



# 2017 SoundSport Rulebook

## Regulations at a Glance:

- Teams must consist of 5 or more members
- Stage area is 30 yards wide x 20 yards deep
- Length of show is 5 to 7 minutes
- Any Age
- Any Instrument
- Evaluation of Music, Visual & Overall Impression
- Entertainment & Showmanship Focus

## SoundSport Event Regulations

### I. ELIGIBILITY

- a. SoundSport teams can perform with members of all ages.
- b. SoundSport teams must consist of five or more members in the performance area at any time during the performance.

### II. EVENT SITE

- a. Whenever possible, the event stage shall be in the shape of a rectangle, not less than 30 yards wide and 20 yards deep, with the four corners marked with a visual marker.
- b. Event stages will have markers every five yards around the perimeter but do not guarantee yard lines.
- c. If a venue necessitates a change in the size of the performance stage, participating teams will be notified prior to the event.

### III. JUDGING

#### a. EVALUATION

- i. Events will be evaluated in 3 categories: Music Performance, Visual Performance and Overall Impression

#### b. COMPETITIVE CLASSES

- i. The SoundSport program has six competitive classes:
  1. Cadet, Under 50 Members
  2. Cadet, 51+ Members
    - a. Cadet Class ensembles are permitted One (1) over age Drum Major/Conductor
  3. Youth, Under 50 Members
  4. Youth, 51+ Members
  5. All-Age, Under 50 Members
  6. All-Age, 51+ Plus Members

- ii. SoundSport competitions will include as many classes as necessary to represent the performing ensembles in each age and size classification.
- c. **AWARDS**
  - i. A “Best in Class” title will be awarded to the one ensemble in each competitive class.
  - ii. A “Best in Show” title will be awarded to one ensemble.
  - iii. Best in Class and Show titles will be determined by judge deliberation, taking into consideration the entire range of the caption responsibilities.

#### IV. EQUIPMENT

- a. **MUSICAL INSTRUMENTATION**
  - a. The instrumentation of each SoundSport team may include any instrument or implement that is played or struck to create sound in real time including the human voice.
  - b. All equipment requiring wheels must be hand pushed into the performance area. Use of motorized carts is prohibited.
    - i. Wheels must be rubber and 8 inches on all wheeled equipment and props.
- b. **AMPLIFICATION**
  - a. **Use of Amplification**
    - i. The use of self-contained amplification systems is permitted.
    - ii. Venues will provide no less than a single 110V extension cord/receptacle. Performing ensembles should take care not to overload the circuit & should not assume that there will be unlimited circuits for their use.
    - iii. Adaptation to the environment of individual performance locations is the responsibility of the SoundSport team. We will do everything possible to communicate logistical considerations in advance of event.
- c. **USE OF ELECTRONIC EQUIPMENT**
  - a. **Terminology:**
    - i. **“Music” (or “Musical”)** shall be defined as the organization of melodic, harmonic and/or rhythmic sound through time.
    - ii. An **“Electronic Instrument”** shall be defined as any piece of electronic equipment that produces “Musical” sound.
    - iii. A **“Sequence” or “Loop”** shall be defined as “Music” that is pre-recorded or programmed during a performance.
    - iv. **“Human Voice”** shall be defined as spoken word.
  - b. Music from Electronic Instruments is allowed given that the Music is being performed live, in real time during the performance.
  - c. Sequenced Music is prohibited.
  - d. Musical Loops are prohibited.
  - e. Pre-recorded Sound Effects and Human Voice may be used.
  - f. Permission must be obtained for all copyrighted material.
- d. **INSTRUCTIONS FOR EVENT HOSTS**
  - a. We require a dedicated electrical outlet providing 110 volts, with at least 15 amperes of current to be located at the stage location for sound reinforcement systems.
  - b. A conductor’s podium (or area) will be provided by the event host placed on the center front of the performance area. All SoundSport teams are required to use the same provided podium.
    - i. In the event that a podium cannot be provided at any SoundSport event, all participants will be notified prior to the event.
- e. **MISCELLANEOUS EQUIPMENT**
  - a. No pyrotechnics, discharge of arms, pressurized canisters, water, flammable liquids, and/or hazardous materials (including helium) will be permitted on or

around the performance stage. This includes “Silly String” and similar products / gimmicks / effects.

- b. The use of powders or powder-like substances, or anything leaving a residue (like glitter) or residual litter (like confetti) is prohibited on or around the performance stage.
- c. On the rare occasion where a grass field might be used for a SoundSport event, the use of any type of “floor” cover will be prohibited.
- d. Specific questions regarding equipment limitations should be asked no less than seven days prior to event date. We will make every effort to proactively share information in this regard.

