

WIAA // GESA CREDIT UNION

POSTSEASON STANDARD OPERATING PROCEDURES

CHEER

JANUARY 24-25, 2025

Battle Ground High School

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SPORT-SPECIFIC SOPs

Changes from the 2023-24 Postseason Cheer SOPs are indicated in bold type and shaded.

Facility Access – Please enter through the participant pass gate. Cheerleaders and coach(es) must be listed on a squad roster on school letterhead provided by the athletic director of the school. The pass list will allow access to any tournament game.

- 1. Cheerleader Roster limits – When accompanied by school cheer coach**, cheerleaders in uniform are admitted free through the pass gate at regional and state events where there is a tradition of cheerleader involvement by that school during the regular season in that sport and there is a designated area on the sidelines of the court/field. There is no limit on the number of cheerleaders approved by the participating school. Due to the restricted area for crowd movement in front of each student rooting section, the number of cheerleaders allowed in front of their crowd at any given time may be restricted. Any number of cheerleaders may participate in performances on the court/field during approved dead ball periods.
- 2. Cheerleader Coaches** – One coach may be admitted at no charge for every five cheerleaders up to a maximum of three coaches.

Dressing Room – A room may be available for changing clothes and preparing for games. Please do not use the public restrooms for this purpose.

Check-in at Site – The cheerleader coach must report to the Tournament Manager one-half to one hour prior to each of their game times to verify supervisory responsibilities and to determine performance schedules.

Warm-up Area – A designated warm-up area may be provided. Cheer squads **MUST** bring their own mats and **MUST** be supervised while in the warm-up area.

On-Court Performance Schedule – One minute is allocated for the following:

Between 1st and 2nd quarter

Between 3rd and 4th quarter

Between any subsequent overtime periods

During a full time out (cheerleaders are not allowed onto the court during a 30-second timeout)

Stunts may be practiced only in the designated warm-up area **IF THE SQUAD BRINGS A MAT** and performed **ONLY** on the competition floor. No coaches will be allowed onto the competition floor as spotters. Each squad is responsible to provide any matting required to meet NFHS safety rules.

- 54.2.1 All members of a cheer squad involved in stunting shall wear their hair away from the face and off the shoulders.
- 54.2.2 A non-skid surface mat(s) of a minimum of 6' x 8' is required for performing basket tosses and other similar multi-base tosses on a hard surface. (Folding panel mats and yoga mats are neither acceptable nor appropriate)

Introduction of Starting Line-up - Cheerleaders may be on the competition floor but must remain within the designated half court area during the pre-game introduction of starters. Cheerleaders may be introduced prior to their first game.

Half-time Music - Squads are required to have their own music unless the band is playing. A representative of the cheer squad must be present at the announcer's table to cue the music.

Half-time Entertainment - Seven minutes will be allocated for half-time entertainment. Since the clock is running, the time allotted for performing groups begins when the group enters the court and ends when the group exits the court (NOT when the music begins and ends.) All half-time entertainment must be cleared with the Tournament Manager prior to the contest. The recommended performance order is listed below. This schedule can be changed upon mutual agreement of all performance groups and/or the tournament manager depending upon half-time presentations or special promotions.

- 1st - Home Dance/Drill Team (3 minutes maximum)
- 2nd - Visiting Dance/Drill Team (3 minutes maximum)
- 3rd - Home Cheerleaders (30 seconds)
- 4th - Visiting Cheerleaders (30 seconds)
- 5th - Home Band (if time permits)
- 6th - Visiting Band (if time permits)

Length of Routines - Squads are recommended to be prepared with both short and long routines, depending upon the available time and the number of squads on site.

Props - Cheer crowd involvement cue cards may be used as props (not to exceed 3' x 3'). The cue cards are to be used by cheerleaders in the cheerleader area only and the words must be supportive of their team and not degrading to opponents. Megaphones may be used only by the cheerleaders. Run through signs are not permitted.

