



# **Tournament Indoor Association (TIA)**

## **Rule Book and General Guidelines**

*2017 Edition*

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## **GENERAL GUIDELINES**

All indoor activities are sanctioned by the Tournament of Bands Rules Congress. The indoor guidelines are refined each year at a separate conference that addresses only indoor activities. Tournament Indoor Association is guided by the Tournament of Bands Bylaws. Tournament Indoor Association (TIA) utilizes an adaptation of the Winter Guard International (WGI) scoring system and contest rules. When any contradictions occur between a Tournament Indoor Association rule and a WGI rule, the TIA rule will take precedence.

Proposals for the TIA Rules Congress must be submitted to the Region Indoor Coordinator and the Indoor Director not later than June 30<sup>th</sup> each year. Proposals for new rules/bylaws or rule/bylaw changes will not be presented at the Indoor Rules Congress unless a representative of the Region submitting the proposal is present.

When a discrepancy between WGI and TIA rules exists, the following method shall be used to determine if a TIA rule change should take place: Any unit which finds such a rule, after Rules Congress has ended for that season, shall submit to the TIA Director in writing, a rationale for the adaptation of this rule. This rationale should include the potential penalty or negative impact on the unit, and a reasonable solution which parallels the national circuit. It should also include supporting arguments on the positive impact on TIA units should the change be approved. Once received by the TIA Director, the following administrators shall offer a written opinion on the proposed change: TIA Director, Education Director, and Caption Chair. The recommendations of these administrators shall then be forwarded to the Region Coordinators and an online vote shall be then forwarded to the TIA Director within 48 hours. Any Region that does not vote within the 48 hours will be counted as an “abstain” vote. Majority will rule. The results of voting shall then be announced by the TIA Director. This procedure must occur prior to end of the reclassification period. Any potential rule changes after the reclassification period has ended will be held for the Rules Congress.

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## **MEMBERSHIP**

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Membership in Tournament Indoor Association includes a Scholastic and an Independent division. Scholastic division units are defined as a school unit (elementary, middle/junior high, senior high school, or college/university comprised of currently enrolled students of the schools in legally accredited school districts). Scholastic membership in TIA is available to any junior/middle or high school unit as determined by the school district. Scholastic units that are formed from different school districts, as deemed necessary by those school districts, will only be allowed to participate in the Scholastic division after the TIA Director receives verification from administrators from both school districts.

Independent units are defined as performers competing as a unit and units developed from various geographic areas who do not necessarily attend a single school or district (i.e. – performers from multiple schools or multiple districts). These units are typically sponsored by

booster organizations, fraternal organizations, recreation bureaus, etc. Independent units are required to provide proof of insurance to their Region Coordinators prior to the start of the competition season. For insurance limits, please refer to <http://wgi.org/contents/Insurance-Information.html>

Tournament Indoor Association discourages Independent units from utilizing membership composed of any Scholastic students who are enrolled in a school with an active Scholastic program.

Dues and bonds submitted by Scholastic members to the home TOB Region are transferable for the indoor activity. Dues and bonds for Independent units should be submitted to the Indoor Region Coordinator. Region assignment is based on the Region boundaries outlined in the TOB Bylaws. Region Boundaries are governed by the TOB Rules Congress.

One \$100.00 dues per school/organization per year is to be paid. One \$50.00 performance bond per unit is to be held by the Region. Performance bonds are paid once and held over from year to year as long as the unit remains active. When a unit becomes inactive, they may request the return of their performance bond or donate it to the Region. All dues and bonds, plus any assessments as necessary and determined by the individual Region, must be paid by January 15th. Units not current with dues and/or bond payments are non-members and do not receive credit for contests attended.

Members are required to supply the name(s) and contact information of people responsible for the indoor unit(s) for the purpose of directing communications to the proper person. This information should be reviewed and updated yearly in the NJA WINDI system.

**AGE VERIFICATION:** Each unit will submit a list to the Indoor Region Coordinator showing each member's grade and a letter signed by the Principal, Vice-Principal, or other School Administrator assigned to oversee the indoor programs, verifying that all students are enrolled in the school district (for Scholastic units). Independent units must submit a name and age list of all members. This information must be submitted to the Indoor Region Coordinator before the date of the unit's first competition, but no later than February 15<sup>th</sup>. Any changes/additions must be submitted to the Region Coordinator before the member can compete.

The personnel size of a unit may not increase after April 1<sup>st</sup>. In the event of injury or illness, a unit may replace a person by notifying the Region Coordinator and Indoor Director in writing.

Organizations that elect to sponsor more than one unit may join as a group. Group membership carries the following conditions:

- only one membership dues (\$100) is required;
- one bond assessment per unit. A bond must be paid for each unit under the parent unit, in addition to the parent unit;
- the group has only one vote at Region meetings;
- each unit must meet all other requirements of the Tournament Indoor.

If a new unit is formed as a split of an existing member unit during the competitive season and after January 1, they cannot be accepted as members until the next competitive season.

Units must withdraw from performing at a competition at least two weeks prior to the date of the competition or will forfeit their performance bond. See TOB Bylaws for procedure.

To maintain an active membership in TIA, all organizations must have their dues and bonds paid in full and compete in at least two (2) sanctioned competitions within the reclassification period. Units in classes where reclassification does not take place (Cadet/Junior/Middle School/Senior/University) can meet their minimum show requirements at any time during the season. Meeting this requirement will allow that unit to compete in their Region Championship, but not in the Atlantic Coast Championships.

