



2017 - 2018

RULES BOOK FOR SCHOOL CHEER TEAM ROUTINES

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Bring Your Best
AmeriCheer Family of Brands



GENERAL INFORMATION FOR SCHOOL DIVISIONS

School Definition

School - To be considered a school organization, one or all of the following must apply:

- School is governed by associated school's administration.
- The team's main purpose is to cheer for associated school's athletic teams (i.e. football, basketball, soccer, etc.).

General Competition Policies/Procedures

Review of Placements - In order to fairly serve all of our customers, it is the policy of The AmeriCheer Family of Brands that no performances be reviewed for placement discrepancies, etc. at the competition venue. You may call our offices the Wednesday after the competition to receive information regarding an analysis of a routine; however, all decisions by the judges will be deemed final and an analysis of a routine will be for clarification purposes only.

Music - One representative may run the music, press play and must remain at the sound table throughout the entire performance. Please bring/supply two/three high-quality CDs and/or MP3 player and personal adaptor. Have with you several music back-ups. All CDs/MP3 players/adaptors should be marked with the team name and division. Review the content of the music for any inappropriate language/sounds (spoken/implied) and/or poor quality. Also, music time should be recorded (three to four seconds) under the maximum time allotted due to variations in music system speeds.

Interruption of Performance -

Music Interruption: If your routine is interrupted due to failure of competition equipment, you will be allowed to perform again, going later in your division (if at all possible). Please check your music prior to competing. If interruption is due to failure of your equipment or supplies (i.e. scratched or burned CDs/MP3 player, etc.), you will have two options:

- Your team may perform again, using your own player or the back-up copy of your music; however, routine scoring will begin at the point where the interruption occurred.
- Your team may use the original performance.

Interruption Due To Injury: If a participant is visibly injured/ill and/or demonstrates he/she can not continue executing the routine and/or it appears the injured/ill person becomes a safety hazard to oneself or his/her teammates, the routine must/will be stopped! The only person(s) permitted to stop the routine are competition officials, the coach/advisor of team performing and an injured/ill athlete. The team will be allowed to perform later in the division (if at all possible). Routine scoring will begin at the point where the injury/illness occurred. Under no circumstances will the injured/ill team member be allowed to compete at a later time without official medical authorization. The AmeriCheer Family of Brands reserve the right to stop any performance due to injury/illness.

Eligibility of Participants - Any team or participant proven to be in violation of the age/grade requirements for any AmeriCheer Family of Brands competition may result in disqualification from the competition. Requirements are as follows:

- All School competitors must be officially involved/participating in an accredited school.
- All School competitors must have not received a diploma for graduation from the 12th grade.
- All School competitors must be currently receiving credit for his/her schoolwork at the time of the competition. (i.e. If a competitor will not be permitted to receive credit for his/her schoolwork that semester, the competitor is not eligible to compete at The AmeriCheer Family of Brands competition.)
- Competitors in divisions **based upon age** must meet the age requirements as of **August 31, 2017**.
- Competitors in divisions **based upon grade** must meet the grade requirements during the **2017-2018 school year**.

Note: The AmeriCheer Family of Brands reserve the right to disqualify a team/performance that does not adhere to the above Eligibility of Participants guidelines.

Spotter Policies - The AmeriCheer Family of Brands will not provide spotters at any competitive events; however, programs may provide their own spotters provided the following guidelines are met:

- Program spotters should be at least 18 years of age and be very familiar with all aspects of the routine.
- Program spotters should present themselves in a professional manner to include, but not limited to: appropriate mode of dress, acting in a manner that does not distract from the performance and distinguishing themselves as a separate group from the performers by not wearing any apparel that is similar to the performers' uniforms.
- Program spotters should be readily available to only spot building sections.
- Program spotters may not verbally/manually coach performing competitors in any way.
- Program spotters should stay to the back of the performance floor/mat when not spotting the building skills of their program's routines, as well as to be careful to not block the pathways of any performing competitors.

