

# 2025 PRIMETIME DRILL RULES

## Registration and Paperwork

### 1. Paperwork

**Team Rosters** - Final team rosters and paperwork are due at the time of your team's uniform check. (9/4 or 9/5) If team paperwork is not turned in complete there will be a **\$50** fine that will be due before your team performs. There will be a **\$25** fine every day until paperwork has been turned in starting on the due date.  
**No participant can be added to the roster through Sports Carnival after August 31.**

**Paperwork must include the following:**

-2 Copies of Team and Staff Roster (also emailed to PT Drill email)

### 2. Registration Fees (\$65/per girl)

- Parents will be required to register their participant in Sports Carnival and pay the \$65 registration fee to Primetime.

## Staff Background Checks & Badge Policies

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

#### • **Background check/ Badge policies**

- o ALL Volunteers must submit a background check.
- o The Cost is \$25 and is the responsibility of the volunteer to pay.
- o Volunteers under the age of 18 are not required to complete a background check but will be required to pay \$15 for a badge.
- o If an individual does not pass the background check, they are not permitted to get a league badge, be on a Sta Roster or on the sidelines.
- o If an individual does not submit a background check, they will not be able to get a badge and/or be on a Sta Roster or be on the sidelines.
- o Primetime Sports background/badge deadline is **AUGUST 10**.
- o All volunteers must have a PT badge to be on the sideline at the games.
- o Badges must be visible while on the field or sidelines.
- o If the badge is lost the volunteer must contact the Primetime Board to get a replacement. The cost is \$15 for a replacement badge. This will be the responsibility of the volunteer to pay.
- o If someone is on the sidelines without having a PT badge, they will be removed.

## Uniforms

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. Sheer material may be used if solid material covers the bust, midriff, and buttocks.
3. Shoes may be ANY color.
4. Age-appropriate costumes - if questionable, please ask the Drill Committee.
5. 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.
- 6. You cannot add anything new after uniform check. If you would like to substitute it is allowed, but it must be brought to the Drill Committee. Ex: if you itemized red pom and you can change it to silver. If the drill committee is NOT notified, there will be a \$50 fine/each time an item is used.
- 7. A picture of the team uniform (front and back) with prop(s) (if used) will be taken at uniform inspection by the Drill Committee. If not pictured at uniform/prop check day you CAN NOT add later.
- 8. All uniforms will be checked on Thursday or Friday during the week of the third game at designated time and location.
  - a.** All girls must be present and in full uniform. If all girls are not 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 an Assistant must be present with her team for uniform check. The Director of each team who is not passing the 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 a waiver of fines. All uniforms, props, material or anything used for your costume must be ordered by August 17<sup>th</sup> to be considered as ordering on time.
- 11. Girls that start after August 24<sup>th</sup>, you will have one week to order their uniform and prop. You must have proof of 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. Anything not pictured & worn at any games/competition will result in a \$50 fine.
- 13. All teams must have complete uniform on the field by the 3<sup>rd</sup> game and every game thereafter, weather permitting. Failure to have uniforms ready for inspection will result in a \$75 fine. There will be a \$50 fine every week after.
- 14. Directors must pay the fine before their team performs halftime on Saturday and every week after for the uniforms not being ready before the team is able to perform.
- 15. If the team uniform needs to be repaired before the competition, the Director may choose not to have uniforms on the field for the last game.

## Rainy Day

- 1. Rainy days can be any color.
- 2. Rainy day clothing is subject to the same criteria as the field uniform. No exposure of body parts.

## Props

- 1. Nails, or hazardous items cannot be sticking off the prop.
- 2. Rubber wheels and feather boa are allowed at director discretion. If MISD deems the prop unsafe for turf the director will be told that the prop cannot be used.
- 3. 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)
- 4. Props cannot be stood on more than the following
  - **Flag - 28"**
  - **E - 32"**
  - **D - 36"**
  - **C - 40"**

## Music

1. Music with suggestive lyrics or profanity will not be allowed, including bowl games.
2. All music must be emailed to designated email by a set scheduled date and provide USB as backup.
3. 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.
4. Directors who fail to comply with music changes about suggestive lyrics or profanity will result in the Director being fined \$50/ per week until it is fixed to the Drill Committee's satisfaction.