**To qualify for the Atlantic Coast Championships, a unit must compete in a minimum of four (4) sanctioned competitions (exhibitions do not count whether they are on the recap or not) and their Region Championship – two (2) must be during reclassification and two (2) at any time during the season. Note: Cadet and Junior/Middle School units only need two (2) regular season competitions to qualify for their Region Championship and three (3) regular season competitions and their Region Championship to continue on to the Atlantic Coast Championships.**

Units that compete in a WGI-sanctioned Regional/Championship may use this experience for one (1) TIA show credit. This may only be used once during the competition season regardless of the number of WGI contests attended and the unit must still compete in at least two (2) TIA competitions within the classification period and one (1) other competition prior to Region Championships. It is the Unit Director's responsibility to notify the Indoor Director, in writing, that they wish to utilize a WGI contest as a contest credit. Please refer to the promotion section to verify the time period that these requirements must be completed. Please refer to the Contest Sponsor section regarding contest credit for the host unit(s). The Indoor Director may grant show credit to any units that were contracted to attend a contest, but were unable to attend due to poor weather conditions or if the show was canceled.

Any extenuating circumstances that would affect a unit from meeting all show qualifications will be reviewed by the Indoor Director and Executive Board and a decision will be communicated to all Region Coordinators.

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## **ELIGIBILITY**

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Participants in the Independent Novice, Intermediate A and A Classes will be composed of performers not over 22 years of age on the Sunday of Atlantic Coast Championships. Participants in the Independent Open Class will be composed of performers not over 23 years of age on the Sunday of Atlantic Coast Championships. Independent World units may compete

with performers of any age. This does not include Percussion, since WGI chose to not include Percussion in the age differences. Percussion unit performers may not exceed 22 years of age.

No unit may compete with less than five (5) nor more than thirty (30) members on the floor of competition at the same time, or forty (40) members for the World Classes. The minimum number for percussion is six (6) and there is no maximum number of members for Percussion units.

Junior H.S./Middle School students from the same feeder school system may compete with the Senior H.S. group in the Scholastic division. Competitive genres are described as: color guard, twirler, dance team, marching percussion and stationary percussion. It is not acceptable to have the same student/member compete in two units of the same competitive genre in a single season (i.e. – one person may not compete in both the Middle School Guard and the High School Guard. This includes any unit members that stand behind props during the performance). You may use the same student/member to compete in two different competitive genres (i.e. – one person may compete in both guard and either twirler, marching percussion or dance team during the same competitive season). Please note that due to the extensive scheduling of the contests during the Atlantic Coast Championships, and the utilization of more than one site, TIA cannot and will not make schedule accommodations for units that have members in more than one unit or organizations that have multiple competitive units.

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## **CLASSIFICATION**

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Classification for all indoor activities is based on competitive strata and opportunity for growth.

All units will select a division (Scholastic or Independent) and this may not change during the season. The unit may compete only in their selected division for the entire competitive season. Units will also select a class to compete in at the beginning of the season and notify their Region Coordinator no later than January 15<sup>th</sup> of the class that they intend to compete in. Any changes to this class declaration should be communicated to the Region Coordinator prior to the unit's first competition.

All units that were promoted as part of the Review Panel process following the Atlantic Coast Championships must begin the next season in the class they were promoted to or a higher class. All other units may choose the class they prefer to compete in during the season, with the exception of Regional A Class (Regional A Class shall include any unit that was in Regional A during the previous year and not promoted at the end of the season and any new units). Instructors should use the classification guidelines when deciding.

### **Color Guard Divisions/Classes:**

Division:	<b>Scholastic</b>	<b>Independent</b>
Class:	Cadet Middle School	Cadet (rating only; no score) Junior

Regional A	Regional A
Intermediate	Intermediate
A	A
Open	Open
World	World
University	Senior

**Twirlers and Dance Teams Divisions/Classes:**

Division:	<b>Scholastic</b>	<b>Independent</b>
Class:	Cadet	Cadet (rating only; no score)
	Middle School	Junior
	Regional A	Regional A
	A	A
	Open	Open
	World	World
	University	Senior

**Dance Team Philosophy:** The philosophy behind the Tournament Indoor Association Dance Team Division is to provide an arena for competition for members that do not fall into the Color Guard or Twirler Divisions. The requirements are very open and should allow participation by a variety of marching units. Groups will be neither over-rewarded nor penalized for the use of equipment in this division. Emphasis will be placed on form and choreography, but will be credited by all means to generate an effective performance.

**Marching Percussion Divisions/Classes:**

Division:	<b>Scholastic</b>	<b>Independent</b>
Class:	Cadet	Cadet (rating only; no score)
	Middle School	Junior
	Regional A	Regional A
	Intermediate	Intermediate
	A	A
	Open	Open
	World	World

**Stationary Percussion Divisions/Classes:**

Division:	<b>Scholastic</b>	<b>Independent</b>
Class:	Middle School	Junior
	A	A
	Open	Open

**Winds Divisions/Classes:**

Division:	<b>Scholastic</b>	<b>Independent</b>
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Class:	A	A
	Open	Open
	World	World

TIA will use all rules/policies for Winds as designated by WGI. Please refer to: [www.wgi.org](http://www.wgi.org) and chose Education under Winds to locate the Rules.

## CLASS DESCRIPTIONS

### Available "Rating" Class:

**CADET** (Scholastic and Independent members up to and including age 15)

This class is provided strictly as an introduction to the activity. Focus should be on basic training. Programs are shorter in length than competitive programs.

### Available "Competitive" Numerical Scoring Classes:

**JUNIOR** (Independent members up to and including age 15)

**MIDDLE SCHOOL** (Scholastic members up to and including grade 9)

**REGIONAL A** (Scholastic or Independent) – Limited design and skills; repetitious; single effort design; performers still learning to achieve basic skills; short phrases; some variety in skills, but not extensive; occasional basic layering opportunities; little use of expression in performers. These classes will use the WGI Regional A criteria. In Jr/MS/Novice, all captions will have a 7/13 sub-caption scoring.