Choreography, Music, Outfitting and Image/Appearance - All choreography, music, outfitting and overall team image/appearance should be suitable for family viewing and always be in good taste. Therefore, point deductions may be assessed for inappropriate music/words/profanity (in music spoken/implied), inappropriate moves and/or body positioning, appropriateness of uniform and overall appearance of each individual on or off the competition floor.

Legality Verification - For questions regarding the legality of a specific skill(s), etc. you must adhere to the following guidelines:

- Provide a DVD/video of the specific skill(s), etc. in question, shown from the front, side and back views.
- DVD/video will not be returned. It will become the property of The AmeriCheer Family of Brands and will be kept on file.
- Include with the DVD/video the team name, team division, coach name, address, cell phone number, email, name and date of the competition to be attended. Please submit DVD/video at least two weeks in advance of the competition to be attended. If DVD/video is received less than two weeks prior to the determined competition, The AmeriCheer Family of Brands will not guarantee a response.
- Mail DVD to The AmeriCheer Family of Brands - Legality Verification, 20 Collegeview Road,

Westerville, OH 43081. Because of differences in terminology and interpretation, we reserve the right to not administer phone verifications!

Procedural Questions - All questions relating to any procedures of the competition are to be handled only by the coach/advisor and are to be directed to the competition director only. All questions must be made **prior** to the team competing.

Music Compliance Challenges - All questions regarding the validity of whether another performing team's music is compliant, must be directed to the competition director immediately following the team in question's performance. The competition director will in turn provide an official Grievance form to be completed and submitted while at the competition. The team in question will have twenty-four hours to provide proof of compliance. If the team in question cannot provide proof or it is determined that the team in question's music is/was not compliant, that team will forfeit all awards for that event.

Penalties/Rule Violations

Inappropriate or Un-Sportsmanlike Behavior - *1.0 point penalty*

Any inappropriate or un-sportsmanlike behavior from anyone including, but not limited to: coaches, athletes, parents, supporters, etc. (per occurrence) will result in a penalty. Because The AmeriCheer Family of Brands believe sportsmanship at any of our events is of the utmost importance and value, any un-sportsmanlike conduct will include, but is not limited to: approaching the competition judges (on or off the judges' riser/table) or any competition official with inappropriate comments, outbursts or gestures. Additionally, such behavior may result in a squad's disbarment from any future AmeriCheer Family of Brands events!

Out of Skill Level Violation(s) - *.50 point penalty for Tumbling & 1.0 penalty for Building*

Any tumbling or building skills (per occurrence) performed out of level.

Out of Division Violation(s) – *1.5 point penalty*

Performing in the wrong or the incorrect division.

Performance Guidelines Violation(s), etc. - *.25 point penalty*

Violating any specific performance guidelines (per occurrence) **except** routine time limits (see below).

Safety Rule Violation(s) - *.50 point penalty*

Any violation (per occurrence) of a safety rule.

Execution Error(s) - .25 point penalty

Execution error may be assessed (per occurrence) if it appears to the Safety Judge(s) that the intent to perform the skill legally was clearly evident.

Routine Time Limits - .25 point penalty

Routines that exceed the time run the risk of being assessed a penalty. Judges will use a stopwatch or similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a penalty until their stopwatch/clock shows a time that exceeds 2:33 and/or 1:33 respectively.

Spotters Role - .50 point penalty

Violating the conditions of a program spotter's role (per occurrence) during a performance.

Props - .25 point penalty

All unapproved props must be placed outside the white boundary line. Placing an unapproved prop inside the white boundary line will constitute a penalty. Unapproved props include, but are not limited to: stuffed animals, dolls, jackets, bags, etc.

Boundary Violation(s) - .25 point penalty

The performance surface is defined as the 54'x 42' or 42' x 42' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety boarder. A penalty will be assessed (per occurrence) for an athlete that makes contact with both feet outside the competition boundary. Stepping on or just past the white tape is not a boundary violation.

Jewelry Violation(s) - .50 point penalty

All jewelry must be removed when performing on the competition floor. Jewelry includes, but is not limited to: ear, lip, eyebrow, nose, tongue and belly button rings, facial rings, clear/plastic jewelry, bracelets (of any type) including hair ties on wrists and silly bands, corsages, spacers, fishing line, necklaces and pins on uniforms. Jewelry may not be taped over, it must be removed! Exceptions are medical ID tags/bracelets (must be taped to the body) and rhinestones on uniforms.