Responsibility of the Cheerleaders - Only school district accepted cheers should be used at the appropriate times. Cheers or yells with degrading opponent implications and profanity must be avoided. Cheerleaders' actions, responsibility, acceptance, and control of student sections will be evaluated and scored as contributing to sportsmanship awards.

Excerpt from the WIAA Handbook: **23.5.10** Stunt Certification is required for all head cheer Coaches. The certification program must be approved by the WIAA. Coaches must be recertified every two (2) years.

1.0 QUALIFYING EVENTS

- 1.1 The team must have performed in at least ten varsity school events, such as school assemblies, sideline cheerleading, half-time performances, pep rallies, etc.
- 1.2 The team must have participated in at least one WIAA, WSCCA or school sponsored competition. The competition must:
 - 1) Be staffed entirely by school personnel and/or affiliates (school administrators, teachers, coaches, booster clubs, etc);
 - 2) Have all registration/entry fees deposited into the school ASB account;
 - 3) Not exceed the \$100 per routine registration/entry fee as approved by the WIAA and WSCCA;
 - 4) Utilize WOA/WSCJA judges.
- 1.3 In order to qualify for the WIAA State Championships, the team must have scored at least **64** as a minimum qualifying score in the non-tumbling division and stomp divisions or **70** as a minimum qualifying score in the tumbling and game day divisions (whole numbers only; there will be no rounding of decimals) after all deductions (based upon the cumulative scores awarded by the four judges) in the competition, or
- 1.4 Qualifying competitions may be held during the months of **October**, November, December and January.

2.0 CATEGORIES: NFHS Spirit rules will be strictly enforced in all categories.

- 2.1 Tumbling: Tumbling is defined as any skill with feet over head rotation.
- 2.2 Non-Tumbling: Tumbling, except for inversions into load-in positions and dismounts of stunts and pyramids, is not allowed.
- 2.3 Stomp
- 2.4 Game Day
- 2.5 The categories may be divided at the state championships by size if four or more teams qualify in the divisions below.
 - 2.5.1 Varsity small: 12 and under participants
 - 2.5.2 Varsity medium: 13-19 participants
 - 2.5.3 Varsity Large: 20-32 participants
 - 2.5.4 Coed tumbling and game day divisions only: three (3) or more males
 - 2.5.5 "Live" musicians must be included with the team numbers in determining the appropriate division.
- 2.6 A school may enter only one team in each category and a maximum of three categories.
- 2.7 A school may participate in tumbling or non-tumbling, but not in both, as well as stomp and game day.

3.0 STATE EVENT FORMAT:

- 3.1 All classifications may be combined.
- 3.2 Every effort will be made to schedule the teams that qualify in two categories to compete on the same day (either Friday or Saturday, in order to minimize the requirement for overnight lodging.)

4.0 COMPETITION SCHEDULE: When possible, teams will be scheduled based upon their qualifying score with the highest qualifying score competing last in each category.

5.0 PRACTICE SCHEDULE: Available practice time will be divided equally among the teams. The practices are closed to other teams.

6.0 SCORING/JUDGING

- 6.1 Four WOA judges plus two safety/technical judges will judge each routine.
- 6.2 Judges will be positioned on one side of the facility.
- 6.3 Points deducted for any safety violations will be subtracted from the final score.
- 6.4 Deductions for all categories:
 - Discarded sign hits person - 0.5 points per person hit
 - Tumbling fault: tumbler tumbles into or hits someone - 1 point per person
 - Tumbling fault: tumbler lands on knees, head, back or bottom - 1 point per person
 - Minor stunt fault: hand, elbow, or knee hits the performing surface - 1 point per person
 - Major stunt fault: hip, bottom, shoulder, head, side or back hits the performing surface - 2 points per person
- 6.5 Deductions for the Game Day category only:
 - The performance will follow this order: Band Chant, Situational Sideline, Cheer, followed by the Fight Song - 5 points each
 - No stunting or tumbling is permitted in the Band Chant, however jumps and kicks are allowed - 5 points each
 - Incorporation is limited to three consecutive 8-counts of stunts and/or tumbling in the Fight Song (if the Fight Song repeats, the incorporation will only be allowed both times if it is repeated exactly the same both times) - 5 points each. Counting will begin with the first initiation of a skill (stunt or tumbling) until one of the following:
 - o The routine ends within the three consecutive 8-counts
 - o Stunts are stationary prior to the end of the third 8-count and remain stationary until the end of the routine
 - Stunts are not allowed as a transition before/between sections (this would include the team's entry to the floor and any time prior to starting the performance) - 5 points each. In between elements, teams must always return to the performance surface. Teams may kick, jump or tumbling but may not stunt.