**INTERMEDIATE** (Scholastic or Independent) – Some skill variety; basic skills moderately understood by the performers; some longer phrases; developing use of layering; training process is developing; performers are more aware of basic stylistic responsibilities and use of expression; choreography provides an opportunity to develop a growing range (This class is not available in Twirler and Dance Teams.) This class will use criteria specifically developed for this class. The 7/13 sub-caption scoring will only apply to the Equipment and Movement captions. Color Guards in this class must compete at WGI in Regional A.

**A** (Scholastic or Independent) – A larger range of basic skills and developing intermediate skills; broad and well-understood basic choreography; frequent layering of skills and some exploration of intermediate skills with layering; expressive qualities are being explored; performers have established a sound awareness of basic skills, developing intermediate skills and attention to stylistic responsibilities is evident; greater attention is paid to the range and gradation of expressive dynamics; greater opportunity for basic layering exists in the design.

**OPEN** (Scholastic or Independent) – Units in this class have a greater experience level. Units will be challenged to broaden their design and performance skills. Designers/instructors will be challenged to expand their programming, creativity and instructional techniques.



**WORLD** (Scholastic or Independent) – Highest level. The most advanced programs with the more mature performers -- a class where innovation and setting standards is the goal. This category is open to a unit with the membership talent, design and instructional staff and budget to place their unit in this challenging level to stimulate growth and development through World Class competition. NOTE: There are no age limitations for the Independent World Class for Color Guard, Twirlers and Dance Teams.

**UNIVERSITY** (Scholastic) – All members must be students (full or part time) of a single college or university (no age requirements).

**SENIOR** (Independent) – All members must be 22 years of age and above.

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## RECLASSIFICATION

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Following each contest, the judging panel will make classification recommendations to the Chief Judge. The Chief Judge will report these to the TIA Director. A review of the units that are believed to be obviously misclassified will take place during the week by the Review Panel. The Review Panel will include: TIA Director, 2 TIA Administrators, 2 Directors (picked from a pool of qualified reviewers that have attended the education day on classification). Review decisions will be announced by midnight on Thursday during the week following the weekend recommendations. Reviews will take place each week until March 31 and again at Atlantic Coast Championships when ALL FINALISTS (in all classes where promotion is possible) will be reviewed. The final classification results will be announced by June 15<sup>th</sup>.

Units should always have someone video the performance because if the judging panel recommends a review, they will be required to submit a video. Any unit that does not have a video to submit by midnight on Monday following the contest weekend, will automatically be promoted.

A unit may be reviewed as many times as deemed necessary during the season.

Units may choose to move up in class on their own at any time during the reclassification period by notifying their Region Coordinator and the TIA Director.

Color Guards must compete in the same class in WGI as they do in TIA (TIA Intermediate Class must compete at WGI in Regional A). If a unit is promoted at WGI to a class higher than where they participate at TIA, that unit will automatically be promoted in TIA. (Note that WGI requires units to compete in classes similar to their home circuit. This does not apply to Percussion, since WGI Percussion does not restrict this.) If a Percussion unit makes Finals in a WGI Regional/Championships in a class higher than where they compete in TIA, they will automatically be promoted in TIA. This will not be true if all units were taken into Finals due to the small enrollment in that class.

Units competing in Cadet, Junior/Middle School and Senior/University are not part of the promotion process as age and/or grade levels are the controlling factors.

All reclassifications will take place beginning with the start of the season and continuing through March 31 and at the Atlantic Coast Championships to promote units for the following season following the process as listed above. Units must compete in a minimum of two (2) competitions during the reclassification period (except if competing in a class that does not reclassify, such as Junior).

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## **DEFINITIONS OF AUTHORIZED EQUIPMENT**

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### **COLOR GUARD EQUIPMENT:**

Flags are defined as any material attached to a pike, pole, rod or staff other than authorized weapons and used as a flag, with a minimum size of eight (8) inches by twelve (12) inches. National Colors must be at least three (3) feet by five (5) feet. Flag poles must be at least twenty-four (24) inches in length. Curved and straight poles are acceptable; however, complete circles, squares, etc. to which material is attached are not flags. Material attached to chains, ropes or hoses are not considered flags. The intent of this definition is to utilize a flag as a flag and not as a backdrop or a prop.

Rifles/simulated rifles are defined as devices constructed so as to conform to the outward appearance of a military rifle past or present. Sights, slings, trigger, trigger housing, bolt and bolt levers are optional. Rifles must be at least twenty-four (24) inches in length. "Air Blades" are not considered authorized equipment.

Sabres/swords are defined as those weapons that are a curved blade (sabre) or a straight blade (sword) and may be constructed of wood, plastic, metal or any other suitable material. Simulated sabre/swords must have either a hand guard or a hilt and must be at least twenty-four (24) inches in length.

Authorized equipment may be modified by the addition of visual items, however, attaching a flag, rifle or sabre/sword does not make the prop a flag, rifle or sabre/sword – it is still a prop.

Timing and Penalty judges have the right to inspect and challenge guards for authorized equipment either before or after the maximum performance time with permission of the Chief Judge.

Authorized equipment must be IN HAND to be considered for accumulating authorized equipment time. In hand means equipment must be in hand ready to be used or being used. Example: A sabre hung at the side with hand touching is not considered authorized equipment in hand. IN HAND also means that the performer with equipment in hand must be visible in the performance area and to the audience. Standing behind a prop or at the edge of a prop does not meet the requirement.