Execution Deductions

Athlete Falls - *.25 point deduction per occurrence*

Examples:

- Hand(s)/head down in tumbling or jumps.
- Knee(s) down in tumbling or jumps.
- Drops to the floor during individual skills (tumbling, jumps, etc.).

Building Falls - *.75 point deduction per occurrence*

Examples:

- Uncontrolled cradling, dismounting or lowering a building skill (not timing issues).
- Base or spotter falling to the floor during a building skill.

Major Building Falls - *1.25 point deduction per occurrence*

Examples:

- Falls from an individual stunt, pyramid, or toss to the floor (top person lands on floor or multiple bases/spotters land on floor).

Maximum Collapse - *1.75 point deduction per occurrence*

When multiple deductions should be assessed during an individual stunt or toss (by a single group) or during a pyramid collapse, then the sum of those deductions will not be greater than 1.75.

2017-18 Division Information

2017-2018 School Cheer Divisions

The divisions listed below will be split into "Small" (5-12), "Medium" (13-18) and "Large" (19-24) "Super Large" (25-36) if there will be at least 2 teams in the respective division.

We reserve the right to add, delete or combine divisions based on enrollment.

The grade of the competitor for the 2017-2018 academic year will be the grade used for competition purposes throughout the 2017-2018 season for all divisions.

Junior High Spirit Leader*	Female/Male	5-36 Members	9 & Below
Junior High Non Tumbling Traditional**	Female/Male	5-36 Members	9 & Below
Junior High Intermediate Mount Traditional***	Female/Male	5-36 Members	9 & Below
Junior High Advanced Mount Traditional****	Female/Male	5-36 Members	9 & Below
Junior High Intermediate Non Mount Traditional	Female/Male	5-36 Members	9 & Below
Junior High Advanced Non Mount Traditional	Female/Male	5-36 Members	9 & Below
Freshman/JV/JH Intermediate Mount All Music***	Female/Male	5-36 Members	12 & Below
Freshman/JV/JH Advanced Mount All Music****	Female/Male	5-36 Members	12 & Below
Freshman/JV/JH Intermediate Non Mount All Music***	Female/Male	5-36 Members	12 & Below
Freshman/JV/JH Advanced Non Mount All Music****	Female/Male	5-36 Members	12 & Below
Freshman/JV Spirit Leader*	Female/Male	5-36 Members	12 & Below
Freshman/JV Non Tumbling Traditional**	Female/Male	5-36 Members	12 & Below
Freshman/JV Intermediate Mount Traditional***	Female/Male	5-36 Members	12 & Below

Freshman/JV Advanced Mount Traditional****	Female/Male	5-36 Members	12 & Below
Freshman/JV Intermediate Non Mount Traditional***	Female/Male	5-36 Members	12 & Below
Freshman/JV Advanced Non Mount Traditional****	Female/Male	5-36 Members	12 & Below
Varsity Spirit Leader*	Female/Male	5-36 Members	12 & Below
Varsity Non Tumbling Traditional**	Female/Male	5-36 Members	12 & Below
Varsity Intermediate Mount All Music***	1 Male	5-36 Members	12 & Below
Varsity Advanced Mount All Music****	1 Male	5-36 Members	12 & Below
Varsity Intermediate Non Mount All Music***	1 Male	5-36 Members	12 & Below
Varsity Advanced Non Mount All Music****	1 Male	5-36 Members	12 & Below
Varsity Intermediate Mount Traditional***	1 Male	5-36 Members	12 & Below
Varsity Advanced Mount Traditional****	1 Male	5-36 Members	12 & Below
Varsity Intermediate Non Mount Traditional***	1 Male	5-36 Members	12 & Below
Varsity Advanced Non Mount Traditional****	1 Male	5-36 Members	12 & Below
Coed Varsity All Music	2 + Males	5-36 Members	12 & Below
Coed Varsity Traditional	2 + Males	5-36 Members	12 & Below

