



Spiritline

CONDUCT GUIDE

Spiritline Rules and Regulations for State Basketball

AIA State Tournament Coordinator

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General Information Spiritline Basketball Conduct Guide

The AIA State High School Basketball Championship Games are fast approaching and your squad may have the exciting opportunity to cheer for your team at the non high school arena venue. In addition to providing you with specific information should your squad perform at the Arena, the Arizona Interscholastic Association would like to take this opportunity to re-emphasize the important role Spiritlines play in promoting school spirit, appropriate behavior, and good sportsmanship during the regular season and at State Tournament games.

The following sheets provide you with information should your school's team(s) advance to the AIA State High School Basketball Championships. Please work with your school's Athletic Director regarding information specific to your school including transportation, etc. Information regarding activities at the Arena (what time to arrive, where to report, etc.) is enclosed.

Members of spirit groups have a strong influence in guiding student and fan conduct at games and have the opportunity to be of real service to their school and community by:

- Serving as examples of exemplary conduct.
- Demonstrating the importance of accepting the decisions of officials and discouraging disagreement of fans by initiating positive chants or cheers.
- Promoting good sportsmanship. Being some of the most visible and respected members of their student bodies, members of Spiritlines have the opportunity to be proponents and advocates of good sportsmanship. Examples include:
 - Spirit squads should always cheer in a positive manner. Your squad also plays an important role in discouraging crowds from yelling or cheering in response to an opposing player's mistake or while an opponent is shooting free throws.
 - Participants and fans should treat opposing players, officials, and fans with respect and dignity. Obnoxious behavior should not be encouraged or permitted under the guise of school spirit. Squads should divert the crowd's attention by starting a popular cheer should booing or other unsportsmanlike conduct develop.

On behalf of the AIA Executive Board and staff, I would like to thank you for the time and hard work you continue to put into your program. Arizona is fortunate to have dedicated individuals such as you working with the many outstanding young people who are involved in cheerleading activities across the state.

Keep it up--your efforts are recognized and truly appreciated!

If you have any questions, contact Michele Staples at the AIA at 602-385-3826.

SPIRITLINE/CHEER COACH RESPONSIBILITIES

- For safety reasons and to ensure adequate supervision, the squad's coach or member of the school administration willing to assume responsibility for the squad should arrive at the Arena with the squad, and must accompany squad members to the Arena dressing room, practice area, etc.
- For safety reasons and to ensure adequate supervision, the squad's coach or member of the school administration willing to assume responsibility for the squad must be present (i.e., must sit in the area designated for cheerleaders during the game) or the squad will not be permitted to perform. **NOTE: This cannot be a friend, parent, etc. as these individuals may not be designated as legally responsible for the safety of your students. The coach must be in compliance with the AIA Bylaws.**
- For safety reasons and in accordance with National Federation and the Arena rules, **No children are permitted on the ground level of the Arena (i.e. Dressing/Practice Rooms) or on the playing floor.** This includes children dressed as cheerleaders or as school mascots.
- For safety reasons and in accordance with National Federation rules, please review the following with your squad.
 - Earphones or wireless microphones are not permitted, as they constitute a safety hazard to the participant.
 - Spotter – An inactive person is not considered a spotter. You are not a spotter if your hand position includes grabbing the sole of the foot of the top person or grabbing the hand(s) of the base(s) beneath the top person's foot.
 - **BASKET TOSSES** and other similar multi-base tosses are permitted only on appropriate mats or grass (real or artificial) or rubberized track and **WILL NOT BE ALLOWED UNLESS ON ONE OF THE MENTIONED SURFACES.**
 - **DISMOUNTS:** A **SINGLE twist to a cradle** is permitted on any appropriate surface, including the basketball court. **DOUBLE TWISTING DISMOUNTS ARE NOT ALLOWED.**
 - **FINGERNAILS** must be kept at an appropriate length: nails are not visible beyond the end of the fingers when viewed from the palm side of the hands. (Participants MUST trim nails to appropriate length to participate)
 - **WEARING ANY JEWELRY IS PROHIBITED** except religious or medical medals which must be taped to the body under the apparel). **THIS INCLUDES BODY PIERCING OF NAVELS, NOSES, EYEBROWS, TONGUES, OR ELSEWHERE ON THE BODY.** (Spacers are NOT allowed. Participants MUST remove all jewelry to participate)
 - For safety reasons and in accordance to the NFHS Spirit Rules Book, proper attire and footwear will be required for all Spiritline members who perform during the game and/or at halftime.
 - Hair devices must be safe and secure. Hair must be worn in a manner to ensure safety while performing. All members of a squad that stunts must wear their hair away from the face and off the shoulders.
 - **GLITTER IS PROHIBITED on any part of the body (including hair) or uniform.** (Participants MUST remove ALL GLITTER to participate). GLITTER MAY BE USED ON SIGNS IF LAMINATED OR SEALED.