- Tosses (basket, sponge or elevator) are NOT allowed - 2 points each
- Inversions are NOT allowed - 2 points each
- Twisting Released Dismounts are NOT allowed - 2 points each
- Single leg stunts are limited to liberties and liberty hitches (body positions are not allowed) - 2 points each
- Running Tumbling (tumbling that involves a forward step or a hurdle used to gain momentum as an entry to a tumbling skill) is NOT allowed” - 2 points each
- Connected tumbling skills are NOT allowed and a back tuck is the most elite tumbling skill allowed (a single skill jump-tumble would be allowed)” - 2 points each

6.6 **Technical penalty appeal process: Penalty forms will be emailed to coaches when completed. Coaches will have 20 minutes to appeal following receipt of the penalty email. Any coach not receiving an email with the penalty form within 30 minutes of the routine shall approach the tech table for a paper copy. Failure to do so will void any penalty appeal.**

NOTE: Appeals will only be considered for deductions of Safety/Technical Penalty violations. Appeals of performance scoring will not be considered.

6.7 Placement of teams will be posted on the WIAA Website following the event.

7.0 ROUTINES

- 7.1 Routines are limited to two minutes and 33 seconds for the Tumbling and Non-Tumbling categories and three minutes and three seconds for the Stomp and Game Day categories.
- 7.2 The music portion can not be longer than one minute and **45** seconds for the Tumbling and Non-Tumbling Categories (there is no music time limit for the Stomp or Game Day categories.)
- 7.3 All routines will be timed (both the music portion and total time.) There will be a five point deduction for every ten seconds over the maximum time limit.
- 1 - 10 seconds over = 5 point deduction
- 11 - 20 second over = 10 point deduction
- 7.4 Routines consist of cheer, chants, stunts, dance, jumps, and/or tumbling.
- 7.5 Cheers, chants and signs are to be directed only toward the school’s team.
- 7.6 Spotters will not be provided.
- 7.7 NFHS rules apply with this addition to 2-1-5: Members of a cheer squad involved in stunting shall wear their hair away from the face and off the shoulders.

8.0 PERFORMANCE AREA

- 8.1 The 54’ x 42’ cheer mat area represents the performance boundary area for the Tumbling, Non-tumbling, and Game Day categories. Three mats will be centered horizontally along the

side line and the basketball court boundary lines represent the boundary lines for the Stomp category.

- 8.2 No points will be deducted if hands cross outside the performance area to drop or pick up pom poms, signs and/or megaphones.
- 8.3 Entrances and exits from the performance area will not be judged by the performance judges. Safety/Technical judging, including timing, starts when the music begins or with the first choreographed word or motion and ends when the music stops or with the last choreographed word or motion, whichever comes last. Final dismounts performed after the conclusion of the timed routine will not be judged.
- 8.4 Any damage resulting from a team's involvement and/or performance will be that school's responsibility.

9.0 ENTRANCE PROCEDURES: All teams must be ready to take the floor one team ahead. Teams must stay out of view until the official announcement is made to enter the floor.