***Spirit Leader** - Please review the rules & guidelines for specific division restrictions.

****Non Tumbling** - Please review the rules & guidelines for specific division restrictions.

*** **Intermediate Divisions** - Please review the rules & guidelines for specific division restrictions.

******Advanced Divisions** - Please review the rules & guidelines for specific division restrictions.

School Routine Safety Rules Information

The AmeriCheer Family of Brands will follow the **2017-2018 NFHS Spirit Safety Rules** to include all **General, Tumbling, Stunts, Mounts/Pyramids and Tosses**. To order a copy of the 2017-2018 NFHS Spirit Rules Book, visit NFHS.org or call 317-972-6900.

NOTE: All Elementary, Junior High/Middle School Teams, are not permitted to execute Basket Tosses, Elevator Tosses and similar Multi-Based Tosses.

School Routine Divisional Skills Limitations Information

All Intermediate Divisions -

Standing Tumbling:

- Flips are not permitted.
- No standing back tucks or back handspring back tucks.

Running Tumbling:

- Flips are only permitted in tuck position and from a round-off or round-off back handspring(s). Other skills with hand support prior to the round-off or round-off back handspring are permitted.
- Punch fronts are not permitted.
- No twisting while airborne is permitted. (Exception: Ariel cartwheels are permitted.)
- No tumbling is permitted after a flip or ariel cartwheel.
- Cartwheel tucked flips and/or cartwheel – back handspring(s) – tucks are not permitted.

Stunts:

- Twisting transitions to and from an extended position are not permitted to exceed $\frac{1}{2}$ twisting transition.
- Twisting transitions to, from and at prep level are not permitted to exceed 1 twisting transition.
- Release moves must start below prep level and must be caught at prep level or below.
- Release moves are not permitted to pass above extended arm level.

Pyramids:

- Braced Flips are not permitted.

Dismounts:

- Only straight pop downs, straight rides and $\frac{1}{4}$ turns are permitted from any single leg stunt.
- Up to 1 and $\frac{1}{4}$ twists are allowed from any two leg stunt.

Tosses:

- Up to one trick is permitted during a toss.
- Tosses are not permitted to exceed 1 twisting rotation.

All Advanced Divisions -

Advanced teams will follow the **Standard NFHS Guidelines for 2017-2018**.

SCHOOL ROUTINE PERFORMANCE GUIDELINES

School Intermediate Mount – Traditional Routines

Total Routine Time: Maximum 2:30 (no minimum time).

Total Music Time: Maximum 1:30 (no minimum time).

- Routines should contain all elements reflected on the official School Intermediate Mount Traditional score sheet.
- Routines must contain a cheer/sideline **Crowd Leading portion** during which there may not be any music, i.e. the music must be stopped.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules in addition to **Intermediate Skills** limitations listed in this document.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first organized word, movement, note of music or the moment an individual is lifted or supported off of the performance floor, whichever comes first.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Intermediate Non Mount – Traditional Routines

Total Routine Time: Maximum 2:30 (no minimum time).

Total Music Time: Maximum 1:30 (no minimum time).

- Routines should contain all elements reflected on the official School Intermediate Non Mount Traditional score sheet.
- All building skills/mounts/pyramids/tosses are not permitted.
- Routines must contain a cheer/sideline **Crowd Leading portion** during which there may not be any music, i.e. the music must be stopped.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules in addition to **Intermediate Skills** limitations listed in this document.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first organized word, movement or note of music, whichever comes first.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Advanced Mount – Traditional Routines

Total Routine Time: Maximum 2:30 (no minimum time).

Total Music Time: Maximum 1:30 (no minimum time).

- Routines should contain all elements reflected on the official School Advanced Mount Traditional score sheet.
- Routines must contain a cheer/sideline **Crowd Leading portion** during which there may not be any music, i.e. the music must be stopped.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first organized word, movement, note of music or the moment an individual is lifted or supported off of the performance floor, whichever comes first.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Advanced Non Mount – Traditional Routines

Total Routine Time: Maximum 2:30 (no minimum time).

Total Music Time: Maximum 1:30 (no minimum time).