THERE WILL BE NO EXCEPTIONS TO THE ABOVE.
STUDENTS IN VIOLATION WILL NOT BE PERMITTED TO PERFORM.

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WHEN TO ARRIVE AT THE ARENA

- Check with your Athletic Director as to the time your game will start so you know what time to arrive at the Arena. Any last-minute updates to the timeline will be told to you verbally when you arrive.
- Thirty minutes have been allocated for stretching and practicing immediately prior to the time your squad will report to the basketball court.
- If you do not arrive at the Arena on time, you will not have time to dress and/or warm up. To ensure the safety of your students, the warm-up is very important.
- Should your school advance to the next level of competition, please refer to the timeline for your next game so you know what time to arrive, etc.

ARENA - ARRIVAL AND PARKING

- Squads should arrive together, in uniform, and enter the Arena, accompanied by their coach, at the designated entrance. Coaches or squad members who enter the Arena at any other location must purchase a ticket. You will be met at the entrance and escorted to the dressing/practice area and later to the court.
- Please plan to arrive at the Arena in sufficient time to permit compliance with the timeline. Spiritlines are scheduled to arrive at the same time as members of their school's basketball team.
- After dropping off the squad, school vans with designated school district logo and/or "ED" license plate will park in a designated parking lot. Bus/van drivers will be instructed, upon arrival at the designated entrance, where the bus/van is to park after team drop off. If you arrive in private vehicles, you are responsible for finding a parking space.
- Should a member of your squad require pre-game taping/wrapping, please make your own arrangements to see that this is accomplished. The trainer on duty is responsible solely for the game.
- **Seating for 20 spirit line members** will be provided for performing members of the squad. If your school's squad is larger than 20 members, please contact Michele Staples at 602-385-3826 or mstaples@aiaonline.org.
- Squad members who arrive at the team gate with their coach, in uniform, will be admitted free of charge to the Arena.

DRESS/DRESSING FACILITIES

- It is anticipated that squads will arrive in uniform; in the event this is not possible, facilities will be available in which to dress. However, this will take time away from your warm-up and practice time.
- During the game, your squad may leave their belongings in their designated seating area. Although security is provided at the Arena, neither the Arena nor the AIA can accept responsibility for the safety of belongs left in the Arena seating areas, etc. Please plan accordingly and do not bring valuables, which must be left in the designated seating area.
- Due to the fact that the dressing facilities at the Arena are used for each game, all personal possessions, materials, etc., which have been left in the designated seating area must be removed immediately following each game.

SEATING IN THE ARENA

- Each squad will have assigned court side seating during its school's game; after the game, students will find seating elsewhere in the Arena. **PLEASE NOTE: There will be approximately 20 seats available next to the court during the game.** Should there be more students than there are seats, for safety reasons, they will not be permitted to sit in the walkway area between the seats and the court and will have to find seating elsewhere in the stands.
- To ensure adequate supervision and participant safety, coaches must sit with their squads during the game. **Squads whose sponsor is not present will not be permitted to perform.**

MUSIC

- **Performances are limited to three minutes FOR EACH SQUAD.** As we must adhere to a strict time line, there will be no exception to this rule.
- To prevent problems, please bring two copies of your music CD. In addition, it is recommended that you bring a CD player.
- Both CDs must be marked with your school's name and be ready to play at the appropriate place on the CD.
- CDs will be taken to the Arena sound technician at a designated time prior to your performance. A representative of the squad will be required to sit with the technician during the half-time performance and will retrieve the school's CD at the end of the performance.

