

WWCC Penalties & Rules

A five point penalty will be assessed to teams violating any of the below rules.

- **Time Limits (max)**

- Solos & Ensembles (1:30) one minute and thirty seconds
- Team Routines (2:30) two minutes and thirty seconds (1:45 minimum)

- **Props**

Props are allowed. Participants must refer to and follow all WACPC and NFHS rules regarding props. Please pay close attention to the props as bases rules if that applies to your routine.

- **Costuming/Jewelry**

Please keep costuming appropriate for all ages. Please follow all WACPC and NFHS guidelines with exception of jewelry. ***Jewelry may be worn as long as it is worn by an entire team and part of the costume.*** Shoes must be worn on both feet.

- **Music/Choreography**

Anything that is suggestive, offensive, vulgar, and inappropriate for family audiences is not allowed. Please see the music time maximums noted above.

- **Kick Counts**

WACPC Kick count rules will be followed, based on age group and if the team is connecting arms while kicking or not. Please see the WACPC website for more info.

- **In the Hole/On Deck Reporting**

We will have hallway volunteers escorting teams to the gym for their safety, once the hallway is clear from the team before them. ***There will be a penalty for teams disregarding the instructions of the hallway coordinators.*** There will be "on deck" time for teams *as available* once the team before them takes the floor, in the secondary gym (the wood floor, behind the curtain), to keep things moving. If both dancers and judges are ready ahead for a routine to start, we will allow each block to run slightly ahead. This should allow for additional practice and changing time, and longer cleaning time between blocks. If a team is not ready and we were running ahead, no deduction will be assessed, it will be a judges break until the regular time slot. We do want everyone to be ready for sure by their regular performance time so we don't get behind. We will always start each new block session on time even if the previous one was running ahead, so arrival times stay the same.

- **Tumbling/Tricks**

Please refer to the WACPC & NFHS rules for tumbling and tricks. *Please note - we will not be giving these type of violations at the competition, however, warnings or points of emphasis and notes will be given to ensure that things can be changed before Regionals and State.

- **Lifts/Spacing/Masks**

We will be following all WACPC COVID-19 mitigation rules found [here](#), with [FAQ's here](#), and [Mask Guide here](#). All dancers must maintain 6 feet apart at all times (so there should be no partner work or lifts), except momentarily during transitions (less than four counts). The only exception is for the kick category, please see the WACPC documents for further explanation. Blatant intentional disregard for these rules (such as lifts) may incur a deduction.

Questions: Email us at: riverfallsdanceteam@gmail.com

WWCC Timing Information

*****We as coaches are used to warming up/running routines before each performance, ushering our teams from place to place and making sure they are there on time etc ourselves. Our dancers may be used to watching videos and chatting after each performance. THIS COMPETITION WILL BE DIFFERENT. We have to let go of what we "normally" do. Dancers will need to hustle to change and mentally prepare for their next performance right away, no dilly-dallying. Coaches need to plan their limited warmup time well, and wait for their escort to usher them to their next slot so there are no teams crossing or traffic jams in the halls or gym. Please respect the volunteers trying to keep our dancers safe. These rules were thoughtfully set up so we are able to host the competition at all. Our main priority is that we keep everyone SAFE and that our dancers get to compete in the sport they love, even if things look different than we are used to.*****

- **ARRIVAL TIME:** Each team is assigned a set arrival time. Check-in at Registration desk by Pool door. There is a set traffic pattern with an entrance door and an exit door. You will have an assigned escort who ushers you between the check in, locker room, warmup space, gym, and exit, and makes sure the hallway is all clear before you move on. ***If you arrive early, please stay on your bus until just before your entrance time so we do not have any teams crossing in the hallways.***
- **LOCKER ROOM:** Upon arrival, each team has **10 minutes** to drop their things in their locker room and change if needed. *We highly suggest* you have your dancers arrive with hair and makeup done, and in their first costume since things will be moving pretty quickly. If your team only has one team routine and it would help to move the day faster, your team may not be assigned a locker room, and instead be given a spot and 10 minutes to drop your coats. This will help reduce your team's amount of time in the building, reducing exposure for teams and custodians.
- **WARM UP:** Each team is assigned **15 minutes** to warm up (either in the aux gym or the secondary gym. Each school (all teams - HS/MS, V/JV together) has 15 minutes with the warm up space all to yourself to run whatever you want, formations etc. **This includes solos/ensembles AND team routines.** We suggest you bring your own speakers for quickest connecting.
- **ON DECK:** Each team has **5 minutes** "on deck" in the secondary gym (full court of wood floor, behind the curtain) before their first performance of the day. Throughout the block, there will be "on deck" time for teams *as available* once the team before them takes the floor, in the secondary gym (the wood floor, behind the curtain)
- **LINEUP:** We will try to group similar routines together (ie pom) within a block to make things a little easier for the judges (even though overall genres and conferences are spread out throughout the whole day). We will do our best to set it up so teams can cheer on their teammates (either all solos, or Varsity cheering on JV and vice versa etc) and due to reduced spectators, we highly encourage teams to do so! We will also try to make as much time between routines for costume changes as we can, while also trying to mix up who is going first in a division within a block so it's not always the same team each time. We will aim for at least 10 minutes to change for solos/ensembles, and 15-20 minutes for team routines (more if we can). The rotation for judges will be 5 minutes for solos and ensembles, 7 minutes for team routines. We will utilize side A and side B if we can.
- **PACK UP/CHANGE:** Each team is given **20 minutes** after their last routine to go to the locker room and change, gather their things, and depart the building. If a team is ready sooner, they are allowed to leave earlier, provided your hallway escort gives you the all-clear.
- **RUNNING AHEAD:** . If both dancers and judges are ready ahead for a routine to start, we will allow each block to run slightly ahead. This should allow for additional practice and changing time, and longer cleaning time between blocks. If a team is not ready and we are running ahead, no deduction will be assessed, it will be a judges break until the regular time slot. We do want everyone to be ready for sure by their regular performance time so we don't get behind. *We will always start each new block session on time even if the previous one was running ahead, so arrival times stay the same.*