**TWIRLER EQUIPMENT:**

For Twirlers, equipment time is measured when at least one performer twirls/uses any legal equipment in a “twirling” manner (to execute wrist twirls, tosses, finger twirls, rolls and novelty moves). The use of rifles or sabres will not count towards equipment time.

The following is legal twirling equipment and its use will be counted towards twirling equipment time for competing Twirler teams:

- Batons – defined as a steel shaft with a minimum of 18” in length and may have attached flags or hoops – rubber or plastic ends are required to protect the floor
- Flags are defined as any material attached to a pike, pole, rod or staff other than authorized weapons and used as a flag, with a minimum fabric size of 8” x 12”. Curved or straight poles are acceptable; however, complete circles, squares, etc. to which material is attached are not flags. Material attached to chains, ropes or hoses are not considered flags. The intent of this definition is to utilize a flag as a flag and not as a backdrop or a prop.

The use of the following equipment will result in the unit’s disqualification:

- Hawaiian Knives (safety issues)
- Any pyrotechnics (e.g. fire batons of any type)

**DANCE TEAM EQUIPMENT:**

Use of equipment and/or props is optional. This includes items such as flags, hats, canes, streamers, pom-poms, etc.

**World Class Color Guards, Twirlers or Dance Teams** may use any electrical device within their program deemed safe by the Chief Judge. The Chief Judge has the ultimate decision regarding safety of any electrical device in consultation with the TIA Director. Units should consult with the TIA Director prior to using any equipment not specifically defined in these rules. Units will assume any liability for issues arising out of use of said electrical devices.

**PERCUSSION EQUIPMENT:**

Instrumentation is limited to those instruments typically utilized and recognized as part of a percussion section. Also allowed are electronic instruments recognized as normal stage and band rhythm section instruments. Conventional wind and/or string instruments (other than string bass and guitar) may not be used. Single tone, non-keyed horns (i.e. whistles, sirens, animal calls, etc.) may be used only if generating an effect, and may not be used in any melodic form.

No single, triggered, electronic sound may produce rhythmic intent. Lyrics with rhythmic intent may be triggered on a per word basis. Spoken word phrases without rhythmic intent may be performed with a single trigger. (WGI 4.2.2)

Ensembles may manipulate their soundboard by using a remote-controlled wireless device through a self-supplied wireless network. One designated staff member may adjust the mix

using wireless technology while in the front stands. The soundboard must remain in the competition area. All lighting must be controlled by a performer in the competition area.

Ensembles may use any electrical device within their program deemed safe by the Chief Judge. The Chief Judge has the ultimate decision regarding safety of any device in consultation with the Percussion Caption Head and/or TIA Director. Ensembles should consult with the Percussion Caption Head prior to using any equipment not specifically defined in these rules. Ensemble will assume any liability for issues arising out of the use of said electrical devices.

Electrically amplified equipment may be used if it is manually struck in a percussive fashion. Synthesizers with touch keyboards are acceptable. All props will be considered as props only and not used in musical evaluations.

Use of visual equipment and/or props is optional. Any individual or the entire ensemble is permitted to use visual equipment. If equipment is used, it may be placed on the floor, or moved by students during the unit's performance. Students must be declared to the timing judge. These students may not cross the front line and must meet eligibility requirements. Equipment may also be placed on the floor prior to the unit's performance.

Performers playing musical instruments or singing using a 115/120-volt power source provided to allow amplification is permitted in the competition area.

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## **FLOOR SIZE**

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Size of the competing area will be 50 feet by 70 feet with a 5-foot working area around the floor (a standard basketball floor) with the outside lines marked. Front sideline out-of-bounds penalties will be assessed based on the floor marking on the GE side of the 50'x70' floor. Although there will be no boundary violations for stepping over the hoop side or back sidelines of the floor, the sponsor is only required to guarantee the 50'x70' floor for competitions. (Please note that this is different than WGI Rules.) The front sideline must be visible at all times. In gyms where space is tight, the unit shall be prepared to make adjustments to their floor covering to keep the front sideline visible. This is not negotiable.

**The contest sponsor will notify units in advance whether horizontal or vertical line will be used for timing.**

For Percussion, the front ensemble may be set-up outside the front sideline, as long as any part of the instrument touches within bounds and all performing members stay within bounds.

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## **ENTRANCE**

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All personnel, equipment and/or props shall enter at a place designated by the contest sponsor at the signal from the Floor Coordinator. All props must be able to fit through a standard size (36") single door. No timing exceptions will be made for oversized props. Props will not be

allowed in the competition area before the unit's performance time. Any unit causing a delay in the schedule will be subject to penalty.

In small, tight facilities, the Chief Judge will be allowed to make the decision to extend the time equally for each unit.

The entrance procedure will be as follows: When the unit first enters the competition area, an announcement of "Please welcome {unit name}". At one minute thirty seconds (1:30) of the interval time for all classes except World (World Class will have two minutes) and Percussion classes (Percussion will have 2:30), the announcer will be cued to say, "Performing their program {title}, Tournament Indoor Association is proud to present {unit name}. World Class units may have this second announcement pre-recorded into their soundtrack and may not deviate from the wording of the announcement. World Class units who chose to do this shall notify the Floor Coordinator.

A World Class unit will be allowed to use music as part of their set up process through the house/show sound system after 1 minute of the unit's interval time. If a unit chooses to use music they must designate (in person) to the Floor Coordinator when the unit announcement is made so the performance time can begin. The Floor Coordinator determines the beginning of the unit's interval time. The unit is responsible for any music direction required at the sound table, which must be given in person. For Percussion, the use of entrance music is allowable for all classes.