ENTERING PRACTICE FLOOR/PERFORMING DURING GAME

- Just before your team is introduced, you will leave your designated area and proceed to your team's corridor leading to the floor. At your discretion, you may wish to create a tunnel through which your team will run to enter the arena floor.
- Once squad members have entered the arena floor and proceeded to your assigned seating area, they will not be permitted to return to the dressing room area unless the sponsor or an AIA representative accompanies them.
- Once the game is over, squads must return to the designated area immediately and remove their things as soon as possible as the squads from the next game will be using the same room.
- Both squads will exit through the designated exit. The squad must wait together as a group for an AIA representative to escort them back to the dressing room, if necessary.
- During the game, a squad will perform in the area directly to one side of the basket--members of the press will utilize the other side. You will be told which side is available to you prior to the start of the game. Should these plans be changed you will be notified when you arrive at the Arena. Normally, you will cheer on the side of the basket nearest to the team bench.
- **Squads are permitted to cheer at time-outs and quarters if they wish.** Squad captains or coaches should meet together prior to the beginning of each game to determine which squad will take the first time-out and quarter, etc.

HALF-TIME PERFORMANCES: Semi-finals/Finals

- **Six minutes have been set aside for Spiritline performances during each game's half time.**
 - **HOME** team may elect to perform the **first three minutes.**
 - **VISITOR** team may elect to perform the **last three minutes.**
- Should you plan to use music to accompany your half-time performance, you will be shown where the sound booth is located. Either the coach or a representative should go to the sound booth immediately prior to half time to let the sound technician know when to cue the music and when the presentation is over. As mentioned earlier, it is recommended that you bring two CDs in the event that one is defective.
- In the event one school does not wish to utilize their time, it cannot be allocated to the other squad (i.e., you cannot utilize the entire six minutes).
- Both squads are expected to stay within their allotted time limit. This is especially important during the championship games at the Arena, as the Grand Canyon State Shoot-Out and honoring of reunion teams will also take place during half time.
- It is anticipated that both squads will demonstrate respect and good sportsmanship by not disrupting the half-time presentation of their competitor.

SAFETY REQUIREMENTS

- Only official members of the school's squad (including the school's official mascot) are permitted to enter the squad's dressing room or to be present on the playing surface during the game. **No children are permitted on the ground level of the Arena (i.e. Dressing/Practice Rooms) or on the playing floor.**
- The National Federation Spirit Rules Book regulates Spiritline activities. All routines must be planned in accordance with the safety rules.
- For safety reasons and in accordance to the NFHS Spirit Rules Book, proper attire and footwear will be required for all Spiritline members who perform during the game and/or at halftime.
- Spiritlines are permitted to practice and/or perform only in designated areas. Practice is not permitted on the concourse.
- For security reasons, coaches and members of Spiritlines must remain in designated areas.
- To guard against dehydration, Hi-Health product and water will be available next to the team bench.

NOISEMAKERS/BALLOONS/SIGNS

- Signs are **NOT PERMITTED** per the AIA Bylaws, Article 12.1.5. (*This does not include signs used by Spiritlines for leading the crowd in cheers*).
- Noisemakers, including sirens, horns, bells, buzzers, or any other type of artificial or mechanical noisemakers are not permitted at high school sites or the Arena.
- Megaphones are not permitted. (*This does not include megaphones used by Spiritlines for leading the crowd in cheers*).
- Balloons 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.

CAMERAS/VIDEO CAMERAS

- Cameras are permitted but you cannot take flash pictures inside the Arena.
- Hand-held video cameras are permitted in the Arena seating area.
- Video cameras on tripods are permitted in designated videotaping areas.

Any questions, contact Michele Staples at 602-385-3826 or mstaples@aiaonline.org.