## Performance

1. Uniforms must be on the field by the 3rd 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. Mascots will be allowed to perform during regular season halftime games with a waiver form completed. The performance of mascots will be at the discretion of the Head Drill Director.
5. 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.
6. Homecoming ceremonies will be allowed during the allotted time of 10 mins during halftime. This will only be limited to announcing the Homecoming King and Queen.
7. 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.
8. Performance Sequence – the home team will perform last unless an agreement is made between the drill team Directors prior to half time.
9. 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.
10. All drill teams require weekly halftime performances unless it is an organizations bye week, or it is a game that will be played outside of Mesquite. If the team is traveling the director will be given an option to perform at someone else's halftime. The Drill Committee will need to be notified the week prior if your team does not plan on traveling. Any Director choosing not to perform will be subject to a fine and/or suspension.
11. All drill teams require weekly halftime performances unless it is a bye or travel week for the organization. Failure to perform will result in a 1 game suspension, loss of field night, or fine of \$75.

## Competition Rules/Times

1. Time: Max 6.00 min - Min 2.30 min
  - 10 MIN Time Frame (Competition)
  - If a team takes more than the 10-minute time frame at competition there will be a (25) point deduction from the team.
  - Time is determined by your music that is turned in.
2. Zone winners and wild card teams will be able to practice at City Parks prior to competition. A schedule will be

made up showing practice time and location.

3. The Drill Commissioner and Committee will attend all competitions to make final decisions concerning judges/performances and handle problems.
4. No one other than the tally committee, League President, the Drill Commissioner, and Drill Committee will be allowed in the press box.
5. No one will be allowed on the field, nor will they be allowed to do the routine to prompt girls.  
Exception: FLAG- Can help get them on track if lost, but not start to finish.
6. Staff can carry props on and off the field.
7. 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.
8. 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 (1<sup>st</sup>- 3<sup>rd</sup>).

## Scoring

1. All judges' decisions are final.
2. Judges will switch out in between 8U & 10U divisions.
3. Judges will be professionally hired.
4. The tally committee will distribute score sheets in each division.
5. A master tally score sheet will be provided to all drill directors within 24 hrs. of competition.
6. Drill team schools and academy judges shall not be used if there are commercial ties or other ties with PT League.
7. The Drill Team Commissioner and Committee will go over the letter about our league 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 runners collecting scoresheets.
9. Score sheets will be taken from the judges at the end of each performance and given to a tally committee consisting of (3) people. Two members will add the score sheets and the other one will double check the addition. The score sheet will be given to the drill directors at the end of the competition along with the comment sheet. The score sheet will list the score placement (1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>) and team name on performance and costumes.
10. Judges cannot score a ZERO in any category on the scoresheet for any levels. If there is a blank or ZERO, it will be given back to the judge to give a score. 11. ALL announcements will be made at the END of the competition day. All organizations will come out to the field and awards will be given at that time.

## Penalties/Fines/Protest/Complaints/Disciplinary

1. Any fines assessed must be paid in full prior to the next game or the Director will be suspended until the fine is paid.
2. Any disciplinary action on a Drill Director, Assistant Drill Director, Instructor or participants, will be a decision voted on by the Drill Commissioner and Committee. a. The disciplinary process must be addressed when becoming aware of a violation and special meeting(s) with the parties involved may be held.
3. Protest – Competition rules will be the only grounds for protest.
  - a. The protest must be in writing and given to the Drill Commissioner 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 managed by the Drill Commissioner and Committee for disciplinary action and fine if necessary.
  - c. If a protest is won \$100 fee will be refunded.
4. Fines collected will be used for drill teams participating in AYC Competition.