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## **EXIT**

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For purpose of timing, personnel, equipment and props are considered removed when they have been moved across a center line either horizontal or vertical depending on the contest site. After crossing the timing line, all equipment and/or props must continue to make forward progress out of the competition area in a timely manner or receive a penalty at the discretion of the Floor Coordinator. This will include any residue left on the floor by the use of confetti, small pieces of material or paper used to generate the effect of leaves, snow, etc. or any other materials used to generate an effect.

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## **TIMING**

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Units will be scheduled to compete at the intervals defined below. This time interval will include set-up, entrance, performance, exit and removal of all equipment and props.

The minimum and maximum times for units are defined below.

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<b>Color Guard, Twirlers, Dance Team</b>				
<b>Class</b>	<b>Min. Perf. Time</b>	<b>Min. Equip. Time (Guard and Twirlers)</b>	<b>Max. Perf. Time</b>	<b>Max Interval Time</b>
World	4 mins.	3 ½ mins.	7 ½ mins.	10 mins.
Open	4 mins.	3 ½ mins.	6 ½ mins.	9 mins.
Regional A/Int/A/Sr/Univ	4 mins.	3 ½ mins.	5 ½ mins.	8 mins.
Jr/Middle	3 mins.	3 mins.	4 ½ mins.	7 mins.
Cadet	0	0	3 mins.	6 mins.

<b>Marching Percussion</b>			
<b>Class</b>	<b>Min. Perf. Time</b>	<b>Max. Perf. Time</b>	<b>Max Interval Time</b>
World	4 mins.	8 mins.	11 mins.
Open	4 mins.	7 mins.	10 mins.
Regional A/Int/A/Sr/Univ	4 mins.	6 mins.	9 mins.
Jr/Middle	3 mins.	5 mins.	8 mins.
Cadet	0	3 mins.	6 mins.

<b>Stationary Percussion</b>			
<b>Class</b>	<b>Min. Perf. Time</b>	<b>Max. Perf. Time</b>	<b>Max Interval Time</b>
Open	4 mins.	7 mins.	10 mins.
A	4 mins.	6 mins.	9 mins.
Jr/Middle	3 mins.	5 mins.	8 mins.

Interval Time begins when the Floor Coordinator notifies the unit that they may enter the competition area and continues until the music is off and the last members and all equipment/props have crossed the designated vertical or horizontal line. Interval Time will continue to run until all performers and equipment/props are removed from the competition area. This will include any residue left on the floor by the use of any matter, for example, confetti, small pieces of material or paper used to generate the effect of leaves, snow, etc. or any other materials used to generate an effect. In other words, the interval time will continue until the floor is left in the condition that it was at the start of the performance.

Performance Time will begin at the first step of the unit or at the first note of music after the unit's program has been announced and will continue non-stop through the show, and the unit's exit off the floor or obvious conclusion.

Judging will take place during the entire performance (from the first note of music or movement after the cue is given to begin to the unit's exit from the floor or obvious conclusion).

Units may enter with a “tap” prior to introduction. If a unit chooses to play during an entrance, it will be considered part of the performance time.

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### **NON-PERFORMING MEMBERS**

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Non-performing members (equipment managers) must meet the eligibility requirements for that class and remain in the competitive area during the performance and follow the timing and boundary rules. Please note that members from another unit in that division (ex. Middle School Color Guard members on the competitive floor with a High School Color Guard) may not compete in two units of the same division in the same contest. The penalty for this violation is DISQUALIFICATION.

Two runners are allowed for each unit. They must be off the front of the floor and may only retrieve dropped equipment. If they do anything else, they are performing members and all timing and boundary rules apply. Runners who create any type of effect will be bound by equipment and boundary requirements. Any equipment or props, if used, should be retrieved by the competitor, student runner/staff member, if dropped.

Percussion Ensembles may use one (1) optional member conductor positioned in the competition area. The conductor must meet all of the eligibility requirements of that class.

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### **CONTEST SPONSORS**

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Only active TIA members may host a TIA competition. Indoor contest sponsors may not exclude competitive divisions from the contest. While the specific awards to be offered are the choice of the sponsor; guard, twirler, percussion and dance teams (both Scholastic and Independent) must be made available at each sanctioned TIA contest. Registration for TIA competitions will open on the NJATOB.org website on October 1<sup>st</sup> of each year for all contest hosts that have completed a contract and paid their deposit.

The number of judges assigned will be based on the types of units entered in the contest.

Contest sponsors are required to submit their contest contract with a non-refundable deposit to have their contest posted on the schedule (contact your Region Coordinator for a contract). It is strongly recommended that competitions be scheduled prior to December 31<sup>st</sup>. Any event scheduled after that date, the Indoor Director and/or the NJA Director MUST clear date for availability. NJA reserves the right to limit the number of events scheduled on any single day.

Contest sponsors are to be sure that a room is available for judges to meet at least one hour before the start of the contest and may not host an instructor hospitality area in the same room.

Contest sponsors must notify all participants in advance that they will be utilizing a floor covering/tarp for their entire competition. The floor covering/tarp must have a center line and the center circle marked on the floor. Failure of the contest sponsor to notify participants in advance will allow units to take themselves out of the competition without bond forfeiture.

Contest sponsors must coordinate a performance schedule with the guidance of their Region Coordinator. The contest sponsor should send a tentative competition schedule to all participants at least two weeks in advance of the contest date. Site information should include designated entrance/exit to gymnasium and whether horizontal or vertical timing line will be utilized. When planning a schedule for the contest, please try to end the competition at a reasonable hour, so that participants and judges will not have to travel in the early morning hours.