10.0 MUSIC: All music must be approved by the local school district.

- 10.1 Each squad is responsible for its music that will be plugged into the sound system on site.
- 10.2 If a routine is stopped due to mechanical failure or serious injury, the squad will have the choice to perform again. The head coach must inform the tech table within ten (10) minutes if the squad chooses to perform again. The squad will perform the entire routine again with the judging commencing from the point of the mechanical failure or serious injury.
- 10.3 Music may have words, but all must be appropriate.
- 10.4 A representative of each team must be present at the announcer's table to cue the music when their team is performing. No responsibility is taken by the sound crew if a school representative is not there.

11.0 AWARDS: A minimum of four schools must compete in a category in order for a first place trophy to be awarded.

- 11.1 If less than four teams qualify in a given category or division, a first place trophy will be awarded if a team achieves at least the **qualifying score for that division.**
 - 11.1.1 For teams in a Non-Tumbling or Stomp category, the average of the first place scores in all other Non-Tumbling and Stomp categories will determine the minimum scores that must be earned for a first place trophy.
 - 11.1.2 For teams in a Tumbling or Game Day category, the average of the first place scores in all other Tumbling and Game Day categories will determine the minimum scores that must be earned for a first place trophy.
- 11.2 A second place certificate will be awarded if five to eight schools compete in a category.
- 11.3 A third place certificate will be awarded if nine to 12 schools compete in a category.
- 11.4 A fourth place certificate will be awarded if 13 to 16 schools compete in a category.

- 12.0 CLOSING CEREMONY:** Only the seniors or captains from each of the participating schools will march onto the competition floor during the closing ceremonies.
- 13.0 SPECTATOR and PARTICIPANT SEATING:** Participants and spectators may not “block” or “reserve” seats. Areas will be designated for spectators and for participating teams.
- 14.0 GAMES COMMITTEE:** For the purpose of ruling on appeals, the Games Committee shall consist of the event manager, the head judge, the head safety/technical judge and two participating coaches, athletic directors or school administrators not involved in the dispute in question (either competing in a different category or in a different classification.)

GENERAL REGULATIONS

ALLOCATIONS

Postseason berths are allocated to WIAA Districts based on the total number of schools offering the sport in that classification/gender.

STATE TOURNAMENT TICKETS

The WIAA has transitioned to paperless ticketing with State Tournament tickets available for purchase digitally through GoFan, the WIAA's ticketing partner. Fans are encouraged to purchase tickets online in advance of the events but will have the ability to purchase digital tickets onsite by accessing the GoFan digital ticketing site using their mobile devices. Limited paper tickets will be available at most sites on the day of the event. **SERVICE FEES APPLY TO ALL TICKETS SOLD. The Tacoma Dome, Yakima Valley SunDome, and Spokane Arena manage their own tickets. Venue-imposed fees apply.**

- **SENIOR:** Age 62 and over
- **MILITARY:** Active Duty, Veterans, Guard, and Reserves with proper Military I.D.
- **STUDENT:** Children aged 5-11 and students aged 12 and over with a valid high school or middle school ASB card (the actual ASB card must be presented; pictures of ASB cards on cell phones will not be accepted)
- **Children under the age of 5 are admitted free**
- 1st and 2nd Round ticketing for Soccer and Football is managed by the respective WIAA host Districts
- Tickets are valid only at the site/event for which they are purchased EXCEPT for Regional Basketball and Semifinal Football where tickets are valid at all sites on the day for which they are purchased

QUALIFYING TOURNAMENTS/EVENTS

Qualifying events must be completed by the Saturday prior to the start of the WIAA State Tournament.

PASSES

Passes are to participating schools according to the respective sport-specific guidelines.

- **Supervisory Passes**
Supervisory passes are to be used only by the designated school staff who are in attendance to supervise the student body fan section.

- **School Media**

School Photographers will be granted entry and may be granted floor privileges for the contest(s) in which their school participates. Each must be added to the school's pass list based on the allocated spaces in FinalForms. These positions are intended for student media, however, adults will be allowed to fill these spaces if necessary.

