



# 2020 Bound for the Toyota Center Regulations



PROUDLY PRESENTED BY GALE-REW CONSTRUCTION

**February 21st - February 22nd, 2020**

**3A/4A Basketball at the Toyota Center**

**TICKETS:** Tickets are available at all Ticketmaster outlets and the Toyota Center box office.  
\$10 per day for Adults  
\$8 per day for Students/Seniors  
No tournament pass is offered.

**PARKING:** No charge. The Toyota Center provides a large amount of parking opportunities for both spectators and teams. Buses and team vans can drop off participants in the loop in the front of the building. Vans can park in the general parking lot in any available space. Bus drivers will be directed to bus parking at the back of the facility.

**ALLOCATIONS:** 3A Girls **TWO** allocations to State Regional Round  
3A Boys **TWO** allocations to State Regional Round  
4A Girls **TWO** allocations to State Regional Round  
4A Boys **TWO** allocations to State Regional Round

- TEAM SIZES:** 12 rostered players; 15 Chairs per team provided.  
 Two seats at score table allowed (stats or scorebook)  
 8 designated school personnel (coaches, managers, statisticians, etc)  
 1 medical personnel (must be a licensed health care provider)
- TEAM ROSTERS:** Schedule, scores, roster and photo must be entered on the school's WPA account prior to February 12, 2020.
- WIAA HANDBOOK RULE 22.3.0 SUBSTITUTION OF PLAYERS IN POSTSEASON QUALIFYING AND STATE TOURNAMENTS** – When a team qualifies for postseason competition, the school shall submit the roster to the appropriate tournament manager. Changes in the roster are permitted from one (1) level of competition to the next level except in baseball, basketball, football and soccer where changes are allowed between each round of play **except at the final site**. A league tournament would be considered the first level; a district (or combined district) tournament would be considered the next level; regionals would be considered the next level; and the state tournament would be considered the final level. No changes are permitted at that level once the tournament begins.
- WIAA HANDBOOK RULE 22.3.1** – In the event of an emergency, unforeseen circumstances, or catastrophe after the tournament begins and a substantial number of team members are unable to participate, team members may be replaced if approved by the WIAA Executive Director or designee, thereby permitting a school to add eligible players to restore the team to the original number for tournament play.
- PASS GATE:** Pass gate will be located near the main public entrance at the southeast corner of the building. Signage will be posted indicating the pass gate. All team/school personnel for the pass gate must be entered into the school's WPA account and pdf generated via roster creation function. **ALL SCHOOL PERSONNEL AND PARTICIPANTS WILL ENTER THROUGH THE PASS GATE, WITH EXCEPTION OF BANDS.** Bands will enter through the large roll up door at the lower level of the on the northwest side of the facility.
- A team's school bus driver will be admitted at no charge through the pass gate.
- SUPERVISORS:** Supervisors are assigned by the school athletic director and entered into the WPA system via the pass list roster creation; alternate forms and late additions will not be accepted. Supervisors shall supervise students in their designated area, but will also be allowed on the floor.
- PROGRAMS:** District 8 Tournament souvenir programs are available on the concourse level for \$5 each. District 8 Tournament apparel will also be offered on the concourse.
- LOCKER ROOMS:** Team locker rooms will be assigned by the tournament manager. District 8 is not responsible for lost articles.

- TRAINER/TAPING:** District 8 will provide a certified trainer to tape and monitor injuries as needed. Schools are required to provide taping supplies to be utilized. There will be a designated area with tables provided.
- PRACTICE SESSIONS:** There will be no practice sessions scheduled on the Toyota Center court. *The first game of the day, teams will have access 20 minutes prior to tip-off. All other games teams will access the floor 15 minutes before tip-off.*
- PRE GAME WARM UP:** The tournament manager will determine warm-up time between games.
- Each team shall have a 15 minute warm up prior to the pre-game introductions.
- Each team must go directly to its designated half court for warm up time. Teams are restricted to warming up only on their designated half of the court before the game and at half time. If a team runs around the court or on the opposing team's baseline (whether the opposing team is on the court or not) or through the opposing team's warm-up drills, an indirect technical for unsportsmanlike conduct will be issued to the head coach and the coach will lose the ability to stand and coach during the game.
- TEAM INTROS:** The head coaches of the participating teams are asked to assume responsibility for carefully instructing their players in the following procedures:
1. The "warm up" having expired, the timer will call both teams to their respective benches. (Fight song and disclaimer to be completed prior to teams coming to the bench).
  2. The visiting team substitutes will be introduced and will proceed to the foul circle nearest their bench.
  3. The home team substitutes will be introduced and will proceed to foul circle nearest their bench.
  4. The starters will be introduced alternately by position. They will meet at center court, shake hands and proceed to join their team at the foul circle nearest their bench.
  5. It is not permitted to huddle in the center circle at the conclusion of the introductions.
  6. The head coach and assistant coach(es) will be introduced following the starting players and will step onto the court to be recognized.
  7. The game officials will be introduced last and will step onto the court two paces in front of the scorers' table.
  8. The National Anthem will then be played (only for the first game of each day).
  9. The same procedure will be followed for the start of each succeeding game. The National Anthem will not be played at the beginning of each game.
- HOME TEAM:** The second or bottom teams listed on the tournament bracket will be the home team.