Divisions may be intermixed (i.e., guards, twirlers, dance) at the choice of the contest sponsor as long as like classes compete together. Breaks should be placed outside a competitive class of units. If a contest sponsor chooses to do this rather than the “traditional” schedule, participants must be notified of this in advance, or at the latest, two weeks prior to the competition date. It is the responsibility of the contest host to also notify the Chief Judge of this choice of scheduling at least two weeks prior to the contest date.

The contest sponsor’s unit(s) may compete at their own competition and choose to decline any award placements. A contest sponsor that performs as part of their competitive class will receive show credit. A contest sponsor who does an exhibition outside of their class, whether judged or not judged, will **not** receive credit toward their competitive requirements.

The contest sponsor must provide qualified medical aide at a contest site.

The contest sponsor must provide sufficient audio equipment that is capable of playing CDs and connection for a digital device.

The contest sponsor must provide electric connection in the judging area and the front sideline of the performance floor. The contest sponsor must ensure the building does not have any wireless signal blocking systems that may interfere with the use of WINDI, the digital recording and scoring system used by the National Judges Association.

It is highly recommended that contest sponsors have an “inspection” area where they inspect all equipment, props and percussion equipment at least 30 minutes prior to entering the competition floor. This will hopefully prevent damage to gymnasium floors.

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## **CONTEST PROCEDURES**

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Units will not be allowed to give an exhibition during the competitive portion of a class/division. Exhibitions should be scheduled at the end of a class/division. If a unit does a judged exhibition, all scores will appear on the recap sheet, but will not be announced. Judged



exhibitions (other than contest sponsors) will not count towards show requirements. Judged exhibitions by the contest sponsors may count toward show requirements.

Units contracted as competitors must compete, if present. Last minute judged exhibitions are not permitted.

Units should be encouraged to have their members wear some sort of foot protection when they are not performing. Walking barefoot throughout the contest facility is dangerous and unsanitary.

Post-contest meetings (critiques) will be held at all Tournament Indoor Association contests, with the exception of the Region and Atlantic Coast Championships. Recaps may be distributed prior to the critique at the discretion of the Chief Judge; however, no discussion of numerical comparison will occur unless you and the judge have discussed your program first.

Units will have dialog with the judges in the order of appearance (units traveling long distances shall be given consideration to critique early). Critiques will be conducted with 3 stations (IA, DA and GE). 3 units will enter critique and rotate in 3-minute spans allowing the next 3 units to enter. When a contest exceeds 20 units, this time span may be shortened.

A timer will be used to limit each unit's critique. Hosts, whether competitive or exhibition, must critique last. Contest sponsors are responsible to provide sufficient time to allow a complete time frame for post-contest critiques and all considerations should be made to make the scheduled time a reasonable one to allow for travel.

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## **CHAMPIONSHIPS**

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Only units that have competed in their Region Championship and have met the Tournament Indoor requirements to qualify for championship competition may register for the Atlantic Coast Championships for Indoor. Several Regions may combine their members for a regional contest, however, only members of each Region may compete for their respective Region title.

Registration for the Atlantic Coast Championship will take place online and a unit's registration date will be noted when their deposit is received either in the form of a check/money order or school purchase order. Earliest entry date for championship registration will be December 1. The Wildwood Housing Coordinator will set and announce a deadline for entry based on the requirements of the facilities utilized in Wildwood. Housing and ticket information for the championship will be made available through the Weekend in Wildwood Convention Committee. A tentative schedule for the Atlantic Coast Championships will be available by mid-March.

Prelim positions will be in reverse order of date of unit's first contest (all events held in January will be considered equal in the positioning). Where equal, the date of registration deposit

payment will be used to determine order and if equal at that point, a drawing will be held. Finals position will be seeded by reverse order of prelim scores. Provided the unit qualifies for finals, the defending champion of any class may elect to compete last in finals competition. The Indoor Director must receive a request, in writing, by the defending champion to exercise this option prior to the Atlantic Coast Championship weekend; otherwise the request will not be honored. Elementary/Cadet/Junior/Middle School units will compete in a finals event only. Positions will be determined using the process listed above.

TIA may utilize rounds for preliminary competition with semi-finals and finals for any class where there are more than 20 entries. This will be determined once all entries have been received. If any class is over 20 entries and it is decided by the Indoor Director that "rounds" will be used, then the positioning of units in the preliminary competition will not be by the usual process (listed above). Units will be seeded by using the average of their last two scores the unit received prior to Region Championships. The seeding of units will be spread evenly over the number of "rounds". For example: the highest seeded unit will be in round 3, the second highest seeded unit in round 2, the third highest seeded unit in round 1, etc. A certain number of units from each round (to be determined at a later date) will advance to the semi-finals competition. Then, the top units in the semi-finals competition will advance to the finals competition. The same judging panel must judge all of the rounds in the preliminary competition.

When seeding units from the semi-finals round to the finals round, the units will perform in reverse order of score ranking (the highest scoring unit will go on last). In the case of a tie between two units, the unit that has the most sub-caption wins will be seeded higher than the unit that they tied with.

Due to the size of the competition, not all Finals Competitions will occur at Convention Hall. An alternate site may be used for some of the Finals Competitions. Please note that due to the volume of units to schedule in the Atlantic Coast Championships, accommodations may not be available for units that use students in multiple units or multiple units from the same school/organization.

Unit Directors are reminded that retreat and awards ceremony demeanor is important. Units are expected to continue to project a professional look until the end of retreat and out of the view of the public.

Any unit applying glitter or similar items within Championship facilities that leaves a residue on the floor or fixtures within the restroom facilities will be charged appropriate cleaning fees. Any unit that leaves props, trash, etc. behind in Championship facilities will be charged with a disposal fee that must be paid to the National Judges Association before they can compete the following season.