- **Schools Billed for Pass Gate Entry**

Schools will be billed following for any school personnel who enter through the Pass Gate that are not included on the Pass Gate List. The billing rate will be for an All-Tournament ticket.

- **College Coaches**

Passes shall not be issued to college coaches for scouting purposes.

ALL-TOURNAMENT TEAMS

- The WIAA does not select/announce an 'All-Star' or 'All-Tournament' team.
- If one is selected, it is announced and publicized by an outside group.

INSURANCE

- Leagues, Districts, and the WIAA maintain General Liability insurance policies for their League, District, and State Championships.
- The WIAA also provides a Catastrophic insurance policy for post-season/Championship events.
- All other coverage, including accident insurance, is the responsibility of participating schools and or individuals.

GAMES COMMITTEES

- Tournament Managers will appoint and name a Games Committee that will be onsite or readily accessible by phone for all postseason qualifying and/or State events.
- Participating coaches will be informed of the process and makeup of the Games Committee prior to the start of each event.
- Questions concerning infractions may be brought to the Games Committee by the Head Coach or a school administrator, NOT by a contestant, parent, or spectator.
- The Games Committee shall be composed of no fewer than three (3), nor more than five (5), members.
- Games Committee members may not have a conflict of interest with the teams/individuals involved with the game/contest under dispute.

Games Committee Duties:

- Assist the Tournament Manager as needed and be immediately available at all times during the event.
- Act as an arbitration board of dispute on questions or protests that might arise - the final decision must be the consensus of the Games Committee.
- The Games Committee WILL include:
 - The Tournament Manager or designee;
 - The Head Official;

- A Coach, Athletic Director, or School Administrator;
And MAY include:
- The Official Scorekeeper, OR
- Another member of the event staff

PROTESTS

In all WIAA State Tournaments, the following process will be conducted for protests:

Protest Process:

- If a Head Coach believes there has been a misinterpretation/misapplication of a specific rule, the coach shall notify the game officials following the incident and prior to the resumption of action that the contest is under protest.
- The official(s) will suspend the contest until a decision of the Games Committee has been determined. The Games Committee will meet immediately or as soon as is reasonably possible upon receiving notification of the protest.
 - During the Games Committee meeting, the coach shall be afforded the opportunity to present rationale and justification including the specific rule(s) in question, how the officials misapplied/misinterpreted the rule(s), and the desired outcome of the protest.
 - The official(s) shall be afforded the opportunity to present the rule and its implementation in the protested situation.
- The Games Committee will consult with the WIAA staff member who oversees that sport; will follow any additional protest procedures covered in the specific NFHS rule book; and will utilize the NFHS and/or WIAA playing rules, scorebook, and/or statistics to determine the appropriate ruling.
- The Games Committee will deliberate in a closed session.
- The decision of the Games Committee is final and cannot be further appealed.
- Protests of an official's judgment will not be heard.

TEAMS/INDIVIDUALS UNABLE TO ARRIVE FOR SCHEDULED COMPETITION AT A STATE EVENT

Teams/individuals earning the right to participate in State events should have those rights protected as much as possible. Participating schools must also realize that these events are held to certain restrictions with facilities, game officials, and all other game administration and operations.

- A WIAA State event shall be defined as any tournament event managed by the State Office.
- Competing schools are responsible for notifying the WIAA Staff or the Tournament Manager in a timely manner if they are having difficulty traveling to the event site due to weather or an emergency and may not arrive in time for their scheduled competition.
- School personnel have the responsibility of making alternative travel plans based on weather forecasts and other foreseeable barriers to travel.
- As a common practice, input and recommendations are to be sought from the Highway Patrol and/or the Department of Transportation.
- Specific circumstances not covered by this policy are left to the discretion of the WIAA Staff.