**UNIFORMS:** Each team is instructed to bring a set of white and a set of dark uniforms. The home team will wear the white uniforms. All uniforms must have numbers.

**TEAM BENCHES:** The home team bench will be to the south of the scorers tables. The visiting bench will be to the north of the scorers tables. Teams are to use the basket opposite to their team bench for the first half pre-game warm-up. Student bodies of participating schools will be placed across from team benches. *Home students will be in section M. Visiting students will be in section P.*

The 28-foot coaches' box is in effect for the tournament and is marked on the floor.

**GAME BALL:** A Spalding TF-1000 Legacy (29.5" for boys and 28.5" for girls) will be provided for all tournament games.

**GAMES COMMITTEE:** The District 8 Tournament will follow the General Bound for State Regulations of the WIAA for Games Committee Guidelines.

**PROHIBITED ITEMS:** The following Items are prohibited for all students and spectators at the main entrance to the facility:

- Alcohol, illegal drugs or paraphernalia
- Fireworks
- Animals (not service animals)
- Outside food and beverage items
- Bottles, cans or coolers of any kind
- Helium balloons
- Backpacks or oversized purses
- Laser pointers
- Large cameras
- Weapons or knives
- Confetti, glitter and silly string

Toyota Center security staff will confiscate these items or ask you to return them to your vehicle. Remind students to not bring backpacks!

The following items are permitted **only** at the pass gate door if accompanied by a coach or supervisor of a basketball, dance or cheer team:

- Artificial noise-makers (for use by cheerleaders only)
- Coolers for water/sports drinks
- Treat bags/small sacks for players/cheerleaders\*

Check with Toyota Center staff before anything is taped to any surface. Masking tape and duct tape are not allowed on any surface.

\* If food treats are packaged in small individual treat bags for players, cheerleaders or dancers, they will not be stopped. Outside food must not be openly visible when brought through the pass gate door. Beverages should be in a cooler with cups (not bottles/cans).

**FACILITY ACCESS:** Tournament Directors will arrive to the Toyota Center approximately two hours prior to the first game of the day. Teams will not be granted access to the building until Tournament Directors arrive. *The first game of the day, teams will have access 20 minutes prior to tip-off. All other games teams will access the floor 15 minutes before tip-off.*

Doors will open for ticketed attendees one hour before the first game of the day.

**FLOOR TIME:** The Toyota Center court is not open for routine practice prior to performance.

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## PERFORMANCE GROUPS

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### BAND, CHEER, DANCE/DRILL | 2020 BASKETBALL TOURNAMENT RULES

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**ENTRY:** All team/school personnel for the pass gate must be entered into the school's WPA account and pdf generated via roster creation function. **ALL SCHOOL PERSONNEL AND PARTICIPANTS WILL ENTER THROUGH THE PASS GATE, WITH EXCEPTION OF BANDS.** Bands will enter through the large roll up door at the lower level of the on the northwest side of the facility.

A team's school bus driver will be admitted at no charge through the pass gate. Please enter through the main pass gate at the front of the building in the southwest corner. **ALL SCHOOL PERSONNEL AND PARTICIPANTS WILL ENTER THROUGH THE PASS GATE, WITH EXCEPTION OF BANDS.** Bands will enter through the large gate at the north end of the Toyota Center. Cheerleaders and coach(es) must be listed on the team pass list via the WPA site. The pass list will allow access to any tournament game. Dance/Drill squads with coach and band members with band director will be admitted upon identification of the coach and band director for their respective games only.

**CHEER ROSTER LIMIT:** There is no limit on the number of cheerleaders approved by the participating school.

**CHEER COACHES:** Up to two cheer coaches will be admitted provided they are on the school pass list.

**READY AREA:** A ready area will be available for changing and preparing for games on the southeast side of the building at the floor level. Restrooms are available in this space. Please do not use the public restrooms on the concourse for changing attire, makeup, etc.

**CHECK-IN AT SITE:** The cheerleader coach, dance/drill coach and band director must report to Sound and Performance coordinator Parker Hodge one-half to one hour prior to their Friday game time to verify supervisory responsibilities and to determine performance schedules. For teams playing Saturday, please check-in with the Session Manager.