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## PENALTIES

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Under time Performance and Equipment Timing penalties will not be enforced from the start of the season until February 20th. Over Time, Interval Timing and all other penalty situations will be enforced.

A one-tenth (0.1) penalty will be assessed for:

- Each occurrence of performing or touching over the front sideline.
- Each piece of equipment thrown over the front sideline. Members of the performing unit may ground equipment inside the front sideline and then push it over the front sideline without penalty. No penalties shall be assessed to percussion units for broken sticks, mallets, or hardware falling over the front boundary accidentally.
- Every 3 seconds UNDER Equipment or UNDER/OVER Interval or Performance time. (Note: Air Blades are not authorized equipment.)
- Each occurrence of utilizing more than a total of two runners.
- One-tenth (0.1) through disqualification (at the discretion of the Chief Judge) for delay in competition due to a unit not leaving the competition area in the condition that it was prior to their entrance to the floor.

A two-point (2.0) penalty will be assessed for:

- Appearing late, refusing to appear in the position drawn/assigned, or any infraction of the TOB Bylaws.
- Improper conduct by any competing member with another unit's performance.
- Interference by a staff or unit member with another unit's performance.
- Interference by a staff or unit member with the judging of their own unit's performance.
- Adult or non-performing personnel that coach, cue, etc. any performing member.
- Use of pre-recorded sounds that set a tempo/rhythm.
- For the protection of the wooden competition floors, all equipment must be properly taped or otherwise be prepared to ensure that damage to the floors will not occur. Inspections may occur by the contest sponsor. Damage to the floor that may occur by dragging the tympani, wheels on carts locking, unprotected props, etc. will be the financial responsibility of the unit and is subject to a penalty of 2.0.
- Tap shoes and/or tap dancing will be allowed only on a hard surface provided by the participating unit. The hard surface will be properly padded (carpeting, foam, etc.) so as not to damage the floor. A canvas/vinyl floor alone is not proper padding. Penalty: 2.0

10 Points to Disqualification, at the discretion of the Chief Judge:

- If a unit fails to notify a contest sponsor and the Indoor Director that they have been moved to another competing division.
- No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids or gas will be permitted in or around the competition area. Smoke machines and/or compressed air apparatuses will not be permitted.

- Battery operated devices using “common use” batteries (AA, AAA, AAAA, C, D, N, 9V and button cells) are allowed. Battery operated wheelchairs used by disabled members of the unit are allowed. Devices using dry-cell secondary “rechargeable batteries”, including cell phones, cameras, MP3 players and computers are also allowed. Car and/or truck batteries are not permitted.
- No gasoline, electric or manual powered generators.
- Use of lasers, strobe lights and flashcubes (electrical and chemical) will not be permitted.
- Live animals shall not be allowed.
- Use of powder, dirt or any other substance that lingers in the competition area past the interval time..
- Use of helium, including helium-filled balloons.
- No motorized vehicles except for motorized wheelchairs used by disabled performers.
- No use of glass objects that may break and/or leave shards of glass in the competition area.
- No drones or any remote-controlled airborne devices.
- No hoverboards
- Any unit violating any requirement in the ELIGIBILITY section shall be disqualified and its position and standing in the contest shall be forfeited. Example: Utilizing members that are over the age limit for their class.
- There will be no “flying” or “ballooning” of tarps to clear the floor at the conclusion of a unit’s performance.

Props built and/or used, including drum major podiums, that measure over six feet high and are used in such a way that result in a participant whose feet are more than six feet above the competition surface must have appropriate safety railings in place or protective padding around the prop to prevent injury. Participants are prohibited from jumping or leaping off of any prop that exceeds six feet in height unless protective padding is in place or other adequate safety precautions are taken. PENALTY: At the discretion of the Chief Judge, prohibition of the use of the over height/unsafe prop(s) or disqualification.

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## **SOUND POLICY**

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All units should review the WGI Sound Policy listed below, as this will be expected of all units in TIA (references to “Color Guard” will apply to all units in TIA):

### **3.120 Sound Policy (Color Guard)**

- All color guards should do a sound check at the designated times provided in the contest information packet to ensure the playability of any device or CD.
- Color guard is responsible for providing the method that the music will be played, e.g. CD, MP3, computer, etc.
- Color guard must provide their music in a timely manner to the designated sound operator. Any delay in providing music is the responsibility of the color guard.

- Color guard must have a designated person at the sound table to operate any device provided to play music such as MP3 players or computers. Guard's representative is responsible to set up and play device. If a CD is provided, the color guard representative must instruct the sound operator as to what track or other relevant information is needed to start the music when directed by the contest Timing and Penalty judge or after the color guard's introduction.
- If the color guard has an issue with the music such as music is too soft, it begins in the wrong place or skips, the color guard's representative must make the decision to stop the music and tell the operator to stop the music.
- Interval timing will continue as the color guard resets and begins again. The Contest Administrator has the sole discretion in waiving any timing penalty due to the restart. If the stoppage is due to faulty sound equipment, operator error or an unexplained reason, overtime penalty may be waived.
- Issues related to the equipment provided by the color guard, quality of the CD or the color guard's representative error (using wrong playlist on MP3, etc.) will result in the actual interval timing being used and penalties, if any, being assessed.
- Volume direction must come from the color guard representative at the sound table. Direction will not be taken from the audience viewing area or across the floor. Final volume discretion is given to the sound operator based on their equipment and the Chief Judge who ultimately determines an appropriate volume level.
- The color guard representative may provide direction to the sound operator during the performance regarding equalization.
- It is the responsibility of the color guard to provide their music for each performance and to ensure that their soundtrack is working appropriately. CDs may not be left at sound table between performances.
- Under no circumstances will verbal abuse of the sound operator be tolerated. Penalties will be assessed per current WGI rules.