- Routines should contain all elements reflected on the official School Advanced Non Mount Traditional score sheet.
- All building skills/mounts/pyramids/tosses are not permitted.
- Routines must contain a cheer/sideline **Crowd Leading portion** during which there may not be any music. i.e. the music must be stopped.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first organized word, movement or note of music, whichever comes first.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Intermediate Mount – All Music Routines

Total Routine Time: Maximum 2:30 (no minimum time).

- Routines should contain all elements reflected on the official School Intermediate Mount All Music score sheet.
- Routines must be performed **entirely to music**.

- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules in addition to **Intermediate Skills** limitations listed in this document.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first note of music of the routine.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Intermediate Non Mount – All Music Routines

Total Routine Time: Maximum 2:30 (no minimum time).

- Routines should contain all elements reflected on the official School Intermediate Mount All Music score sheet.
- Routines must be performed **entirely to music**.
- All building skills/mounts/pyramids/tosses are not permitted.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules in addition to **Intermediate Skills** limitations listed in this document.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first note of music of the routine.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter/run onto the performance floor at the completion of the routine. This includes coaches, etc.

School Advanced Mount – All Music Routines

Total Routine Time: Maximum 2:30 (no minimum time).

- Routines should contain all elements reflected on the official School Advanced Mount All Music score sheet.
- Routines must be performed **entirely to music**.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first note of music of the routine.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Advanced Non Mount – All Music Routines

Total Routine Time: Maximum 2:30 (no minimum time).

- Routines should contain all elements reflected on the official School Advanced Non Mount All Music score sheet.
- Routines must be informed **entirely to music**.
- All building skills/mounts/pyramids/tosses are not permitted
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first note of music of the routine.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Non Tumbling – Traditional Team Routines

Total Routine Time: Maximum 2:30 (no minimum time).

Total Music Time: Maximum 1:30 (no minimum time).

- Routines should contain all elements reflected on the official School Non Tumbling Traditional score sheet.
- Routines must contain a cheer/sideline **Crowd Leading portion** during which there may not be music/the music must be stopped.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, etc.
- Timing will begin with the first organized word, movement, note of music or the moment an individual is lifted or supported off of the performance floor, whichever comes first.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- Tumbling is not permitted! Exceptions: Tumbling/inversions in/out of, load-in positions, stunts, and pyramids.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Spirit Leader – Traditional Team Routines

Total Routine Time: Maximum 2:30 (no minimum time).

Total Music Time: Maximum 1:30 (no minimum time).

- Routines should contain all elements reflected on the official School Spirit Leader Traditional score sheet.
- Routines must contain a cheer/sideline **Crowd Leading portion** during which there may not be music/the music must be stopped.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin the routine. Participants may punch/wave, but may not jump, kick, tumble or do

any type of organized chant, movement, etc.

- Timing will begin with the first organized word, movement or first note of music, whichever comes first.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- All building skills/mounts/pyramids/tosses are not permitted
- Limited tumbling is permitted! For choreography and transitional purposes only, any form/combination of rolls, handstands or cartwheels will be permitted but will not be categorized nor scored separately on the score sheet.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.

School Coed Mount – Traditional Team Routines

Total Routine Time: Maximum 2:30 (no minimum time).

Total Music Time: Maximum 1:30 (no minimum time).

- Routines should contain all elements reflected on the official School Coed Mount Traditional score sheet.
- Routines must contain a cheer/sideline **Crowd Leading portion** during which there may not be any music/the music must be stopped.
- Routine skills and elements are to follow the 2017-2018 NFHS Spirit Safety Rules.
- When entering the performance area, teams should simply walk onto the floor and immediately prepare to begin their routine. Participants may punch/wave, but may not jump, kick, tumble or do any type of organized chant, movement, etc.
- Timing will begin with the first organized word, movement, note of music or the moment an individual is lifted or supported off of the performance floor, whichever comes first.
- Approved props are poms, signs, (including flags with letters/words, etc.) and megaphones.
- Props must be physically used if placed within the performance boundaries.
- NEW! No person(s) is permitted to enter onto the performance floor at the completion of the routine. This includes coaches, etc.