**IN GAME SCHEDULE:** During the game, one (1) minute is allocated for the following:

Between 1<sup>st</sup> and 2<sup>nd</sup> quarter  
Between 3<sup>rd</sup> and 4<sup>th</sup> quarter  
Between any subsequent overtime periods  
During a full time out (cheerleaders are not allowed onto the court during a 30-second timeout)

Cheer squads may cheer throughout the game from the sidelines near the hockey rink boards. Cheer routine music will not be played during in-game performances.

**HALFTIME:**

Halftime is a total of 10 minutes. Performance groups have a total of seven (7) minutes while teams have the final three (3) minutes to warm up for the second half.

The clock will begin running as the game officials leave the floor. Since the clock is running, the time allotted for performing groups begins when the group enters the court and ends when the group exits the court, NOT when the music begins and ends.

All half-time entertainment must be cleared with the Performance Director prior to the start of the contest. The recommended performance order is listed below. This schedule can be changed upon mutual agreement of all performance groups and/or the Performance Director depending upon half-time presentations or special promotions.

- 1<sup>st</sup> – Home Dance Team (3 minutes maximum, no show routines)
- 2<sup>nd</sup> - Visiting Dance Team (3 minutes maximum, no show routines)
- 3<sup>rd</sup> – Home Cheerleaders (30 seconds)
- 4<sup>th</sup> – Visiting Cheerleaders (30 seconds)
- 5<sup>th</sup> – Home Band (if time permits)
- 6<sup>th</sup> – Visiting Band (if time permits)

Squads are recommended to be prepared with both short and long routines to adapt to the time available.

**MUSIC:**

Performance groups are required to have their own music. A representative of the performing group must be present with the Performance Director to cue the music start. The Performance Director will advise of the cue location during the on-site pregame check-in. Be sure your dance team gets the music to the Performance Coordinator EARLY, so it can be checked and compatibility of the device with the sound equipment can be verified.

## BANDS ONLY

- DESIGNATED AREA:** *Home band will occupy section K. Visiting band will occupy section S.* Each school's band will move into their assigned area as their team begins warmups. Each band is expected to vacate its assigned space immediately following the end of the game after playing the fight song.
- NOISEMAKERS:** Noisemakers are prohibited and will be confiscated by the management. Band instruments are to be used for playing music under the direction of the conductor and not as noisemakers.
- NATIONAL ANTHEM:** The National Anthem will be played at the beginning of each day either by the designated home team or by a soloist selected by the tournament management. The National Anthem is not played before each game.
- PLAYER INTROS:** Bands may play a fanfare after each player is introduced for their team ONLY. This fanfare must be no more than five (5) seconds in length. No music may be played during or after each opposing team member is introduced. The Performance Director and announcer must be informed during the team warm-ups if the band will play a fanfare during the introductions.
- PLAYING:** Band members must not play during the time the ball is in play. Both bands should not play at the same time. It is unacceptable for any band member(s) to play an instrument, either formally or informally, while another performance is taking place. It is the responsibility of the band directors, in coordination with the Performance Director, to mutually agree on a fair system of alternating during dead ball situations. If a band is performing during a time out or quarter break and the play resumes, every reasonable effort should be made to cease playing as soon as possible.

## CHEERLEADERS ONLY

<b>WARM-UP AREA:</b>	A ready area will be available for changing and preparing for games on the southeast side of the building. Teams must use this space for warm-ups, stretching, etc. Cheer squads should bring their own mats (if needed) and <b>MUST</b> be supervised while in the warm-up area. Restrooms are available in this space. Please do not use the public restrooms on the concourse for changing attire, makeup, etc.
<b>PROPS:</b>	Cheer crowd involvement cue cards may be used as props (not to exceed 3' x 3') during tournaments. The cue cards are to be used by cheerleaders in the cheerleader area only and the words must be supportive of their team and not degrading to opponents. Megaphones may be used only by the cheerleaders.
<b>STUNTS:</b>	Stunts may be practiced only in the designated warm-up area <b>IF THE SQUAD BRINGS AN APPROPRIATE MAT</b> . No coaches will be allowed onto the basketball floor as spotters.
<b>PLAYER INTROS:</b>	Cheerleaders may be on the competition floor but must remain within the designated half court area during the pre-game introduction of starters.
<b>CHEERS &amp; CHANTS:</b>	Only school district accepted cheers should be used at the appropriate times. Cheers or yells with degrading opponent implications and profanity must be avoided. Cheerleaders actions, responsibility, acceptance, and control of student sections will be evaluated and scored as contributing to sportsmanship awards.