- If a team/individual is unable to arrive at a State event site for their scheduled competition due to circumstances beyond their control (e.g., an earthquake, all passes closed, roads closed due to flooding, etc.), that team/individual will be allowed to participate in their scheduled event provided they arrive at the event site and are able to compete on the day of their scheduled event.
- The WIAA Staff, in cooperation with the Tournament Manager, shall adjust the schedule of the event for the purpose of allowing maximum participation for all qualified teams/individuals.
- If the team/individual is unable to arrive to compete on the day of its event, a forfeit is recorded and that team/individual shall move into the consolation bracket or be dropped from competition, whichever is applicable to that particular stage of the event.

INCLEMENT WEATHER

- In the interest of safety, weather/conditions beyond the control of the participating teams/individuals and/or Tournament Manager, there may be times that it becomes necessary to delay, postpone, or cancel a contest or tournament, though the intent of this policy is to accommodate teams/individuals by rescheduling.
- Thunder & lightning:
 - When thunder is heard or lightning is seen, the leading edge of the thunderstorm is close enough to strike your location with lightning. Suspend play for at least 30 minutes and vacate the outdoor activity to the previously designated safer location immediately.
 - Once play has been suspended, wait at least 30 minutes after the last thunder is heard or lightning is witnessed prior to resuming play.
 - Any subsequent thunder or lightning after the beginning of the 30-minute count will reset the clock and another 30-minute count should begin.

The following practices shall be observed:

- If severe weather conditions affect a participating team/individual, but not the tournament, the team must notify the Tournament Manager.
- If severe weather conditions affect the tournament, the WIAA Staff will make the final decision concerning tournament postponement or rescheduling.
- Play will resume on the next playable date.
- Changing of sites, postponement, or cancellation of events will be determined by the WIAA Staff.

Procedures to follow if contests are rescheduled:

- The WIAA Staff has the final authority on contest rescheduling.
- If contests are rescheduled on the same day as originally scheduled but at a different site, the Semifinal and Championship contests will be scheduled at the same time or later than originally scheduled.
- The time between contests may be shortened. *Example: If contests were originally scheduled at two (2) hour intervals, they may be rescheduled at one and one half (1½) hour intervals.*
- Individuals/teams shall be granted a minimum of twenty (20) minutes for rest between contests.

- Whenever possible, contests played on the final day of the tournament shall be scheduled to allow individuals/teams to return to their home community that day.
- If during the last scheduled day of a tournament, contests are unable to be restarted, requiring overnight postponement, only those teams/individuals still in contention for the Championship will continue play.
- Teams/Individuals not in contention for the Championship shall be awarded a tie for the highest placing that could have been earned if postponement had not been necessary.
- Ticket revenue will not be refunded in the event the schedule and/or day(s) of the event are changed due to inclement weather.

TEAM CEREMONIES

Except for the postgame awards presentations, team ceremonies held before or after a contest must be conducted in the locker room or on the sideline so as not to delay the start of the contest or impact any other participating teams.

UTILIZING STUDENTS FOR SUPPORT POSITIONS AT ATHLETIC EVENTS

Students younger than high school age will not be allowed for any support positions at a WIAA State Championship UNLESS the school signs a waiver ahead of time and the school assumes all risk.

- [Underage Worker Form](#)

SUPERVISORY PERSONNEL

Participating schools must register a supervisory staff member in FinalForms to monitor their student fan section.

- **Supervisor Duties:**
 - Report to the Tournament Manager upon arrival.
 - Wear a WIAA-issued 'Supervisor' pass for easy identification.
 - Monitor fan behavior as outlined in the [WIAA's Fan Expectation Guidelines](#).
 - Assist the facility security staff or Tournament Management staff when necessary.

FAN/SPECTATOR EXPECTATIONS

The WIAA supports social justice, racial equity, and sportsmanship. Derogatory cheers, slurs, and hateful comments relating to identity (race, ethnicity, gender expression, disability, religion) are not permitted. Tournament Managers and event personnel have the authority to remove individuals for inappropriate behavior or comments. If you witness any of the above behavior from those in attendance, you can report the incident to the WIAA via the [Discrimination & Harassment Reporting Form](#).