## Zone/City Competition

1. The 1<sup>st</sup> and 2<sup>nd</sup> place and best costume teams from each division will be announced and will receive trophies on that day. (Zone)
2. The Primetime Drill Committee will determine how many teams will advance to the City Competition.
  - 1st Place teams from each zone
  - Highest scoring teams will determine the wildcard teams.
3. The 1<sup>st</sup>, 2<sup>nd</sup> and 3rd place teams will be announced and will receive trophies on that day. (City)

## Outside Competition Team Procedures

1. The entry fee will be as followed for any team wanting to compete:
  - \$100 per level - Zone Competition
  - \$150 per level - City Competition (must advance at Zone to compete at City)
2. Team/Staff Roster and entry fee will need to be completed and turned into Primetime Drill Commissioner 2 weeks prior to competition day. (If not on staff roster cannot be on the field)
3. There will be a packet that is required to be completed and turned in with rosters.
4. Teams must compete at showcase to participate in competition.

## Splits/High Kicks/Stunts

1. If illegal skills are put on the performing field at competition, a 25-point deduction will be deducted from the team. Presidents will be notified before announcements.

### (a) Tumbling, Gymnastics & Tricks

1. The following skills are the only gymnastic/tumbling skills permitted.

#### ALLOWED SKILLS:

Forward/Backward Rolls	Round Offs	Front Handsprings
Shoulder Rolls	Back Bends	Headsprings
Stalls	Front/Back Walkover	Windmills
Handstands/Headstands	Valdez	Side Aerials
Cartwheels	Kip Up/ Kick Up	

2. Airborne skills are not allowed (exceptions: SIDE Aerials, Headsprings and FRONT handsprings are allowed).
3. Tumbling while holding poms or props in hand(s) is not allowed in any category. Poms must be discarded from the athlete's hand(s)/body before any tumbling is executed. Exception: Forward and Backward Rolls may be performed while holding poms in hand(s).
4. Weight must first be borne on the hands or feet when dropping to the knee, thigh, seat, front, back, jazz split (hurdle) or split position when originating from a jump, airborne, or inverted position.
5. When originating from a standing position, lowering to the knee, thigh, seat, front, back, jazz split (hurdle), or split position does not call for hands to first touch the performance surface.
6. Athletes are permitted to tumble over another participants' appendages (foot, feet, hands, arms).

### (b) Lifts & Partnering Skills

1. The supporting dancer must maintain constant and direct contact with the performance surface throughout the duration of the lift/partnering skill.
2. The supporting dancer must remain in constant contact with the elevated dancer with hand/arm/body contact throughout the duration of the lift/partnering skill when the skill is above the supporting dancer's waist.
3. The supporting dancer must maintain ultimate control over the elevated dancer (including but not limited to body position, momentum and change of body position) throughout the duration of the lift/partnering skill, when the skill is above the supporting dancer's waist.
4. Hip over head rotation is allowed only if the elevated dancer's hips execute and complete the rotation at or below head level of the supporting dancer when the supporting dancer is standing upright on the performance surface. Supporting Dancer must maintain ultimate control over the hip over head elevated dancer.
5. Jumping from or tossing one dancer to another dancer is prohibited.
6. An elevated dancer may not be tossed to the performance surface by a supporting dancer.
7. An elevated dancer may not jump off of a supporting dancer to the performance surface. Exception: A dancer may jump off of a supporting dancer to the performance surface only if the jump is executed at or below shoulder level of the supporting dancer when the supporting dancer is standing upright on the performance surface.
8. The following cheerleading style stunts are permitted: Pony Sits, Thigh Stands, Shoulder Sits and V-Sits. Extended V-Sit Lifts are allowed and require an additional spotter that is not in contact with the lift.
9. An elevated dancer's hips may go no higher than the supporting dancer's head in all dance lifts.

Please be sure to review all dance division rules when competing outside of AYC events.