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## **COMPETITIVE FLAG CODE**

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**PURPOSE:** The purpose of the Code is to establish a set of rules and regulations for the display of the National Color of any country that uniformed groups may represent, hereinafter referred to as the National Color.

The Code confines itself to consideration of the National Color and the items and/or incidents relative to flag etiquette and does not concern itself with the other captains such as analysis or effect, etc. Use of the Code shall not be the authority either expressed or implied, to violate any National, State or Provincial laws at variance with it.

Any unit that is competing shall be subject to this Code.

Violations of the Code may be noted by any assigned judge. However, only the Chief Judge may assess a penalty. Infraction of the competitive flag code shall be penalized 0.1 of a point per

offense (16 steps or change of direction), however, a 1.0 penalty shall be assessed for dropping the National Color.

Any number of National Colors may be carried by a unit provided they are properly guarded. In the case of the US Flag, any stars in the Union are permitted; however the most recent US Flag shall be carried in the point of honor.

When a competitive unit is carrying a flag of another nation in addition to its own, then it shall be carried according to the UN Protocol, following in honor, the flag of the country from which the guard originates.

The National Color must be at least 3 feet x 5 feet. No flag shall be larger than the National Color.

Finial Pieces: All National Color flag poles must have a staff head or a finial piece. No National Color should bear any staff head other than a conical spear or those officially authorized by the Army (eagle, acorn, ball or spear) or by the Navy (gilt, star, gilt ball, and flat truck).

Fringe on the National Color is permitted. No streamer, banner or other material may be attached to the pole or finial piece of the National Color. In the case of the US Flag, this does not preclude black crepe streamers when ordered by the President of the United States.

When the National Color is carried by a unit, the maximum distance between the guard and the National Color will be three (3) thirty (30) inch paces. The direction of motion or the direction of facing of the National Color will be considered properly guarded regardless of the relative positions as long as the guard is within the allowable distance.

At no time shall another piece of equipment pass between the Color and its guard unless that person qualifies as a guard. Authorized weapons are rifles, sabres, swords, either real or simulated. See rules for definitions on authorized equipment. Bayonets may not be used.

Immediate Front: No other flag in the same unit shall at any time pass or be in the immediate front of the National Color without rendering the proper salute, that being dipping. (Dipping: any position that may be attained by a downward movement of the flag from the zero degree of arc carry, within the 180 degree front of the bearer). The immediate front is the infinite path through which the National Color can pass safely without contact. This pertains to the immediate front of the National Color and not the immediate front of the other flags.

Trailing: There will be no flag to the 180 degree front of the National Color facing in the same banner direction. Flash trails and/or sweeps are allowed as long as they are one (1) count or less. This pertains to the movement of the National Color only. (Interpretation: If the trail is caused by a turn or movement of the National Color in one count or less, it is not a violation. Should the error be caused by a turn or movement of a flag other than the National Color, this is an immediate violation.)

Point of Honor: No other flag in the same unit may be placed above the National Color. Flags out of contact with the bearer will not be penalized for point of honor violations. This applies to flag tosses and aerals.

Placement of the US National Color: In case of the US Flag, there shall be no flag to the immediate right of the US Flag while facing the same direction.

Placement of the Canadian National Color: When two (2) or more than three (3) flags are flown together, the Canadian Flag should be seen on the left as seen by the spectators in front of the flag. When three (3) flags are flown together, the Canadian Flag should be occupying the central position with the next ranking flag to the left and third ranking flag to the right as seen by the spectators. If a number of flags are flown together, the Canadian Flag may be flown at each end of the line of flags.

Carriage and Position of the National Color:

Dipping of the National Color: The US Flag shall never be dipped in any direction or to any person.

The Canadian Flag is dipped to the ground upon the playing of the Royal Anthem or Vice-Regal Salute or as a salute it is dipped to the parallel position to the Sovereign, members of the Royal Family related in the first degree to the Sovereign or to one of the Sovereign Canadian representatives.

The National Color shall, at all times, be carried aloft and free except during the posting ceremony.

At no time, except for one back step in the act of retrieving colors, shall the National Color bearer back step, engage in theatrical steps or counter marches except when the National Color is posted.

The National Color bearer shall not execute "to the rear march" or "about face". Interpretation: a turn of 180 degrees in two steps or less.

The National Bearer shall not be armed while in possession of the National Color.

The National Color shall never be permitted to touch the ground.

Head gear is required as part of the uniform of the National Color Bearer.

If the posting ceremony is done, the following Flag Code is in effect:

At any time the colors are posted, the National Color shall be posted in the right of the saluting point or place of honor and/or the right of the officer receiving salutes or honors.

The National Color and other flags may be posted simultaneously, if not the National Color must be posted last.

The National Color and other flags may be retrieved simultaneously; if not, the National Color must be retrieved first.

Timing for posting purposes will start with the posting of the first flag and end with retrieving of the last flag, if flags are not posted and retrieved simultaneously. Colors must not be posted for more than 60 seconds. Flags are deemed posted when neither hand is on the pole. Flags are deemed retrieved with either hand is on the pole. No human receptacle may be used in posting colors. During the ceremony of Post and Retrieve, two salutes are required – one immediately following post and the other immediately prior to retrieve.

At any time a salute is required, it shall be rendered as a military salute as required by the recognized National military authority of the country of origin of the unit. These salutes must be rendered at least momentarily by all competing members. Other salutes may be rendered, provided they conform to the dignity and propriety of the National Color and its proper display.

The guard with the National Color shall remain within the distance limitations during the posting ceremony, covering the National Color. A guard is not required while the National Color is in the posting receptacle.