety, difficulty, originality, and use of field
 - c. Precision (20) points: body extension and placement, strength of movements, sharpness, transitions, formations, pointed toes, foot closures, and contagions.
 - d. Showmanship (20): smile, attitude, enthusiasm, focus, confidence, and presentation.
 - e. Overall Performance (10) : comments

11. TIE – in the event of a tie, the team with the highest low score will finish ahead of the other team(s). If the teams are still tied, the tied teams will be announced for the corresponding finishing position (1st-3rd).

Zone

1. The 1st and 2nd place and best costume teams from each division will be announced and will receive trophies on that day.