## V. COLORS AND STANDARDS

- a. The current National Colors of the United States of America, or any previous national colors of the United States, or any national flag of any sovereign country will be treated with proper respect at all times. No national color should in any way be denigrated or used inappropriately or handled controversially.
- b. If your team intends to include a national flag in your performance, or if you’d like to place one in the performance area during your performance, you are responsible to adhere to all applicable flag codes and appropriate policies and procedures.
- c. The SoundSport performance stage is an inappropriate venue for airing of negative and controversial political statements and hate speech and as such, performances deemed inappropriate by event organizers are prohibited.

## VI. CONDUCT OF TEAMS

### a. PERFORMANCE TIMES

- i. SoundSport teams shall be in performance with its complete competing personnel not less than 5 minutes nor more than 7 minutes.
- ii. All playing and maneuvering must cease when the total time reaches 7 minutes.
- iii. A team may conclude its performance while still on the stage.
- iv. Teams will be scheduled to compete at ten (10) minute intervals. *A team may utilize any portion of the initial three (3) minutes of their performance interval for entry and set-up. The team may additionally use any audio-visual material, except for those already prohibited for safety reasons and performance surface protection.* This must occur prior to the start of the performance. The team will not be able to enter the stage before the allowed 3-minute *pre-show* time and must exit the stage immediately following the performance with no delay. Any team creating a delay in the 10-minute schedule will be subject to a penalty which will be determined by the event director.
  - 1. The time schedule may be expanded or be lessened at the option of the event director. However, only if all participating units can be guaranteed the same amount of time.

### b. TIMING AND EVALUATION

- i. Timing of the (10 minute) block will begin at the event director’s signal
- ii. Timing and evaluation of the performance (5 minute to 7 minute) will start with the first step of a member of the team or with the first note of music, whichever occurs first.
- iii. Timing and evaluation will cease with the last note of music played by any performer on the performance stage.

### c. ENTRY TO THE PERFORMANCE AREA

- i. To avoid distracting the performing team on the stage, units should refrain from creating sound as they are entering the stage area including in the tunnel or hallway that may lead to the stage.

- ii. Members of the team may set-up anywhere on or off the stage prior to the commencement of timing and evaluation.
  - iii. No performer is allowed forward of the performance area whether through the sidelines or front except to retrieve dropped equipment or props. For the safety of audience members, performance of any kind is prohibited in the area in front of the stage.
  - iv. Performers may not enter any viewing area. They must remain on the performance stage.
  - v. SoundSport teams may need to manage venue logistics or obstacles relative to transportation and setup of props and equipment. Every effort will be made to communicate known / expected challenges no less than seven days prior to event.
- d. **STAGE EXIT**
- i. When leaving the performance area, team members must depart as directed by event staff.
  - ii. Once a team's performance concludes, they must proceed from the performance area without delay or further performance.
  - iii. The event director may, at his/her option, provide opportunities for audience interaction following a performance at a given venue.
- e. **STAGE CONDUCT – BOUNDARIES**
- i. All musical instruments and implements must be placed within the performance area. Musical instruments that are outside of the performance area may not be played before or during the team's performance.
  - ii. Additionally, equipment or props must also be placed within the performance area.
  - iii. If any equipment accidentally leaves the performance area, the equipment may be retrieved by any member of the team.
  - iv. All grounded or dropped equipment must be retrieved before the team leaves the performance area.

## **VII. WEATHER, PERFORMANCE, AND EVALUATION**

- a. **WEATHER OR OTHER LIKELY OR UNLIKELY OCCURANCES**
- i. When a show experiences inclement weather or another situation that causes the performances to be disrupted, the event director will direct the teams as appropriate.

## **VIII. RECORDED COMMENTS**

- a. Every team that completes their full performance and thus has a completed evaluation will receive their recorded comments.

## **IX. PENALTIES / RULE ERRORS**

- a. **GENERAL-** A team violating any rule, or part of a rule, shall be punished not less than one (1) medal devaluation in the Overall Impression caption nor more than disqualification from the event, at the discretion of the event director. Rule violations include, but are not limited to:
- i. Failure to report to the ready line for competition at the stipulated time
  - ii. Any infraction of field entry or field exit rules
  - iii. Infraction of any performance area boundaries
  - iv. Use of spoken word or arranged material without proper music licensing
- b. Only the event director may assess a disqualification. Judges must report all rule violations to the event director.