- Participating schools are encouraged to share the [WIAA's Fan Expectations](#) with their communities and student bodies prior to attending State events for policies regarding Cheers, Signs, Artificial Noisemakers, Mascots, Face Painting, Continuous Standing, Clean-Up Expectations, Drones, and more.

PEP BAND EXPECTATIONS

- Restrict playing to timeouts, between periods, pre and postgame, or other dead ball situations.
- Maintain appropriate fan behavior as outlined in the [WIAA's Fan Expectation Guidelines](#).

CHEERLEADER EXPECTATIONS

- Use only school district-approved cheers at appropriate times.
- Direct cheers and chants towards your school's team only.
- Maintain appropriate fan behavior as outlined in the [WIAA's Fan Expectation Guidelines](#).

TEAM ARRANGEMENTS

- **Lodging:**
 - Participating teams are responsible for their own lodging.
 - Schools must provide supervision for all school representatives at their place of lodging.
- **Locker Rooms:**
 - Teams must be supervised by school personnel while in their assigned locker room.
 - Participants are responsible for leaving locker rooms in undamaged condition.
 - Tournament Management is not responsible for lost or stolen items.
- **Physicians/Trainers:**
 - Teams are encouraged to supply their own physician/trainer.
 - Athletes removed from participation and attended to by a physician cannot reenter competition until authorized by the physician who made the original decision.
- **Participant Admission & Roster Limitations:**
 - The roster limits for each of the State events are listed in the respective sport-specific regulations.
 - Only those participants included on the roster can be in uniform.
 - Students not included on a team's roster/squad must pay admission or included on the Pass Gate list.
 - Participant admission/asses is non-transferable.

STATE TOURNAMENT IDENTIFICATION AND SPONSORSHIP

The WIAA has registered the WIAA logo and identification term, "State High School Championships," with the Secretary of State, establishing the ownership of events through legal action and WIAA Executive Board policies. Phrases such as "On to State," "On the Road to State" or any other phraseology that implies State High School Championships are included.

- The WIAA has licensed only one company to print, sell, and/or distribute WIAA-registered merchandise and schools are encouraged to contact the [WIAA Staff](#) directly for information regarding that partnership.
- Only official, pre-approved merchandise will be sold on-site before, during, or after the event.
- WIAA member schools that wish to produce merchandise utilizing any of the phraseology outlined above must utilize any one of the following processes:
 - Contact the [WIAA Staff](#) to procure desired merchandise through the WIAA's merchandise partner, or
 - Remit a percentage of the gross revenue of merchandise sold to the WIAA; the percentage will be agreed upon by the school and WIAA.
- Permission to distribute items onsite at a State event must be approved by the WIAA Staff..

- Advertising or recognition of non-school organizations/products is limited to WIAA-approved sponsors.
- Political displays and/or solicitation are prohibited.

EXPECTATIONS DURING AWARDS PRESENTATIONS DURING STATE EVENTS

- Spectators will not be allowed onto the competition floor or field.
- All individuals (coaches, participants, managers, statisticians, etc.) will remain on the competition floor or field until all awards have been presented.
- **Losing Team Expectations:**
 - Send the entire team to the center of the field/court/competition area to receive their award,
 - Cooperate with the school supervisors and spirit squads to dispel any rude comments directed to the opposing team or tournament officials,
 - Remain on the field/floor until after the award has been presented to the winning team,
 - Display appropriate congratulatory efforts towards the winning team.
- **Winning Team Expectations:**
 - Remain on their own side of the floor or field until after the award has been presented to the other team,
 - Cooperate with the school supervisors and spirit squads to subdue overly exuberant fans until after the award has been presented to the other team.
 - Demonstrate respect for the opposing team.